06 Task Performance 1 - ARG

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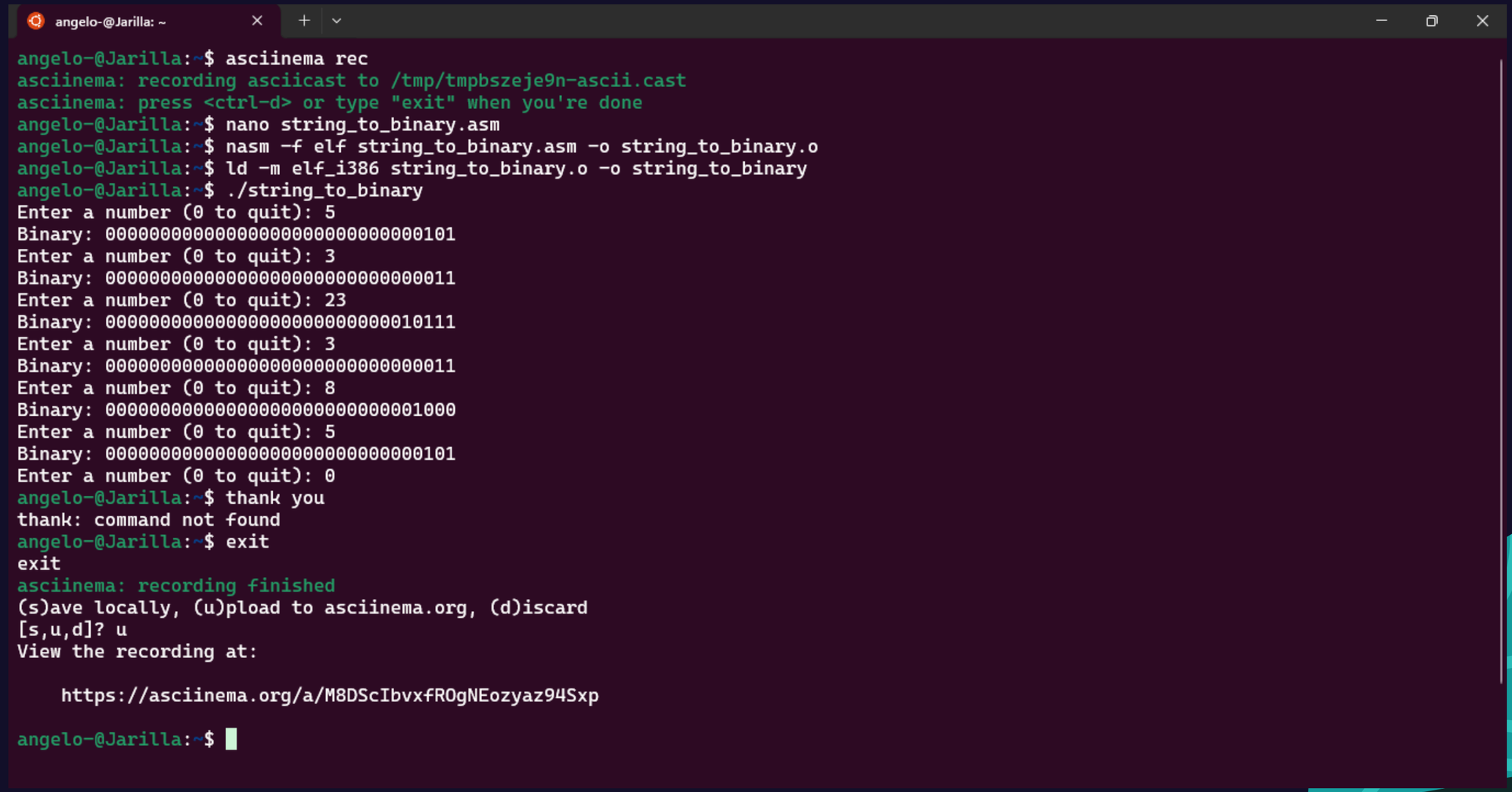
Explanation:

This program is made to ask the user to input number, then it shows the binary of that number. First it ask using the prompt message, then read what the user typed using syscalls. After that, the program remove the newline character from the input string and convert it to number using my own atoi function. The number is saved in register and then passed to print_binary where each bit is checked using shift and carry flag to see if it’s 1 or 0. The result is stored in buffer and printed out to screen. I also use flag like carry flag when checking each bit to know what binary digit to print. If user input zero, the program exit.

Output:


angelo-@Jarilla: ~
angelo-@Jarilla:~$ asciinema rec
asciinema: recording asciicast to /tmp/tmpbszeje9n-ascii.cast
asciinema: press <ctrl-d> or type "exit" when you're done
angelo-@Jarilla:~$ nano string_to_binary.asm
angelo-@Jarilla:~$ nasm -f elf string_to_binary.asm -o string_to_binary.o
angelo-@Jarilla:~$ ld -m elf_i386 string_to_binary.o -o string_to_binary
angelo-@Jarilla:~$ ./string_to_binary
Enter a number (0 to quit): 5
Binary: 00000000000000000000000000000101
Enter a number (0 to quit): 3
Binary: 00000000000000000000000000000011
Enter a number (0 to quit): 23
Binary: 00000000000000000000000000010111
Enter a number (0 to quit): 3
Binary: 00000000000000000000000000000011
Enter a number (0 to quit): 8
Binary: 00000000000000000000000000001000
Enter a number (0 to quit): 5
Binary: 00000000000000000000000000000101
Enter a number (0 to quit): 0
angelo-@Jarilla:~$ thank you
thank: command not found
angelo-@Jarilla:~$ exit
exit
asciinema: recording finished
(s)ave locally, (u)pload to asciinema.org, (d)iscard
[s,u,d]? u
View the recording at:
https://asciinema.org/a/M8DScIbvxfROgNEozyaz94Sxp
angelo-@Jarilla:~$