

## COE 205, Term 032

## Computer Organization &amp; Assembly Programming

Quiz# 2 (22/03/04)Student Name: **Key Solution**

ID:

Section:

**Question 1:** Given the following declaration in the logical data segment:**.data**

```

X    DB    2 DUP (34H)
Y    DW    2 DUP (?)
M    EQU   234H
W    DB    2 DUP (3, 2 DUP(0))
Z    DW    0EFA2H

```

Show how these values would be represented in memory, if we suppose that data is put in memory starting from address: 2000 H

Variable	Address	Content	Variable	Address	Content
<b>X</b>	<b>2000</b>	<b>34</b>		<b>2007</b>	<b>0</b>
	<b>2001</b>	<b>34</b>		<b>2008</b>	<b>0</b>
<b>Y</b>	<b>2002</b>	<b>?</b>		<b>2009</b>	<b>3</b>
	<b>2003</b>	<b>?</b>		<b>200A</b>	<b>0</b>
	<b>2004</b>	<b>?</b>		<b>200B</b>	<b>0</b>
	<b>2005</b>	<b>?</b>		<b>200C</b>	<b>A2</b>
<b>W</b>	<b>2006</b>	<b>3</b>		<b>200D</b>	<b>EF</b>

**Question 2:** Given the following register contents:

```

AX = F2E9H  BX = 0000H  CX = 08A0H  DX = F1E0H
SI = 0006H  DI = 0010H  BP = C2E1H  SP = 1330H
DS = 1EC0H  ES = 2FF4H  CS = 1EC0H  SS = A345H
IP = E731H

```

A – Calculate the physical address of the top of the stack?

$$PA = SS \times 10H + SP = A3450 + 1330 = A4780H$$

B - Calculate the starting and ending physical addresses of the data, code stack and extra segments. Indicate whether the segments are disjoint or overlapping?. Indicate also the overlap is partial or total?.

Segment	Pointing Register	Starting Physical Address	Ending Physical Address
Data	DS	1EC00	$1EC00 + FFFF = 2EBFFH$
Code	CS	1EC00	$1EC00 + FFFF = 2EBFFH$
Stack	SS	A3450	$A3450 + FFFF = B344FH$
Extra	ES	2FF40	$2FF40 + FFFF = 3FF3FH$

- DS and CS are totally overlapping
- All other cases are totally disjoint

C – Indicate what (source) addressing modes are used in the following instructions?

Note: indicate if any of the instructions syntax is incorrect. In that case you don't have to calculate the physical address

	Instruction	T/F	Addressing Mode	Physical Address Calculation
1	MOV AX, [BX+2]	T	Based	$DSx10h + BX + 2$
2	SUB SI, [BX+SI]	T	Based Indexed	$DSx10h + BX + SI$
3	SBB SI, [BX + Z]	T	Based	$DSx10h + BX + \text{Offset } Z$
4	MOV [BX+3], M	T	Immediate	No physical address
5	ADD [SI+6], BX	T	Register	No physical address
6	ADD X, Y[BX]	F	Both operands in memory	
7	MOV AX, X+2	F	Incompatible Operands	
8	ADC DX, Z[BX]	T	Register Indirect	$DSx10h + BX + \text{Offset } Z$