

Kód: 

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Név: \_\_\_\_\_

Dátum: \_\_\_\_\_ **2. ZH**  
 //Minden helyes válasz 1 pontot ér.

```
Procedure zh2_51(VAR j:int16; VAL i:int32; VAL k:int16);@nodisplay;@cdecl;
```

```
Static B: byte[ ]:=[-7,21,-16,51];
```

```
W: word[ ]:=[-27,61];
```

```
D:dword[ ]:=[-31,23];
```

```
VAR y:int32; x:int16; z:int32;
```

```
Begin zh2_51; // Az eljárás meghívása: zh2_51(word_var, 8, DX);
```

```
1. MOV(i,EAX); MOV(4,ECX);
```

```
///  

  EAX = %_____
```

```
ismet: DEC(CX); SUB(CL,AL); DEC(CX); JNS ismet;
```

```
///  

  EAX = $_____ ; ECX = $_____ ; CF= __
```

```
2. LEA(i,EBX); SUB(ESP,EBX); LEA(y,EAX); SUB(EBP,EAX);
```

```
///  

  (type uns8 BL)=_____ ; (type int32 EBX)=_____
```

```
///  

  (type uns8 AL)=_____ ; EAX = $_____ ; CF= __
```

```
3. MOV(D[-1],EAX); MOV(D[2],EBX);
```

```
///  

  (type uns8 AH)=_____ ; (type uns8 AL) = _____ ; EAX = $_____
```

```
///  

  EBX=$_____ ; (type int8 BL)=_____
```

```
4. MOV(-29,EAX); MOV(EAX,ECX); ROR(3,AX);
```

```
///  

  (type int8 AL) = _____ ; (type uns8 AH) = _____
```

```
///  

  (type uns8 CL)=_____ ; ECX=$_____ ; CF= __
```

```
5. MOV(-7,EAX); MOV(ESP,EBX); PUSH(EAX); SUB(ESP,EBX); ADD([ESP],EAX);
```

```
///  

  (type int8 AH) = _____ ; (type uns8 AL) = _____
```

```
///  

  EBX=$_____ ; CF= __
```

```
6. LEA(B[3],EAX); MOV([EAX],EBX); MOV(EBX,EAX); SUB(41,EAX);
```

```
///  

  AL = %_____ ; (type int8 AL) = _____ ; (type uns8 AH) = _____
```

```
///  

  EBX=$_____ ; (type int8 BL) = _____ ; PF= __
```

```
7. MOV(&W[-1],EAX); ujra: MOV([EAX],EBX); INC(EAX); AND(BL,BL); JNZ ujra; SUB(&W,EAX);
```

```
///  

  BL = _____ ; EAX=$_____ ; (type int8 BH) = _____ ; CF= __
```

```
8. MOV(-38,EAX); LEA ([EAX+EAX*2],ECX); MOV(D,EBX); SHLD(3,EBX,EAX);
```

```
///  

  EAX = $_____ ; BX = _____ ; (type uns8 AL) = _____
```

```
///  

  (type uns8 CH)=_____ ; CL = _____ ; CF= __ ; ZF= __
```

```
9. MOV(D[1],EAX); CDQ; ADD(DL,AL); ADC(DH,AH);
```

```
///  

  AL = _____ ; EAX = $_____
```

```
///  

  EDX=$_____ ; CF= __ ; PF= __ ; SF= __
```

```
10. MOV(-52,EAX); CDQ; MOV(7,ECX); IDIV(ECX); ADD(DL,CL);
```

```
///  

  DL = _____ ; AX = $_____ ; (type uns8 AL) = _____
```

```
///  

  CL=_____ ; CF= __
```

```
End zh2_51;
```

