

Lab Experiment #6

December 10, 2024

Objective

Become familiar with string manipulation in assembly language.

Lab Task

Write an assembly program that checks if a given string is a palindrome. The program should use two variables `string1` and `string2` and display the result.

Example Output

```
Enter a string: radar  
This is a palindrome!
```

```
Enter a string: hello  
This is not a palindrome!
```

Evaluation

You will be evaluated based on the correctness of your program and the logic used for palindrome checking.