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CS 340

Section 8.10.2 #8

SetColor PROC USES eax, forecolor:BYTE, backcolor:BYTE

Movzx eax, backcolor

Shl eax, 4

Add al, forecolor

Call SetTextColor

Ret

SetColor ENDP

Section 8.11 #2

Chess Board

TITLE Add and Subtract, Version 2 (AddSub2.asm)

; This program adds and subtracts 32-bit integers

; and stores the sum in a variable.

INCLUDE Irvine32.inc

.data

val1 byte "I like pie", 0Ah, 0D, 0

.code

printRow1 PROC USES ecx

push ebp ; stackframe!

mov ebp, esp

mov ecx, 4

T1:

mov eax, white

call SetTextColor

mov eax, 219

call WriteChar

call WriteChar

call WriteChar

call WriteChar

mov eax, red

call SetTextColor

mov eax, 219

call WriteChar

call WriteChar

call WriteChar

call WriteChar

loop T1 ; Loop for white red line

mov eax, 0Ah ; character return

call WriteChar

mov eax, 32

call WriteChar

mov esp, ebp

pop ebp

ret

printRow1 EndP

printRow2 Proc USES ecx

push ebp ; stackframe!

mov ebp, esp

mov ecx, 4

T1:

mov eax, red

call SetTextColor

mov eax, 219

call WriteChar

call WriteChar

call WriteChar

call WriteChar

mov eax, white

call SetTextColor

mov eax, 219

call WriteChar

call WriteChar

call WriteChar

call WriteChar

loop T1 ; loop for red white

mov eax, 0Ah ; character return

call WriteChar

mov eax, 32

call WriteChar

mov esp, ebp

pop ebp

ret

printRow2 EndP

main PROC

mov eax, 0Ah

call WriteChar

mov eax, 32

call WriteChar

mov ecx, 4 ; for nested loop 1

T3:

call printRow1

call printRow1

call printRow2

call printRow2

loop T3

mov eax, 0Ah

call WriteChar

exit

main ENDP

END main