


Assembly and Machine Language - Fall 96 Midterm Exam	Instructor: B. Nasihatkon	 <small>K. N. TOOSI UNIVERSITY OF TECHNOLOGY</small>
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Part I: Questions

1- After running the assembly command: `mov AL, 0D7h`

- a) What will be the **binary** representation of AL? Why? (4 points)

- b) Looking at AL as an **unsigned integer**, what number (in decimal) is stored in it? Why? (3 points)

- c) Looking at AL as a **2's complement signed integer**, what number (in decimal) is stored in it? Why? (4 points)

2- After running the assembly command: `mov DX, -300`

- d) What will be the **hexademial** representation of **DX**? Why? (6 points)

- e) Looking at **DL** as an **unsigned integer**, what number (in decimal) is stored in it? Why? (3 points)

- f) Looking at **DH** as a **2's complement signed integer**, what number (in decimal) is stored in it? Why? (4 points)

3- Write a single assembly command equivalent to the the following code. Briefly, explain your answer. (4 points).

```
not EAX
inc EAX
```

4- What will be stored in AL after running the following code? Why? (6 points)

```
mov al, bl
xor bl, -1
and al, bl
```

5- Write three lines of assembly code that sets bit number 0 of AX to 1, sets bit number 12 of AX to 0, and flips the value of bit 7 (6 points).

Part II: Programming

- You do not need to (and must not) write full programs. Just write the required assembly code for doing each task.
- Write programs in the designated code area as follows:

label	command	arguments
loop1:	mov	eax, ebx
	call	prog2
	jne	loop1
prog2:		

- You can use functions from the book:

call print_int	prints the value EAX
call print_nl	prints out a new line character.
call read_int	reads an integer and stores it into EAX.

