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3:

include irvine32.inc

.data

count word 0

.code

main proc

xor eax , eax

xor ecx , ecx

mov ax , 1100 0101 1010 0011b

LoopRepeat:

mov count , 0

mov ecx , 16

l1:

ror ax , 1

jc l3

l2:

loop l1

jmp last

l3:

inc count

jmp l2

last:

mov ax , count

cmp ax , 1

jne LoopRepeat

call writedec

call crlf

cmp ax , 1

jne l2

exit

main endp

end main

4:

include irvine32.inc

.data

a byte "Enter value",0

b byte "Enter value to multiply",0

.code

main proc

xor eax , eax

xor ebx , ebx

xor ecx , ecx

xor ebp , ebp

mov edx , offset a

call writestring

call crlf

call readint

mov ebx , eax

xor edx , edx

mov edx , offset b

call writestring

call crlf

call readint

mov ebp , eax

mov ecx , 32

l1:

shl ebx , 1

add ebx , ebp

loop l1

exit

main endp

end main

5:

include irvine32.inc

.data

array word 6 dup(?)

array2 byte 0ABh, 0BCh, 0CDh, 0DEh, 0EFh, 0FAh

a byte "Enter value for array1",0

.code

main proc

xor eax , eax

xor ecx , ecx

xor ebx , ebx

xor edx , edx

xor esi , esi

xor edi , edi

mov ecx , 6

get:

mov edx , offset a

call writestring

call crlf

call readhex

mov array[esi] , ax

add esi , 2

loop get

xor ecx , ecx

xor esi , esi

mov ecx , 6

l3:

mov eax , 0

mov ebx , 0

mov ax , array[esi]

rol ax , 4

mov bh , array2[edi]

shld ax , bx , 8

rol ax , 4

mov array[esi] , ax

add esi , 2

inc edi

loop l3

mov ecx , 12

xor esi , esi

l4:

xor eax , eax

mov ax , array[esi]

call writedec

call crlf

add esi , 2

loop l4

exit

main endp

end main