**TASK 1**

TITLE My Second Program (Task1.asm)

INCLUDE Irvine32.inc

.data

val1 word ?

val2 sbyte -10

.code

main PROC

mov eax, 0

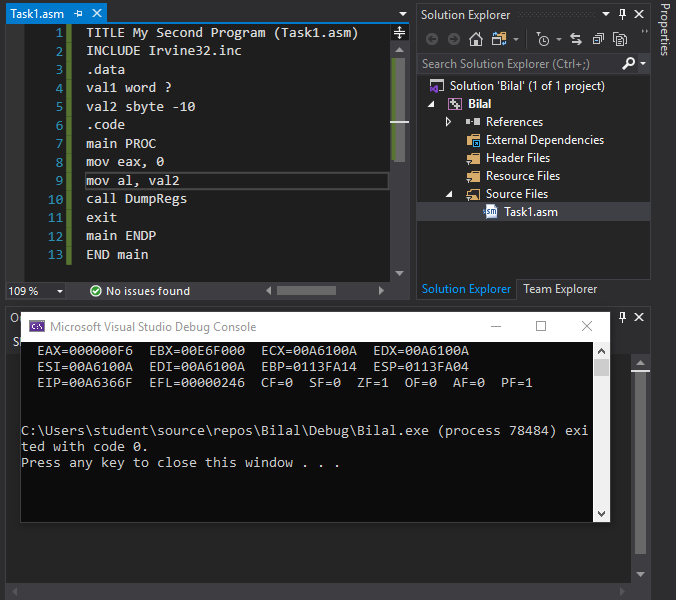
mov al, val2

call DumpRegs

exit

main ENDP

END main



**TASK 2**

TITLE My First Program (Test.asm)

INCLUDE Irvine32.inc

.data

val3 sdword ?

.code

main PROC

mov val3, -1

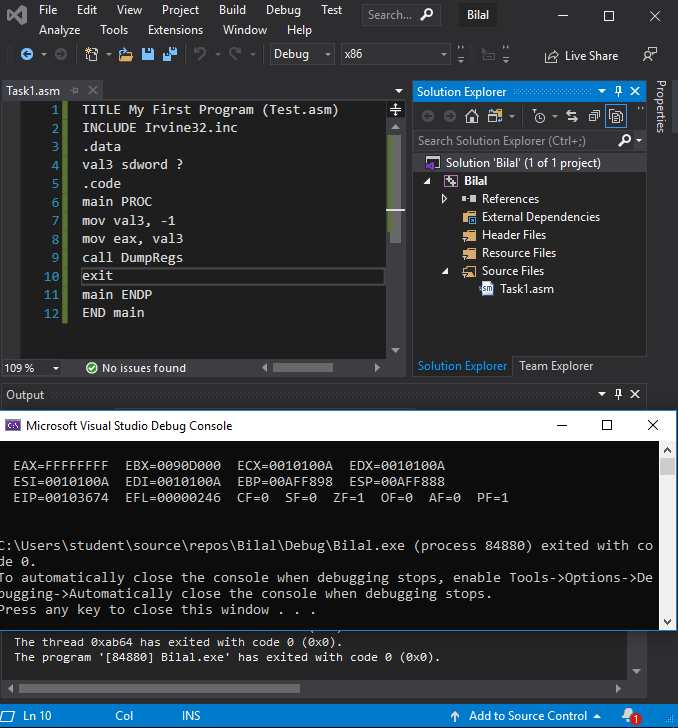
mov eax, val3

call DumpRegs

exit

main ENDP

END main



**TASK 3**

TITLE My First Program (Test.asm)

INCLUDE Irvine32.inc

.data

wArray word 3 DUP(?)

