

```
;-----  
; Description: Fills an array of dword with N random ints in the range of [J, K]  
; Author name: Koichi Nakata  
; Author email: kanakta595@insite.4cd.edu  
; Last modified date: March 28, 2024  
; Creation date: March 28, 2024  
;-----
```

```
INCLUDE Irvine32.inc
```

```
.386  
.model flat, stdcall  
.stack 4096  
ExitProcess PROTO, dwExitCode: dword
```

```
N = 100  
J = 0  
K = 49999999h
```

```
.data  
array dword N dup(0)  
msg1 byte "First attempt: range of [0 to 49999999h]", 0  
msg2 byte "Second attempt: range of [49999999h to 99999999h]", 0
```

```
.code  
main PROC  
    mov     edx, offset msg1  
    call    WriteString  
  
    mov     ecx, N  
    mov     ebx, K - J + 1  
    mov     edx, J  
    mov     esi, offset array  
    call    fillArray  
    call    displayArray
```

```

    call Crlf
    mov  edx, offset msg2
    call WriteString

    J = 50000000h
    K = 99990000h
    mov  ebx, K - J + 1
    mov  edx, J
    call fillArray
    call displayArray

    INVOKE ExitProcess, 0
main ENDP

```

```

;-----
fillArray PROC
; Fills the array with N random ints [J, K]
; Receives: ECX: N, EBX: range(K-J+1), EDX: J, ESI: array pointer
; Returns: void
;-----
    pushad
    call Randomize                ; Sets up a different seed

L1:
    mov  eax, ebx                ; Sets up the range of random ints
    call RandomRange
    add  eax, edx                ; Adds J
    mov  [esi], eax              ; Stores the random int to the array
    add  esi, type array         ; Iterates to next element in the array
    loop L1

    popad
    ret
fillArray ENDP

;-----
displayArray PROC

```

```
; Displays the elements of the array
; Receives: void
; Returns: void
```

```
;-----
    pushad
    mov  esi, offset array
    mov  ecx, lengthof array
    mov  ebx, type array
    call DumpMem
    popad
    ret
```

```
displayArray ENDP
```

```
END main
```

```
;-----
; Description: Implements compound conditions OR, using conditional jmp
;              (ebx > ecx || ebx > val1) ? X = 1 : X = 2
; Author name: Koichi Nakata
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INCLUDE Irvine32.inc
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.386
.model flat, stdcall
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```

ExitProcess PROTO, dwExitCode: dword

.data

val1 dword 19191919

X dword ?

msg1 byte "X: ", 0

msg2 byte "val1: ", 0

msg3 byte "EBX: ", 0

msg4 byte "ECX: ", 0

.code

main PROC

mov ebx, 19191920

mov ecx, 19191921

cmp ebx, ecx

; Evaluates ebx - ecx

ja L1

; Jump to L1 if the result is above 0

cmp ebx, val1

; Evaluates ebx - val1

ja. L1

; Jump to L1 if the result is above 0

mov X, 2

; Both conditions are false

jmp next

; Want to skip L1

L1: mov X, 1

next:

call displayX

INVOKE ExitProcess, 0

main ENDP

;-----  
displayX PROC  
; Displays the contents in X, val1, ebx and ecx  
; Receives: void  
; Returns: void  
; Remarks: Save the value edx to the stack  
;-----

```
mov  edx, offset msg1
call WriteString
mov  eax, X
call WriteDec
call Crlf
```

```
mov  edx, offset msg2
call WriteString
mov  eax, val1
call WriteDec
call Crlf
```

```
mov  edx, offset msg3
call WriteString
mov  eax, ebx
call WriteDec
call Crlf
```

```
mov  edx, offset msg4
call WriteString
mov  eax, ecx
call WriteDec
ret
```

```
displayX ENDP
```

```
END main
```

```
;-----  
; Description: Implements compound conditions And and OR, using conditional jmp  
;             ((ebx > ecx && ebx > edx) || edx > eax) ? X = 1 : X = 2  
; Author name: Koichi Nakata  
; Author email: kanakta595@insite.4cd.edu  
; Last modified date: March 28, 2024  
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```
INCLUDE Irvine32.inc
```

```
.386
```

```
.model flat, stdcall
```

```
.stack 4096
```

```
ExitProcess PROTO, dwExitCode: dword
```

```
.data
```

```
X dword ?
```

```
msg byte "X: ", 0
```

```
.code
```

```
main PROC
```

```
    mov     eax, 11111111h
```

```
    mov     ebx, 22222222h
```

```
    mov     ecx, 10000000h
```

```
    mov     edx, 10000000h
```

```
    cmp     ebx, ecx                ; Evaluates 1st condition
```

```
    jbe     L1                     ; Jump to L1 if False
```

```
    cmp     ebx, edx                ; Evaluates 2nd condition
```

```
    jbe     L1                     ; Jump to L1 if False
```

```
    jmp     L2                     ; No need to evaluate 3rd condition if 1st and 2nd True
```

```
    jmp     next
```

```

L1:                ; Still have a chance to be True
                   ; Evaluates 3rd condition
                   ; Jump to L2 if True
                   ; Comes to this line if False
        cmp     edx, eax
        ja      L2
        mov     X, 2
        jmp     next

L2:                ; Comes to this block if True
        mov     X, 1
        jmp     next

next:
        call    DumpRegs
        mov     edx, offset msg
        call    WriteString
        mov     eax, X
        call    WriteDec
        INVOKE  ExitProcess, 0
main ENDP
END main

```