

First, we will write the procedure which replaces the  $C$ -th of  $N$  by  $F$ . We will consider that we have  $N$  in  $\text{EAX}$ . In  $\text{EDX}$  we will first put the value  $0Fh$ . We will shift  $\text{EDX}$  to the left  $C$  times. Then, we will simply OR  $\text{EAX}$  with  $\text{EDX}$ . This will set all 4 bits from the  $C$ -th nibble to 1, thus making the  $C$ -th nibble  $F$ . We will make this procedure accessible to the main program by making it global.

\* This is code from module.asm:

bits 32

global swap-to-f

segment data use32

segment code use32

swap-to-f:

mov eax, [esp+4]

; Moved the dword that needs to be modified in EAX

mov ecx, [esp+8]

; ECX now has the value C

```
mov edx, 0Fh
; EDX will be used to change the C-th byte to F
; Now we have to shift EDX to the left C times,
; where C is now in ECX
; (by 4 bits)
; If ECX is 0, we don't start the loop; it
; means that the 0-th byte has to be set
; to F
cmp ecx, 0
je .no-shifting
cmp ecx, 8 ; if ECX is 8, we don't shift
je .return
; shift-left:
shl edx, 4
loop .shift-left
.no-shifting
; All that is left is to apply the OR operator
; on EAX with EDX
or eax, edx
.return:
ret
```

Now we write the code in the main module. We will take each dword in `S`, find the sum of the high word with the low word, and then count the longest sequence of bits of one by consecutive shifts. After this, we have our `C` and we can apply the procedure `swap-to-f`. We will make this procedure usable from `main.asm` by telling the assembler that it is a procedure from another file. For this, we will use `<global>`. Also, we will pass parameters to this procedure by pushing them on the stack.

bits 32

global start

extern exit, swap-to-f, printf

import exit msvcrt.dll

import printf msvcrt.dll

segment data use 32

$\Delta$  dd 65534, -4473007, 15, -1, 2004322440

len equ (\$ -  $\Delta$ ) / 4

r resd len

max-ones resd 1

hexa-output db "%x ", 0

segment code use32

; We'll use ESI to iterate through S

mov esi, 0

.for - every - dword - in - S :

mov eax, [S+esi\*4]

mov ecx, eax

shr ecx, 16

sdd ax, cx

; With the above code we've found the sum  
; of the low word with the high word  
; Now we need the longest sequence of ones.

mov dword [max-ones], 0

; max-ones will have the number of ones in the  
; longest seq. of consecutive ones

mov ebx, 0

; EBX will keep track of the current seq.  
; of consecutive ones

mov ecx, 16; We shift AX 16 times

. shift - ax :

mov edx, 0

shl ax, 1

sdc edx, 0



```
cmp edx, 0
```

```
je .reset
```

```
; If we get here => we continue to count  
; ones
```

```
add ebx, edx
```

```
jmp .next
```

```
.reset:
```

```
cmp ebx, dword [max_ones]
```

```
jbe .ebx_to_zero
```

```
; We get here => new longest sequence
```

```
mov dword [max_ones], ebx
```

```
.ebx_to_zero:
```

```
mov ebx, 0
```

```
.next:
```

```
loop .shift_ax
```

```
; With the above code, we've found in max_ones  
; the number of ones in the maximum seq of  
; cons. ones
```

; Now we need to divide max-ones by 2  
; This can be done easily by shifting the  
; value to the right by one bit.

```
mov ebx, dword [max-ones]
shr ebx, 1
```

; Now we have our "C" in EBX

```
mov eax, [1+esi*4]
```

; Now we have our current "N" in EAX

; We just have to call our written procedure.

; BUT! only if ebx is NOT 8 (not necessary since  
; the procedure already takes care of this)

```
cmp ebx, 8
```

```
je .dont-call
```

```
push ebx
```

```
push eax
```

```
call swap-to-f
```

```
add esp, 2*4
```

; With the above code we've called our procedure

; and now have the desired value in EAX

.dont-call:

```
mov [1+esi], eax
```

; We saved the value in R

; Now we can move on to the next dword  
; in S

inc esi

cmp esi, len

jb. .for-every-dword-in-S

; At this point, we have our string R and  
; we just need to print it

mov esi, 0

.for-every-dword-in-R:

; We push each dword in R on the stack and  
; call printf to print it

push dword [R+esi\*4]

push hexa-output

call [printf]

add esp, 2\*4

inc esi

cmp esi, len

jb. .for-every-dword-in-R

push dword 0

call [exit]