

Points missed: \_\_\_\_\_ Student's Name: \_\_\_\_\_

Total score: \_\_\_\_\_ /100 points

East Tennessee State University  
Department of Computer and Information Sciences  
CSCI 2150 – Computer Organization  
Final Exam for **Sections 201 & 202** in Spring Semester, 2001

**Instructor:** David Tarnoff

**Read this before starting!**

- The total possible score for this test is 100 points.
- This test is closed book and closed notes
- You may use a calculator
- **All** answers **must** be placed in space provided. Failure to do so will result in no credit for answer.
- **1 point** will be deducted per answer for missing or incorrect units when required. **No** assumptions will be made for hexadecimal versus decimal, so you should always include the base in your answer.
- If you perform work on the back of a page in this test, indicate that you have done so in case the need arises for partial credit to be determined.

“Fine print”

Academic Misconduct:

ETSU Policy No. 3.13, October 1, 1979:

"All students in attendance at East Tennessee State University are expected to be honorable."

"Academic misconduct will be subject to disciplinary action. Any act of dishonesty in academic work constitutes academic misconduct. This includes plagiarism, the changing or falsifying of any academic documents or materials, cheating, and the giving or receiving of unauthorized aid in tests, examinations, or other assigned school work. Penalties for academic misconduct will vary with the seriousness of the offense and may include, but are not limited to: a grade of "F" on the work in question, a grade of "F" for the course, reprimand, probation, suspension, and expulsion. For a second academic offense, the penalty is permanent expulsion."

INC - Increment  
 Usage: INC dest  
 Modifies flags: AF OF PF SF ZF  
 Description: Adds one to destination unsigned binary operand.

Jxx - Jump Instructions Table

Mnemonic	Meaning	Jump Condition
JA	Jump if Above	CF=0 and ZF=0
JAE	Jump if Above or Equal	CF=0
JE	Jump if Equal	ZF=1
JG	Jump if Greater (signed)	ZF=0 and SF=OF
JGE	Jump if Greater or Equal (signed)	SF=OF
JL	Jump if Less (signed)	SF != OF
JLE	Jump if Less or Equal (signed)	ZF=1 or SF != OF
JMP	Unconditional Jump	unconditional
JNA	Jump if Not Above	CF=1 or ZF=1
JNB	Jump if Not Below	CF=0
JNE	Jump if Not Equal	ZF=0
JNG	Jump if Not Greater (signed)	ZF=1 or SF != OF
JNL	Jump if Not Less (signed)	SF=OF
JZ	Jump if Zero	ZF=1

MOV - Move Byte or Word  
 Usage: MOV dest,src  
 Modifies flags: None  
 Description: Copies byte or word from the source operand to the destination operand. If the destination is SS interrupts are disabled except on early buggy 808x CPUs. Some CPUs disable interrupts if the destination is any of the segment registers

POP - Pop Word off Stack  
 Usage: POP dest  
 Modifies flags: None  
 Description: Transfers word at the current stack top (SS:SP) to the destination then increments SP by two to point to the new stack top. CS is not a valid destination.

PUSH - Push Word onto Stack  
 Usage: PUSH src  
 Modifies flags: None  
 Description: Decrements SP by the size of the operand (two or four, byte values are sign extended) and transfers one word from source to the stack top (SS:SP).

***Short Answer (3 points each)***

- 1.) What does the segment/pointer register combination CS:IP point to?
- 2.) What does the segment/pointer register combination SS:SP point to?
- 3.) If DS equals 2500h and DI equals 1234h, what physical address does DS:DI represent?

- 4.) Assume AX=2354h, BX=AFC3h, and CX=0034h. After the following code is executed, what would AX, BX, and CX contain?

Place your answers in space below:

```
PUSH AX
PUSH BX
PUSH CX
POP BX
POP AX
POP CX
```

AX =

BX =

CX =

- 5.) What are the two types of information stored in memory?

- 6.) If the zero flag is set to zero, what will the processor do if it encounters the instruction **JA LABEL**?

