

COAL Assignment 2

21K-3153

(Q1) Error: Eax should be initialized to 0 to prevent garbage values being added

The "return" variable does not exist

"add [esi], eax" should be "add eax, [esi]" as all addition is reliant on eax and the contents of eax are moved into the result variable

The ret instruction pops OFFSET X1 when it should have popped 11500000h

1FE6h	→	
0001FE8h	→	
0001FEC	→	OFFSET X1 h → popped
0001FF0h	→	OFFSET X1
0001FF4h	→	11500000h
0001FF8h	→	5
		6

~~MOV result, eax~~

MOV result, eax

PUSH OFFSET [X1+4]

ADD [esi], eax

~~ESP = 0001FEC~~

ESP = 0001FEC h

ESP = 0001FE4 h

~~ESP = 0001FE8 h~~

[esi] = 0027h → initial

Q2)

MOV AL, 00100101b

Test AL, 00001001b

00100101

00001001

00000001

Zero Flag = 0

MOV AL, 00100100b

Test AL, 00001001b

00100100b

00001001b

00000000

ZF = 1

(13) mov ecx, length of arr1 arr 2 8 8 8 0 0 0 0 0
 mov esi, offset arr1 ~~arr~~
 mov edi, offset arr2

func ~~proc~~ proc uses ecx edi esi

li:

mov ecx, 0
 mov eax, [esi]
 cmp eax, 0
 jl not
 mov [edi], eax
~~add esi, 4~~
 add edi, 4
 not:

add esi, 4

loopb1

ret

func endp

arr2: 40 98 75 0 32 0 0 0

(QW) N sword?

A sword?

B sword?

main

• while:

mov ecx, N

cmp ecx, 0

JLE endwhile

cmp ecx, 3

~~JLE~~ JLE false

cmp ecx, A

JL trueor

cmp ecx, B

JLE falseor

trueor:

sub n, 2

JMP while

falseor:

sub n, 1

JMP while

endwhile:

exit

main end

End main

(Q5) .data

~~0~~ byte "o", 0

E byte "e", 0

invalid byte "invalid", 0

Code

~~call~~ main proc

call readint

cmp al, 1

JE ~~l1~~ l1

cmp al, 3

JNE l2

l1:

mov edx, offset 0

call writestring

exit

l2:

~~mov edx, offset~~ cmp al, 2

JE l3

cmp al, 4

JNE l4

l3:

mov edx, offset E

call write string

exit

l4:

mov edx, offset invalid

call write string

exit

(Q6) .data
 A dword 100
 B dword 200
 C dword ?
 I dword 5
 J dword 5

code:

mov ecx, i
 mov ebx, b
~~mov~~ mov eax, a
 L1:

~~push~~ push eax
 add ebx, ~~eax~~ ~~eax~~ eax
 push ~~ebx~~ eax
 mov ecx, ebx
 call writeDec
 pop eax
 mov ecx, 5

L2:

~~sub ebx, 1~~ ~~do~~ sub ecx, 1
 add C, 10

loop 12

pop ecx
 call write ~~dec~~
~~mov ecx, c~~
~~call writeDec~~

push ecx
 mov ecx, C
 call writeDec
 pop ecx
 loop 11

(Q7)

code

~~code~~ mov eax, 0

call wrtdec

mov ecx, eax

L1:

~~mov ecx~~

mov B, ecx

L2:

call wrtdec

sub ecx, 1

loop L2

~~move~~ mov ecx, B

call crlf

loop1

exit

main a/p

end main

(08)

.data

notset "parity not set", 0

set "parity set", 0

.code

mov eax, 0

dc

clear any

mov al, 0110101b

shf

parity bit

bt ax, 5

JC 11

mov edx, offset notset

call write string

exit

11:

mov edx, offset set

call write string

exit