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//Minden helyes válasz 1 pontot ér.

```
Procedure zh2_52(VAL i:int32; VAL k:int16; VAR j:int16);@nodisplay;
```

```
Static B: byte[ ] := [-11,27,-5,0];
```

```
W: word[ ] := [25,-71];
```

```
D: dword[ ] := [-35,47];
```

```
VAR x:int16; z:int32; y:int32;
```

```
Begin zh2_52; // Az eljárás meghívása: zh2_52(-7, 2, word_var);
```

```
1. MOVX(k,EAX); MOV(3,ECX); ismet: ROR(CL,AL); DEC(CL); JNS ismet;
```

```
//? EAX = $_____ ; ECX = _____ ; CF = __
```

```
2. LEA(j,EBX); SUB(ESP,EBX); LEA(z,EAX); SUB(EBP,EAX);
```

```
//? (type uns8 BL)=_____ ; (type int32 EBX)=_____
```

```
//? (type uns8 AL)=_____ ; EAX = $_____ ; CF = __
```

```
3. MOV(D[-2],EAX); MOVX(W[2],EBX);
```

```
//? (type uns8 AH)=_____ ; (type uns8 AL) = _____ ; EAX = $_____
```

```
//? EBX=$_____ ; (type int8 BL)=_____
```

```
4. MOV(-24,EAX); MOV(EAX,EBX); ROL(2,AX);
```

```
//? (type int8 AL) = _____ ; (type uns8 AH) = _____
```

```
//? (type uns8 BL)=_____ ; EBX=$_____ ; CF = __
```

```
5. MOV(-28,EAX); MOV(ESP,EBX); PUSH(EAX); ADD([EBX-4],EAX); SUB(ESP,EBX);
```

```
//? (type int8 AH) = _____ ; (type uns8 AL) = _____
```

```
//? EBX=$_____ ; SF = __
```

```
6. LEA(B[2],EAX); MOV([EAX],EBX); MOV(EBX,EAX); ADD(21,EAX);
```

```
//? AL = %_____ ; (type int8 AL) = _____ ; (type uns8 AH) = _____
```

```
//? EBX=$_____ ; (type int8 BL) = _____ ; AF = __
```

```
7. MOV(&B,EAX); ujra: MOV([EAX],EBX); INC(EAX); CMP(BL,-8); JA ujra; SUB(&B,EAX);
```

```
//? AL = _____ ; EBX=$_____ ; (type int8 BH) = _____ ; PF = __
```

```
8. MOV(-21,EAX); INTMUL(4,EAX,ECX); MOV(D[-4],EBX); SHLD(3,EAX,EBX);
```

```
//? EAX = $_____ ; BX = _____ ; (type uns8 AL) = _____
```

```
//? (type uns8 CH)=_____ ; CL = _____ ; CF = __ ; SF = __
```

```
9. MOV(D[4],EAX); CDQ; ADD(DL,AL); ADC(DH,AH);
```

```
//? AL = _____ ; AX = $_____ ; EDX=$_____
```

```
//? CF = __ ; PF = __ ; SF = __
```

```
10. MOV(-25,EAX); CDQ; MOV(6,EBX); IDIV(EBX); ADD(DL,BL);
```

```
//? DL = _____ ; AX = $_____ ; (type uns8 AL) = _____
```

```
//? BL = _____ ; OF = __
```

```
End zh2_52;
```

Kód: 

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Név: \_\_\_\_\_

Dátum: \_\_\_\_\_ **2. ZH**  
//Minden helyes válasz 1 pontot ér.

```
Procedure zh2_53(VAL k:uns8; VAL i:int32; VAR j:int16);@nodisplay;@cdecl;
```

```
Static B: byte[ ]:=[-14,13,-5,52];
```

```
W: word[ ]:= [19,-41];
```

```
D:dword[ ]:= [-39,29];
```

```
VAR x:int8; y:int16; z:int32;
```

```
Begin zh2_53; // Az eljárás meghívása: zh2_53(8, -5, word_var);
```

```
1. MOV(i,EAX); MOV(3,ECX); ismet: ROL(CL,AL); DEC(CX); JNZ ismet;
```

```
//? EAX = $_____ ; ECX = _____ ; CF= __
```

```
2. LEA(j,EBX); SUB(EBP,EBX); LEA(x,EAX); SUB(ESP,EAX);
```

```
//? (type uns8 BL)= _____ ; (type int32 EBX)= _____
```

```
//? (type uns8 AL)= _____ ; EAX = $_____ ; CF= __
```

```
3. MOV(D[1],EAX); MOV(D[-8],EBX);
```

```
//? (type uns8 AH)= _____ ; (type uns8 AL) = _____ ; EAX = $_____
```

```
//? EBX=$_____ ; (type int8 BL)= _____
```

```
4. MOV(-44,EAX); MOV(EAX,EBX); ROL(3,EAX);
```

```
//? (type int8 AL) = _____ ; (type uns8 AH) = _____
```

```
//? (type uns8 BL)= _____ ; EBX=$_____ ; CF= __
```

```
5. MOV(-3,EAX); MOV(ESP,EBX); PUSH(EAX); PUSH(EBX); SUB(ESP,EBX); ADD([ESP+4],EAX);
```

```
//? (type int8 AH) = _____ ; (type uns8 AL) = _____
```

```
//? EBX=$_____ ; CF= __
```

```
6. LEA(B[3],EAX); MOV([EAX],EBX); MOV(EBX,EAX); SUB(57,EAX);
```

```
//? AL = %_____ ; (type int8 AL) = _____ ; (type uns8 AH) = _____
```

```
//? EBX=$_____ ; (type int8 BL) = _____ ; PF= __
```

```
7. MOV(&B,EAX); ujra: MOV([EAX],EBX); INC(EAX); OR(BL,BL); JNZ ujra; SUB(&B,EAX);
```

```
//? AL = _____ ; EBX=$_____ ; (type int8 BH) = _____ ; CF= __
```

```
8. MOV(17,EAX); LEA ([EAX+EAX*4],ECX); MOV(D,EBX); SHLD(3,EBX,EAX);
```

```
//? EAX = $_____ ; BX = _____ ; (type uns8 AL) = _____
```

```
//? (type uns8 CH)= _____ ; CL = _____ ; CF= __ ; SF= __
```

```
9. MOV(D[2],EAX); CDQ; ADD(DL,AL); ADC(DH,AH);
```

```
//? AL = _____ ; AX = $_____
```

```
//? EDX=$_____ ; CF= __ ; PF= __ ; SF= __
```

```
10. MOV(-39,EAX); CDQ; MOV(7,EBX); IDIV(EBX); ADD(DL,BL);
```

```
//? DL = _____ ; AX = $_____ ; (type uns8 AL) = _____
```

```
//? BL= _____ ; CF= __
```

```
End zh2_53;
```

