COMP 122/L Practice Exam P1

This is representative of the kinds of topics and kind of questions you may be asked on the midterm. In addition to this practice exam, you should also review:
* The handouts
* Labs

1.) In decimal, how much is a 8 in position 5 worth?

2.) In binary, how much is a 1 in position 7 worth?

3.) In hexadecimal, how much is a E in position 4 worth?

4.) Convert decimal 19 into 8-bit unsigned binary. Show all work, including value of each digit.

5.) Convert unsigned binary 1101 1101 into decimal. Show all work, including value of each digit.
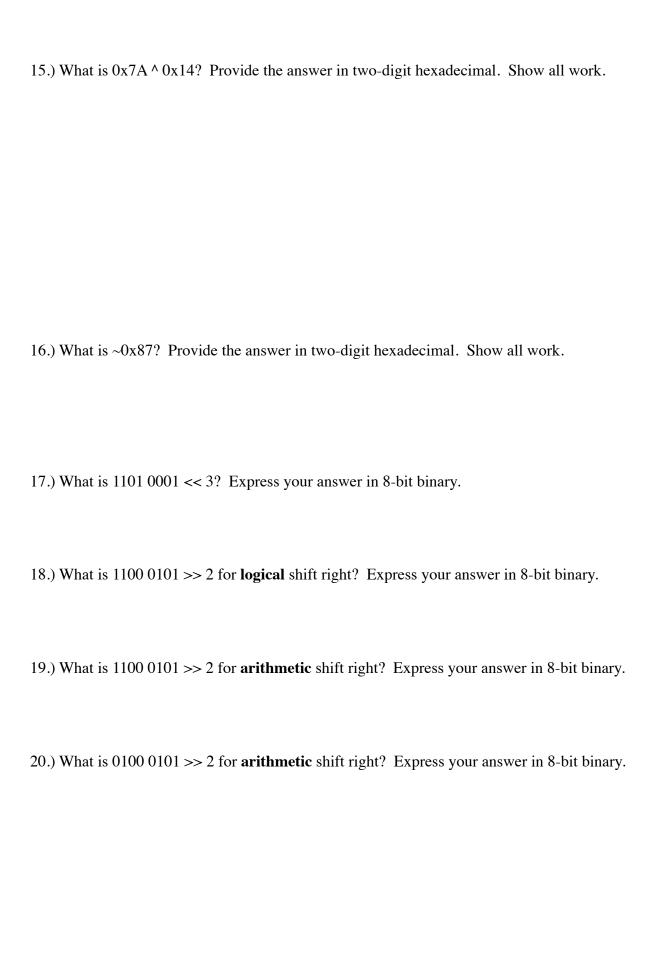
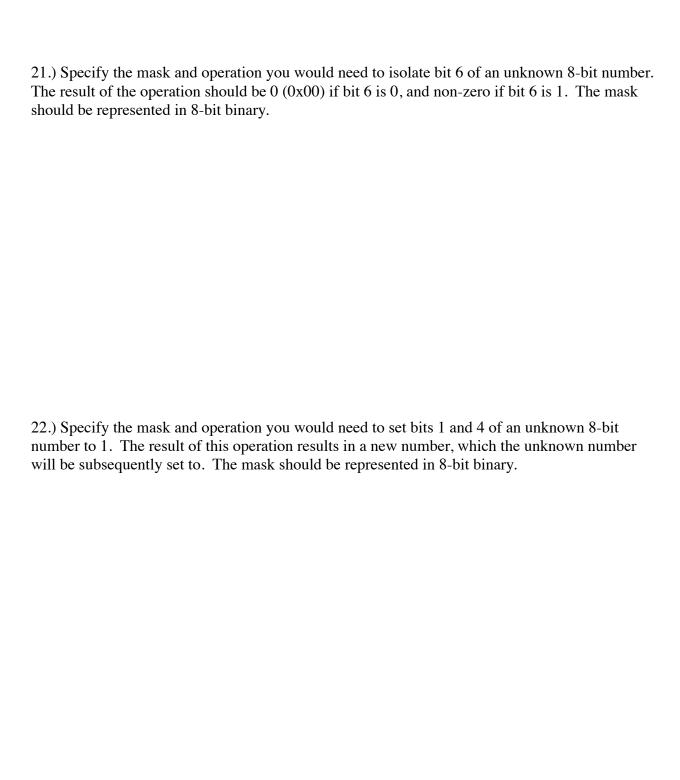6.) Convert **two's complement** binary 1101 1101 into decimal. Show all work, including value of each digit.

7.) Consider the following binary number:

1110 0110

Is it possible to tell if this number is in unsigned or two's complement representation? If yes, explain how. If not, explain why.

8.) Convert decimal 2028 to 4-digit hexadecimal. Show all work, including value of each digit.

9.) Convert decimal -882 to 4-digit hexadecimal. Show all work, including value of each digit.