- a) No matter what, it will jump to address LABEL.
- b) No matter what, it will *not* jump to address LABEL.
- c) It will jump to address LABEL depending on the value of the sign flag.
- d) It will jump to address LABEL depending on the value of the carry flag.
- e) None of the above

- 7.) True or False: The following two pieces of code have the same end result.

```
MOV AX,[1234h]
```

```
MOV BX,1234h
MOV AX,[BX]
```

- 8.) If AX=FFFFh and the instruction **INC AX** is executed, what would ZF and SF equal?

- 9.) List all of the 16-bit general purpose/computation registers of the 8086 processor.

- 10.) On an 80286 processor, how many address lines are used to access memory using the MOV command?

- 11.) On an 80x86 processor, how many address lines are used to access memory using the IN command?

- 12.) On an 80x86 processor, which of the following lines are used to write data to an I/O port?

- a) ^MRDC
- b) ^IORC
- c) ^MWTC
- d) ^IOWC
- e) None of these

- 13.) If an RS232 serial port is set up to have odd parity, what would the parity bit equal if we sent the binary value 10110110?
- 14.) If it takes  $2 \times 10^{-3}$  seconds (2 milliseconds) to transmit one bit across a serial interface, what is the baud rate?

*Sort of Short Answer (5 points each)*

- 15.) List two of the three benefits of programming in assembly language that we discussed in class.
- 16.) If a processor takes 3 cycles to execute any instruction (fetch, decode, execute), how many cycles would a pipelined processor save over a non-pipelined processor to execute 10 instructions?
- 17.) List an advantage we discussed in class of interrupt-driven I/O.
- 18.) List two of the three uses we discussed in class of the stack.
- 19.) If the baud rate is 28,800 bits per second across a link with 1 stop bit, odd parity, and 8 data bits, how many data bits per second are being transmitted?
- 20.) What is the purpose of having a logic '1' = -12 volts and a logic '0' = +12 volts on an RS232 link?

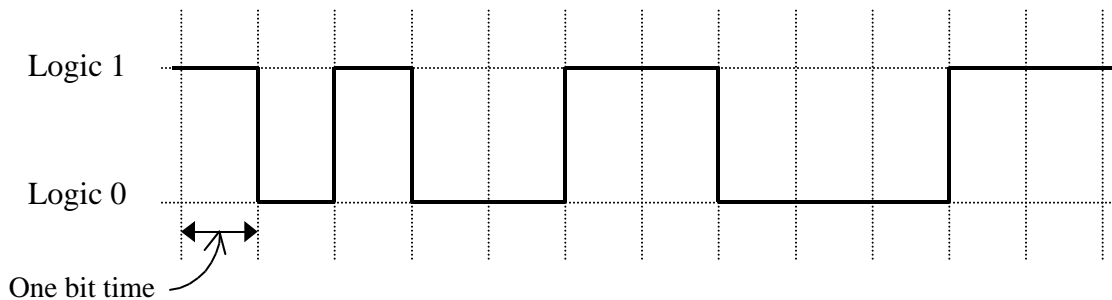
*Sort of Longer Answers (points vary)*

- 21.) Assume the code in the table below is *executed in order on the 80x86, each instruction depending on the result of the previous one*. For each instruction, identify which registers and flags are affected and enter the new value if you know what it is. (Just put an 'X' in the box if it's impossible to know the new value.) Use the memory contents shown in the chart below if necessary. (10 points)

Memory: DS:0123h = 34h DS:0124h = 12h DS:0125h = ACh DS:0126h = 3Fh

Instruction	AX	BX	IP	Sign flag	Zero flag
mov bx,0125h					
mov ah,[bx]					
mov al,[bx+1]					
dec al					
jnz 0987h					

*Questions 22, 23, and 24 are based on the following RS232 signal sent with 8 data bits and odd parity.*



- 22.) What is the binary value being transmitted in this signal? (5 points)
- 23.) Is the parity bit correct? (3 points)
- 24.) Would the answer to question 25 change if the RS232 signal was set for 7 data bits? (2 points)
- 25.) Classify each of the following characteristics as RS232 serial (R), USB (U), GPIB (G), or SCSI (S). (2 points each)
- \_\_\_\_\_ Serial point-to-point communications
  - \_\_\_\_\_ One of its up to 8 devices must be the controller
  - \_\_\_\_\_ Can have at most 15 active devices on a single connection
  - \_\_\_\_\_ Contains power supply lines in a four conductor connection