# **LAB 11**

## Questions:

Create a procedure named Scan\_String to find the index of the first occurrence of the character
 '#' in the given string.

```
Str1 BYTE '127&j~3#^&*#*#45^',0
```

- 2. Modify the above procedure to take offset of string1 and the character to be searched as argument.
- 3. Create IsCompare procedure to compare two strings.
- 4. Create a Str\_Reverse procedure to reverse strings.
- 5. Create a procedure that Loads an array of integer by multiplying it with Load(offset array, byte no)

```
INCLUDE Irvine32.inc
.data
Str1 BYTE "127&j~3#^&*#*#45^",0
str2 BYTE "Character found" , 0
str3 BYTE "Character not found" , 0
.code
main PROC
mov ebx , 0
Scan String PROC
mov edi , offset Strl
mov al , '#'
{\tt mov} ecx , LENGTHOF Str1
cld ; forward direction
repne SCASB; repeat while not equal
jnz quit
found:
mov edx , offset str2
call Writestring
call crlf
mov eax , LENGTHOF Str1
sub eax , ecx
dec eax
call Writeint
exit
```

```
quit:
mov edx , offset str3
call Writestring
ret
Scan_String ENDP

exit
main ENDP
END main
```

```
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Character found +7

C:\Users\anas\source\repos\Project2\Debug\Project2.exe (process 16152) exited with code 0 (0x0). Press any key to close this window . . .
```

```
INCLUDE Irvine32.inc
.data
Str1 BYTE "127&j~3#^&*#*#45^",0
str2 BYTE "Character found" , 0
str3 BYTE "Character not found" , 0
.code
main PROC
Scan_String PROTO, str4:PTR BYTE , charac:BYTE , len:DWORD
INVOKE Scan String , ADDR Str1 , '#' , LENGTHOF Str1
exit
main ENDP
Scan String PROC , string1: PTR BYTE , character:BYTE , Leng:DWORD
mov edi , string1
mov al , character
mov ecx , Leng
cld ; forward direction
repne SCASB; repeat while not equal
jnz quit
found:
mov edx , offset str2
call Writestring
call crlf
mov eax , LENGTHOF Str1 \,
sub eax , ecx
dec eax
call Writeint
exit
```

```
quit:
mov edx , offset str3
call Writestring
ret
Scan String ENDP
```

#### END main

```
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Character found +7

C:\Users\anas\source\repos\Project2\Debug\Project2.exe (process 908) exited with code 0 (0x0). Press any key to close this window . . .
```

```
INCLUDE Irvine32.inc
.data
str1 BYTE "abc",0
str2 BYTE "ab" , 0
greater BYTE "source > target", 0
lessOrEqual BYTE "source < target",0</pre>
.code
main PROC
call IsCompare
exit
main ENDP
IsCompare PROC
mov esi , offset strl
mov edi , offset str2
CMPSB
ja L1
{\tt mov}\ {\tt edx} , offset lessOrequal
call Writestring
jmp quit
L1:
mov edx , offset greater
call Writestring
quit:
ret
IsCompare ENDP
END main
```

```
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source < target
C:\Users\anas\source\repos\Project2\Debug\Project2.exe (process 15844) exited with code 0 (0x0).
Press any key to close this window . . .
```

```
INCLUDE Irvine32.inc
.data
str1 BYTE "Hello",0
.code
main PROC
call Str reverse
exit
main ENDP
Str reverse PROC
mov esi , offset strl
mov edi , offset strl
add edi , LENGTHOF str1-2 ; mov edi to the end(-2 because of null terminator)
mov ecx , LENGTHOF str1/2 ; only need to process half of the string
L1:
mov al , [esi]
mov bl , [edi]
mov [esi] , bl
mov [edi] , al
inc esi
dec edi
loop L1
mov edx , offset strl
call Writestring
Str reverse ENDP
END main
```

```
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C:\Users\anas\source\repos\Project2\Debug\Project2.exe (process 9412) exited with code 0 (0x0).

Press any key to close this window . . .
```

```
INCLUDE Irvine32.inc
array DWORD 1,2,3,4,5,6,7,8,9,10
.code
main PROC
call arrMul
;print array
{\tt mov} ecx , LENGTHOF array
mov esi , 0
L1:
mov eax , array[esi *TYPE array]
call Writeint
call crlf
inc esi
loop L1
exit
main ENDP
arrMul PROC
mov esi , offset array
\ensuremath{\mathsf{mov}} edi , esi
\quad \text{mov ecx , LENGTHOF array} \\
mov ebx , (SIZEOF array) /10
L1:
lodsd ; [esi] stored in eax
mul ebx
stosd; eax stored back into array pointed by edi this time
loop L1
ret
arrMul ENDP
END main
```