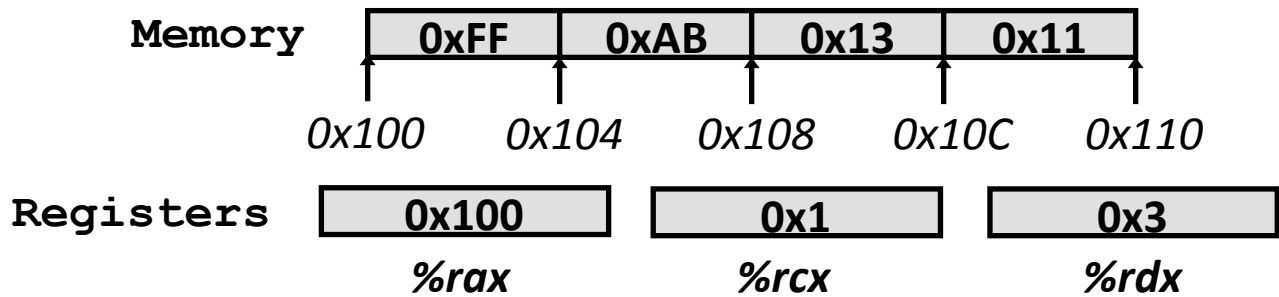


CSCI 2330 – x86-64 Operand Exercises

1. Assuming the following memory contents and register values, compute the values given by the x86-64 operands in the table below. Assume a 4-byte operand size in all cases.



#	Operand	Value
(a)	<i>%rax</i>	
(b)	0x104	
(c)	\$0x108	
(d)	(<i>%rax</i>)	
(e)	4(<i>%rax</i>)	
(f)	9(<i>%rax</i> , <i>%rdx</i>)	
(g)	260(<i>%rcx</i> , <i>%rdx</i>)	
(h)	0xFC(, <i>%rcx</i> , 4)	
(i)	(<i>%rax</i> , <i>%rdx</i> , 4)	

2. What's **wrong** with each of the following movement instructions?

- (a) `movq %eax, %rdx`
- (b) `movl $0xF, (%ebx)`
- (c) `movl %rax, (%rsp)`
- (d) `movq %rax, $0x123`
- (e) `movw (%rax), 4(%rsp)`