

Lab: 12

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COAL

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Campus

Task1:

Code:

```
include Irvine32.inc

.386
.model flat, stdcall
.stack 4096

.data
    msg1 byte "Enter a number:", 0
    msg2 byte "Result of addition:", 0
    msg3 byte "Result of subtraction:", 0
    msg4 byte "Enter a multiplication:", 0
    msg5 byte "Enter a division:", 0
    addition word ?
    subtraction word ?
    multiplication word ?
    division word ?
    num1 word ?
    num2 word ?

.code

main PROC
    mov edx, offset msg1
    call writestring
    call readint
    mov num1, ax
    mov edx, offset msg1
    call writestring
    call readint
    mov num2, ax

    mov ax, num1
    add ax, num2
    mov addition, ax

    mov edx, offset msg2
    call writestring
    call writedec
    call crlf
```

```
mov edx, offset msg1
call writestring
call readint
mov num1, ax
mov edx, offset msg1
call writestring
call readint
mov num2, ax
```

```
mov ax, num1
sub ax, num2
mov subtraction, ax
```

```
mov edx, offset msg3
call writestring
call writedec
call crlf
```

```
mov edx, offset msg1
call writestring
call readint
mov num1, ax
mov edx, offset msg1
call writestring
call readint
mov num2, ax
```

```
mov ax, num1
mul num2
mov multiplication, ax
```

```
mov edx, offset msg4
call writestring
call writedec
call crlf
```

```
mov edx, offset msg1
call writestring
call readint
mov num1, ax
```

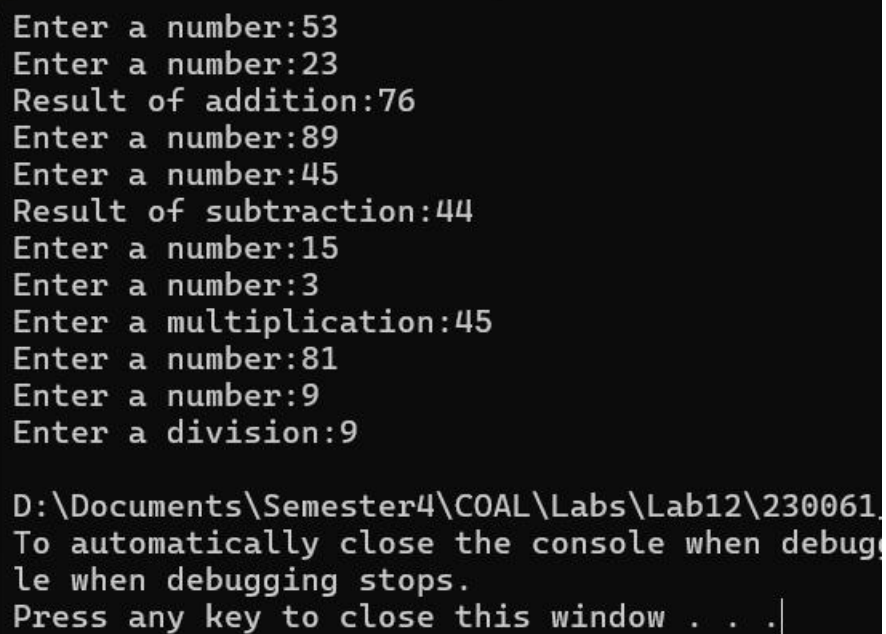
```
    mov edx, offset msg1
    call writestring
    call readint
    mov num2, ax

    mov edx, 0
    mov ax, num1
    div num2
    mov division, ax

    mov edx, offset msg5
    call writestring
    call writedec
    call crlf

exit
main endp
end main
```

Output:



```
Enter a number:53
Enter a number:23
Result of addition:76
Enter a number:89
Enter a number:45
Result of subtraction:44
Enter a number:15
Enter a number:3
Enter a multiplication:45
Enter a number:81
Enter a number:9
Enter a division:9

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To automatically close the console when debugging stops,
press Ctrl+F5 when debugging stops.
Press any key to close this window . . .|
```

Task2:

Code:

```
include Irvine32.inc
.386
.model flat, stdcall
.stack 4096

.data
    msg1 byte "Most frequent value is:", 0
    msg12 byte "* ", 0
    msg13 byte " ", 0
    arr byte 1, 2, 3, 1, 4, 2, 2

    counter dword 0

.code

func PROC

    push ecx
    mov counter , ecx

outerloop:

    push ecx

    innerloop1:
        mov edx, offset msg13
        call writestring
    loop innerloop1
    pop ecx

    push ecx
    mov ebx, ecx
    dec ebx
```

```
mov ecx, counter
sub ecx, ebx
innerloop2:
    mov edx, offset msg12
    call writestring
loop innerloop2
pop ecx
```

```
call crlf
```

```
loop outerloop
```

```
mov ecx, counter
outerloop2:
```

```
    push ecx
    mov ebx, ecx
    dec ebx
    mov ecx, counter
    sub ecx, ebx
    innerloop4:
        mov edx, offset msg13
        call writestring
    loop innerloop4
    pop ecx
```

```
    push ecx
    innerloop3:
        mov edx, offset msg12
        call writestring
    loop innerloop3
    pop ecx
```

```
call crlf
```

```

        loop outerloop2

    pop ecx
    ret
func endp

func2 PROC

    push ecx
    mov counter , ecx

    outerloop:

        push ecx

        innerloop1:
            mov edx, offset msg13
            call writestring
        loop innerloop1
        pop ecx

        push ecx
        mov ebx, ecx
        dec ebx
        mov ecx, counter
        sub ecx, ebx
        innerloop2:
            mov edx, offset msg12
            call writestring
        loop innerloop2
        pop ecx

        call crlf

    loop outerloop

    pop ecx
    ret
func2 endp

