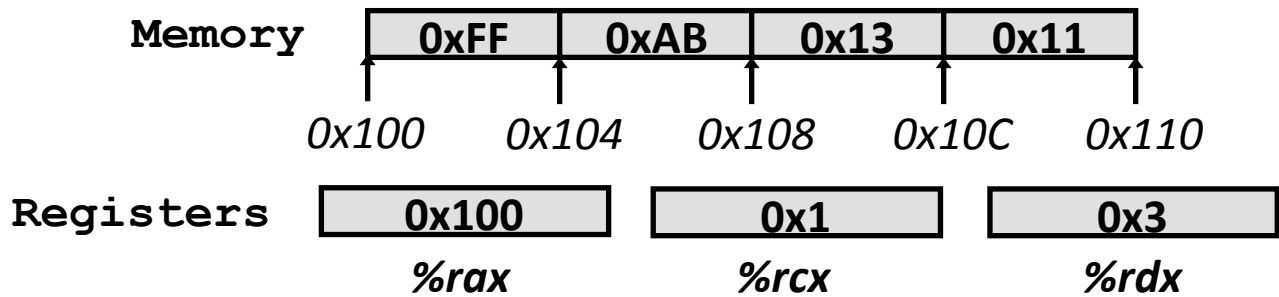


CSCI 2330 – x86-64 Operand Exercises

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)`