.code

main PROC

mov eax,0

mov ebx,0

mov ecx,0

mov wArray[0], 1

mov wArray[2], 2

mov wArray[4], 3

mov ax, wArray[0]

mov bx, wArray[2]

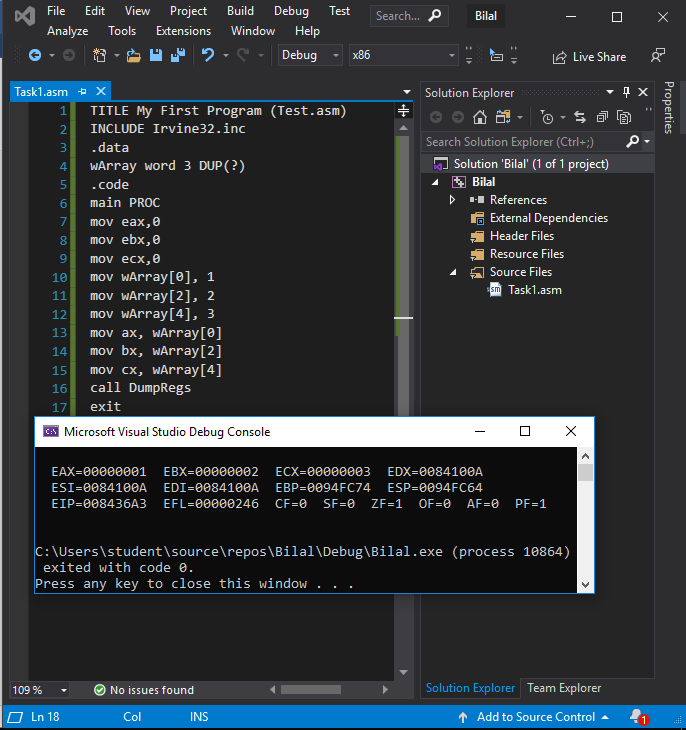
mov cx, wArray[4]