```

```
func3 PROC
```

```
    push ecx
```

```
outerloop:
```

```
    push ecx
```

```
    innerloop1:
```

```
        mov edx, offset msg12
```

```
        call writestring
```

```
    loop innerloop1
```

```
    pop ecx
```

```
    call crlf
```

```
loop outerloop
```

```
pop ecx
```

```
ret
```

```
func3 endp
```

```
main PROC
```

```
    mov ecx, 10
```

```
    call func
```

```
    call func2
```

```
    call func3
```

```
exit
```

```
main endp
```

```
end main
```


Output:

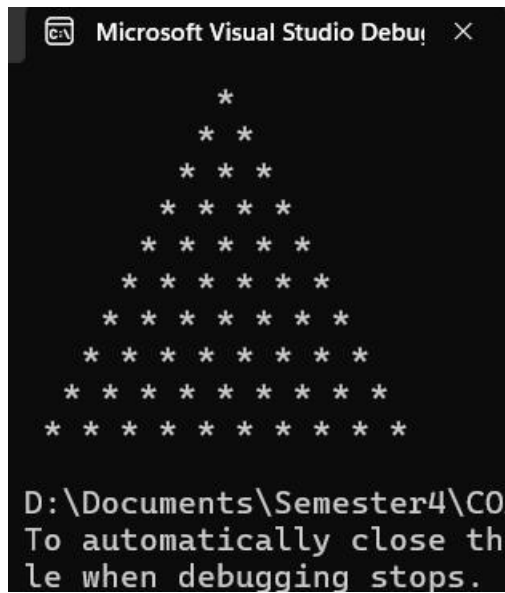
```

* * * * * * * * *
* * * * * * * *
* * * * * * *
* * * * * *
* * * * *
* * * *
* * *
* *
*

```

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To automatically close t
le when debugging stops.

[illegible]



Task3:

Code:

```
include Irvine32.inc
.386
.model flat, stdcall
.stack 4096

.data
    msg1 byte "Most frequent value is:", 0
    msg12 byte ", ", 0
    arr byte 1, 2, 3, 1, 4, 2, 2

    most byte 0
    mode byte 0
    count byte 0
    counter dword 0

.code
printArr PROC
    push ebx
    push ecx
    mov esi, 0
label2:
    mov eax, 0
```

```

        mov al, byte ptr [ebx + esi]
        call writedec
        mov edx, offset msg12
        call writestring
        inc esi
    loop label2
    call crlf
    pop ecx
    pop ebx
    ret
printArr endp

```

```

func PROC
    push ebx
    push ecx
    mov esi, 0
outerloop:
    mov count, 0
    push ecx
    push esi
    mov al, byte ptr [ebx + esi]
    mov edx, ebx
    mov ecx, [esp+8]
    mov esi, 0
    innerloop:
        cmp al, byte ptr [edx + esi]
        je jump1
        jmp endinner
    jump1:
        inc count
    endinner:
        inc esi
    loop innerloop
    mov dl, count
    cmp dl, most
    jg jump2
    jmp endouter
    jump2:
        mov most, dl
        mov mode, al
    endouter:

```

```

        pop esi
        pop ecx

        inc esi
loop outerloop

        mov edx, offset msg1
        call writestring
        mov al, mode
        call writedec

        pop ecx
        pop ebx

        ret
func endp

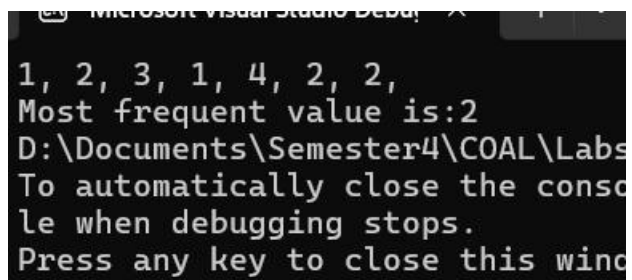
main PROC

        mov ebx, offset arr
        mov ecx, lengthof arr
        call printArr
        mov ebx, offset arr
        mov ecx, lengthof arr
        call func

        exit
main endp
end main

```

Output:



```

Microsoft Visual Studio Debug Console
1, 2, 3, 1, 4, 2, 2,
Most frequent value is:2
D:\Documents\Semester4\COAL\Labs
To automatically close the console
when debugging stops.
Press any key to close this window

