

Assembly Interview Questions And Answers Guide.



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Assembly Job Interview Preparation Guide.

Question # 1

Explain an Intermediate language?

Answer:-

Assemblies are made up of IL code modules and the metadata that describes them. Although programs may be compiled via an IDE or the command line, in fact, they are simply translated into IL, not machine code. The actual machine code is not generated until the function that requires it is called.

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Question # 2

What are the Types of Assemblies?

Answer:-

Assemblies are of two types:

1. Private Assemblies
2. Shared Assemblies

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Question # 3

What are assembly Attributes?

Answer:-

Attributes are declarative tags in code that insert additional metadata into an assembly

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Question # 4

What are kinds of processors?

Answer:-

Processors can broadly be divided into the categories of: CISC, RISC, hybrid, and special purpose.

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Question # 5

What is data movement?

Answer:-

Data movement instructions move data from one location to another. The source and destination locations are determined by the addressing modes, and can be registers or memory. Some processors have different instructions for loading registers and storing to memory, while other processors have a single instruction with flexible addressing modes.

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Question # 6

What is assembly condition codes?

Answer:-

Condition codes are the list of possible conditions that can be tested during conditional instructions. Typical conditional instructions include: conditional branches, conditional jumps, and conditional subroutine calls. Some processors have a few additional data related conditional instructions, and some processors make every instruction conditional. Not all condition codes available for a processor will be implemented for every conditional instruction.

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Question # 7

Explain some assembly controls?



Answer:-

- * BRA Branch; Motorola 680x0, Motorola 68300; short (16 bit) unconditional branch relative to the current program counter
- * JMP Jump; Motorola 680x0, Motorola 68300; unconditional jump (any valid effective addressing mode other than data register)
- * JMP Jump; Intel 80x86; unconditional jump (near [relative displacement from PC] or far; direct or indirect [based on contents of general purpose register, memory location, or indexed])
- * JMP Jump; MIX; unconditional jump to location M; J-register loaded with the address of the instruction which would have been next if the jump had not been taken
- * JSJ Jump, Save J-register; MIX; unconditional jump to location M; J-register unchanged
- * Jcc Jump Conditionally; Intel 80x86; conditional jump (near [relative displacement from PC] or far; direct or indirect [based on contents of general purpose register, memory location, or indexed]) based on a tested condition: JA/JNBE, JAE/JNB, JB/JNAE, JBE/JNA, JC, JE/JZ, JNC, JNE/JNZ, JNP/JPO, JP/JPE, JG/JNLE, JGE/JNL, JL/JNGE, JLE/JNG, JNO, JNS, JO, JS
- * Bcc Branch Conditionally; Motorola 680x0, Motorola 68300; short (16 bit) conditional branch relative to the current program counter based on a tested condition: BCC, BCS, BEQ, BGE, BGT, BHI, BLE, BLS, BLT, BMI, BNE, BPL, BVC, BVS
- * JOV Jump on Overflow; MIX; conditional jump to location M if overflow toggle is on; if jump occurs, J-register loaded with the address of the instruction which would have been next if the jump had not been taken

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