

Last name: ..... First name: ..... Group: .....

**ANSWER SHEET TO BE HANDED IN**

**Exercise 1**

Instruction	Memory	Register
Example	\$005000 54 AF <span style="border: 1px solid black; padding: 2px;">00 40</span> E7 21 48 C0	A0 = \$00005004 A1 = \$0000500C
Example	\$005008 C9 10 11 C8 D4 36 <span style="border: 1px solid black; padding: 2px;">FF</span> 88	No change
MOVE.L #\$5010, -(A2)		
MOVE.L \$5010, -4(A2)		
MOVE.W \$5010, -(A2)		
MOVE.B 7(A1), 16(A2, D2.L)		
MOVE.L -6(A1), -1(A0, D0.W)		

**Exercise 2**

Operation	Size (bits)	Result (hexadecimal)	N	Z	V	C
\$FF + \$FF	8					
\$FF + \$FF	16					
\$FFFF + \$FFFF	16					
\$87654321 + \$80000000	32					

**Exercise 3**

Values of registers after the execution of the program. Use the 32-bit hexadecimal representation.	
D1 = \$	D2 = \$

**Exercise 4**

Question	Answer (Yes / No)
Does the RTS instruction always use the stack?	
Does the BRA instruction always use the stack?	
Does the BSR instruction always use the stack?	
Does the JSR instruction always use the stack?	
Does the JMP instruction always use the stack?	
Does the MOVEM instruction always use the stack?	

**Exercise 5**

Values of registers after the execution of the program. Use the 32-bit hexadecimal representation.		
D1 = \$	D3 = \$	D5 = \$
D2 = \$	D4 = \$	D6 = \$