Kód: 

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Név: \_\_\_\_\_ Dátum: \_\_\_\_\_ **2. ZH**  
//Minden helyes válasz 1 pontot ér.

```
Procedure zh2_54(VAR j:int16; VAL k:int16; VAL i:int32);@nodisplay;@cdecl;  
Static B: byte[ ]:=[-15,23,-7,22];  
        W: word[ ]:= [22,-51];  
        D:dword[ ]:= [25,-25];  
VAR x:int16; y:int8; z:int32;  
Begin zh2_54; // Az eljárás meghívása:      zh2_54(word_var, 5, -5);
```

1. `MOVSX(k,EAX); MOV(9,EBX); ismet: DEC(BX); SUB(BL,AL); DEC(BX); JNS ismet;`  
//? `EAX = $_____ ; EBX = _____ ; CF = __`
  2. `LEA(j,EBX); SUB(ESP,EBX); LEA(y,EAX); SUB(EBP,EAX);`  
//? `(type uns8 BL)=_____ ; (type int32 EBX)=_____`  
//? `(type uns8 AL)=_____ ; EAX = $_____ ; CF = __`
  3. `MOV(D[-1],EAX); MOVSX(B[3],EBX);`  
//? `(type uns8 AH)=_____ ; (type uns8 AL) = _____ ; EAX = $_____`  
//? `EBX=$_____ ; (type int8 BL)=_____`
  4. `MOV(-45,EAX); MOV(EAX,EBX); ROL(12,EAX);`  
//? `(type int8 AL) = _____ ; (type uns8 AH) = _____`  
//? `(type uns8 BL)=_____ ; EBX=$_____ ; CF = __`
  5. `MOV(-21,EAX); MOV(ESP,EBX); PUSH(EAX); ADD([EBX-4],EAX); SUB(ESP,EBX);`  
//? `(type int8 AH) = _____ ; (type uns8 AL) = _____`  
//? `EBX=$_____ ; SF = __`
  6. `LEA(B[2],EAX); MOV([EAX],EBX); MOV(EBX,EAX); ADD(15,EAX);`  
//? `AL = %_____ ; (type int8 AL) = _____ ; (type uns8 AH) = _____`  
//? `EBX=$_____ ; (type int8 BL) = _____ ; AF = __`
  7. `MOV(&B,EAX); ujra: MOV([EAX],EBX); INC(EAX); CMP(BL,0); JG ujra; SUB(&B,EAX);`  
//? `AL = _____ ; EBX=$_____ ; (type int8 BH) = _____ ; PF = __`
  8. `MOV(-23,EAX); INTMUL(3,EAX,ECX); MOV(D,EBX); SHLD(5,EAX,EBX);`  
//? `EAX = $_____ ; BX = _____ ; (type uns8 AL) = _____`  
//? `(type uns8 CH)=_____ ; CL = _____ ; CF = __ ; SF = __`
  9. `MOV(-23,EAX); CDQ; ADD(DL,AL); ADC(DH,AH);`  
//? `AL = _____ ; AX = $_____ ; EDX=$_____`  
//? `CF = __ ; PF = __ ; SF = __`
  10. `MOV(D[0],EAX); CDQ; MOV(9,ECX); IDIV(ECX); ADD(DL,CL);`  
//? `DL = _____ ; AX = $_____ ; (type uns8 AL) = _____`  
//? `CL=_____ ; OF = __`
- `End zh2_54;`