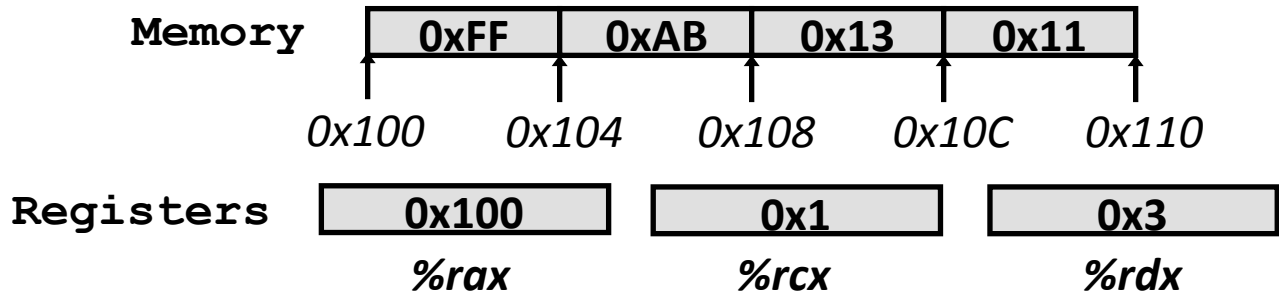


CSCI 2330 – x86-64 Operand Exercises

1. Assume an x86-64 machine with the memory contents and register values specified below. For each x86-64 operand in the list below, compute the value that the operand evaluates to. Assume a 4-byte operand size in all cases.



- (a) *%rax*
- (b) 0x104
- (c) \$0x108
- (d) (*%rax*)
- (e) 4(*%rax*)
- (f) 9(*%rax*, *%rdx*)
- (g) 260(*%rcx*, *%rdx*)
- (h) 0xFC(, *%rcx*, 4)
- (i) (*%rax*, *%rdx*, 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)`