call DumpRegs

exit

main ENDP

END main



**TASK 4**

INCLUDE Irvine32.inc

.data

String BYTE "MatteBlack" ,0

A word 12

B word 2

CC word 13

D word 8

E word 14

.code

main PROC

mov eax, 0

mov ebx, 0

mov ecx, 0

mov edx, 0

mov esi,0

mov ax, A

mov bx, B

mov cx, CC

mov dx, D

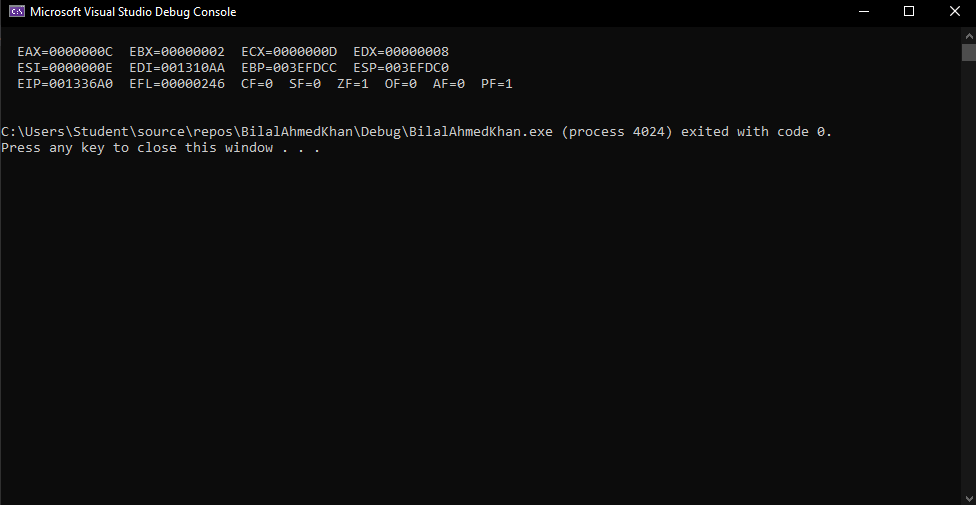
mov si, E

call DumpRegs

exit

main ENDP

END main



**TASK 5**

INCLUDE Irvine32.inc

.data

x DWORD 10h

y DWORD 15h

w DWORD 20h

z DWORD 30h

.code

main PROC

mov eax, 0

mov ebx, 0

mov eax, x

add eax, y

mov ebx, x

sub ebx, y

sub eax, ebx

add eax, w

add eax, z

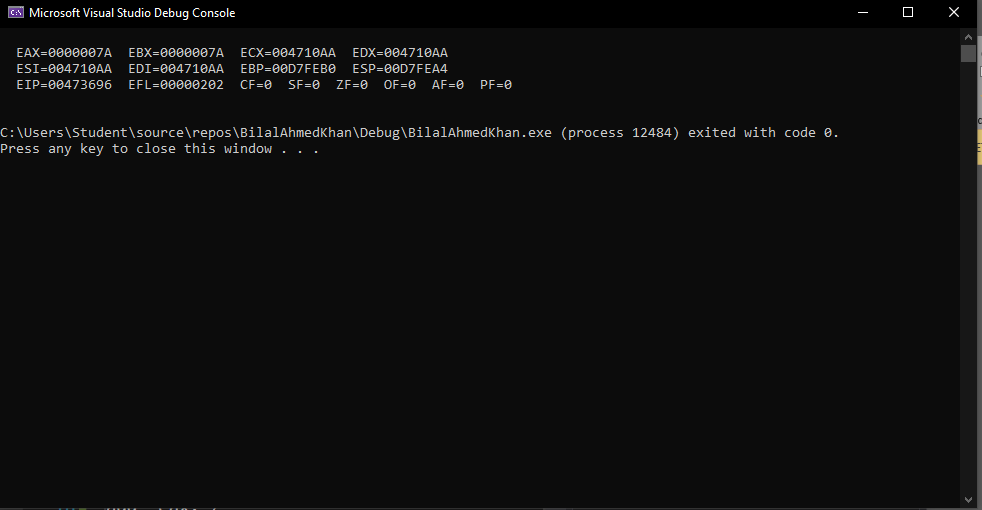
mov ebx, eax

call DumpRegs

exit

main ENDP

END main



**TA****SK 6**

TITLE My First Program (Test.asm)

INCLUDE Irvine32.inc

.data

x BYTE 16

y BYTE 21

w BYTE 32

z BYTE 48

.code

main PROC

mov eax, 0

mov ebx, 0

mov al, x

add al, y

mov bl, x

sub bl, y

sub al, bl

add al, w

add al, z

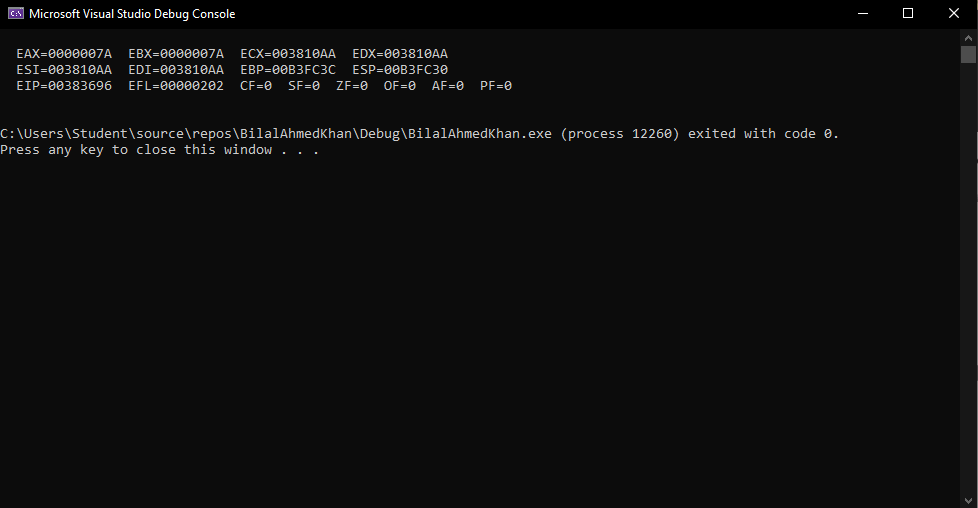
mov bl, al

call DumpRegs

exit

main ENDP

END main



**TASK 07**

INCLUDE Irvine32.inc

.data

Data1 WORD 8

Data2 WORD 15

Data3 WORD 20

.code

main PROC

mov eax, 0

mov ax, 20

add ax, Data1

add ax, Data2

add ax, 20

sub ax, Data3

call DumpRegs

exit

main ENDP

END main