10.) What is: 1111 1101 + 0100 0101? Specify if the result has a carry-out set and if the result sets the overflow bit. Show all work.

11.) What is 1111 1100 + 1000 0000? Specify if the result has a carry-out set and if the result sets the overflow bit. Show all work.

12.) What is 1111 1100 - 1000 0000? Specify if the result has a carry-out set and if the result sets the overflow bit. Show all work.

13.) What is 0x3F & 0x5A? Provide the answer in two-digit hexadecimal. Show all work.

14.) What is 0x4E | 0xB2? Provide the answer in two-digit hexadecimal. Show all work.

15.) What is 0x7A ^ 0x14? Provide the answer in two-digit hexadecimal. Show all work.

16.) What is ~0x87? Provide the answer in two-digit hexadecimal. Show all work.

17.) What is 1101 0001 << 3? Express your answer in 8-bit binary.

18.) What is 1100 0101 >> 2 for **logical** shift right? Express your answer in 8-bit binary.

19.) What is 1100 0101 >> 2 for **arithmetic** shift right? Express your answer in 8-bit binary.

20.) What is 0100 0101 >> 2 for **arithmetic** shift right? Express your answer in 8-bit binary.

21.) Specify the mask and operation you would need to isolate bit 6 of an unknown 8-bit number. The result of the operation should be 0 (0x00) if bit 6 is 0, and non-zero if bit 6 is 1. The mask should be represented in 8-bit binary.

22.) Specify the mask and operation you would need to set bits 1 and 4 of an unknown 8-bit number to 1. The result of this operation results in a new number, which the unknown number will be subsequently set to. The mask should be represented in 8-bit binary.

25.) What values (in decimal) will be in registers $t0, $t1, and $t2 after this program executes?

li $t0, 15
li $t1, 5
addu $t2, $t0, $t1

26.) What values (in signed decimal) will be in registers $t0 and $t1 after this program executes?

li $t0, 7
li $t1, 11
subu $t0, $t0, $t1

27.) What value (in decimal) will be in registers $t0, $t1, and $t2 after this program executes?

li $t0, 6
li $t1, 5
nor $t2, $t0, $t1

28.) What values (in decimal) will be in registers $t0, $t1, and $t2 after this program executes?

li $t0, 12
li $t1, 4
multu $t0, $t1
mflo $t2

29.) What values (in decimal) will be in registers $t0, $t1, and $t2 after this program executes?

li $t0, 14
li $t1, 4
divu $t0, $t1
mflo $t2

30.) What will the following program print, if run with SPIM?

li $a0, 83
li $v0, 1
syscall

31.) What value (in decimal) will be in register $t0 after this program executes?

li $t0, 3
ori $t0, $t0, 8

32.) What value (in decimal) will be in register $t0 after this program executes?

li $t0, 7
andi $t0, $t0, 13

33.) What value (in decimal) will be in register $t0 after this program executes?

li $t0, 8
xori $t0, $t0, 11

34.) What does the following program print, if run with SPIM?

```
li $a0, 15
li $v0, 1
syscall
li $a0, 'a'
li $v0, 11
syscall
li $a0, 4
li $v0, 1
syscall
```

35.) What does the following program print, if run with SPIM?

```
li $a0, 24
li $v0, 1
syscall
li $a0, 47
li $v0, 1
syscall
```

36.) What does the following program print, if run with SPIM?

```
.data
foo:
    .asciiz "Some string\n"
bar:
    .asciiz "Some other string\n"
main:
  la $a0, bar
  li $v0, 4
  syscall
  li $v0, 10
  syscall
```

37.) What does the following program print, if run with SPIM?

```
.data
foo:
   .ascii "alpha"
bar:
   .asciiz "beta"
main:
  la $a0, bar
  li $v0, 4
  syscall
  li $v0, 10
  syscall
```

38.) What does the following program print, if run with SPIM, and 4 is input by the user?

```
li $v0, 5
syscall
addiu $a0, $v0, 3
li $v0, 1
syscall
```

39.) Convert the following C-like code into MIPS assembly. The names of the variables reflect which registers must be used for the MIPS assembly. Do not assume any initial values for the registers. You may use additional registers.

```
$t0 = 3;
$t1 = 7;
$t2 = ($t0 * $t1) + 8;
```

40.) Convert the following C-like code into MIPS assembly. The names of the variables reflect which registers must be used for the MIPS assembly. Do not assume any initial values for the registers. You may use additional registers.

```
int s0 = 82;
int s1 = s0 << 2;
int s2 = s1 * 20;
int s3 = s2 + 7;
int s4 = s3 - 24;
int s5 = s4 / 3;
```

41.) Convert the following C-like code into MIPS assembly. The names of the variables reflect which registers must be used for the MIPS assembly. Do not assume any initial values for the registers. You may use additional registers. The portions in <<>> will require you to use QtSpim functionality. You do not need to exit the program properly.

```
int s0 = <<read integer from the user>>;
int s1 = s0 + 3;
<<print integer s1>>
```