```

Task4:

Code:

```
include Irvine32.inc
.386
.model flat, stdcall
.stack 4096

.data
    msg1 byte "Enter a number:", 0
    msg2 byte "First number is:", 0
    msg3 byte "Second number is:", 0

    temp word ?
    num1 word ?
    num2 word ?

.code

main PROC
    mov edx, offset msg1
    call writestring
    call readint
    mov num1, ax
    mov edx, offset msg1
    call writestring
    call readint
    mov num2, ax

    mov ax, num1
    mov bx, num2

    mov temp, ax
    mov ax, bx
    mov bx, temp

    mov num1, ax
    mov num2, bx

    mov edx, offset msg2
    call writestring
```

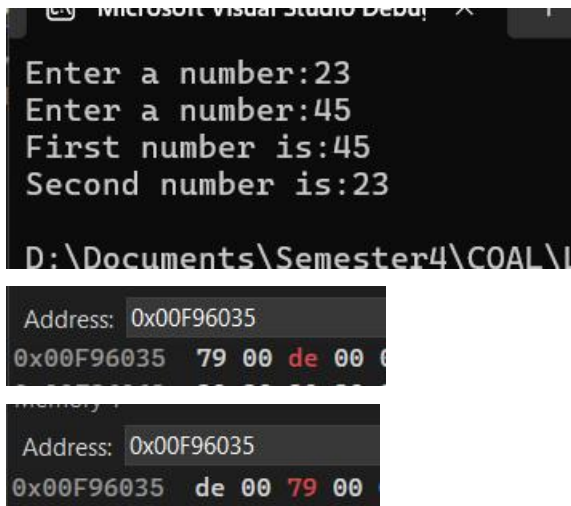
```

    mov ax, num1
    call writedec
    call crlf
    mov edx, offset msg3
    call writestring
    mov ax, num2
    call writedec
    call crlf

exit
main endp
end main

```

Output:



```

Enter a number:23
Enter a number:45
First number is:45
Second number is:23

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Address: 0x00F96035
0x00F96035  79 00 de 00

memory
Address: 0x00F96035
0x00F96035  de 00 79 00

```

Task5:

Code:

```

include Irvine32.inc

.386
.model flat, stdcall
.stack 4096

.data
    msg byte "Enter a marks:", 0
    msg1 byte "Enter a obtained marks of subject1:", 0

```

```
msg2 byte "Enter a total marks of each subject:", 0
msg3 byte "Enter a obtained marks of subject2:", 0
msg4 byte "Enter a total marks of subject2:", 0
msg5 byte "Enter a obtained marks of subject3:", 0
msg6 byte "Enter a total marks of subject3:", 0
msg7 byte "Enter a obtained marks of subject4:", 0
msg8 byte "Enter a total marks of subject4:", 0
msg9 byte "Enter a obtained marks of subject5:", 0
msg10 byte "Enter a total marks of subject5:", 0
msg11 byte "Array is:", 0
msg12 byte ", ", 0
```

```
sub1_marks byte 5 dup(?), 0
sub_total byte 5 dup(?), 0
sub2_marks byte 5 dup(?), 0
sub2_total byte 5 dup(?), 0
sub3_marks byte 5 dup(?), 0
sub3_total byte 5 dup(?), 0
sub4_marks byte 5 dup(?), 0
sub4_total byte 5 dup(?), 0
sub5_marks byte 5 dup(?), 0
sub5_total byte 5 dup(?), 0
percentage byte 5 dup(?), 0
sums byte 5 dup(0), 0
min byte ?
max byte ?
total_sum1 byte 0
total_sum2 byte 0
total_sum3 byte 0
total_sum4 byte 0
total_sum5 byte 0
sum byte 0
sum2 byte 0
```

```
num1 word ?
num2 word ?
```

```
.code
printArr PROC
    push ebx
```

```
push ecx
mov esi , 0
mov edx, offset msg11
label2:
    mov al, byte ptr [ebx + esi]
    call writedec
    mov edx, offset msg12
    call writestring
    inc esi
loop label2
call crlf
pop ecx
pop ebx
ret
printArr endp
```

```
inputArr PROC
push ebx
push ecx
mov esi , 0
loop1:
    call readint
    mov byte ptr [ebx + esi], al
loop loop1
pop ecx
pop ebx
ret
inputArr endp
```

```
takeAllINPUT PROC
mov edx, offset msg1
call writestring
mov ebx, offset sub1_marks
mov ecx, 5
call inputArr

mov edx, offset msg3
call writestring
mov ebx, offset sub2_marks
mov ecx, 5
call inputArr
```



```
    mov edx, offset msg5
    call writestring
    mov ebx, offset sub3_marks
    mov ecx, 5
    call inputArr

    mov edx, offset msg7
    call writestring
    mov ebx, offset sub4_marks
    mov ecx, 5
    call inputArr

    mov edx, offset msg9
    call writestring
    mov ebx, offset sub5_marks
    mov ecx, 5
    call inputArr

    mov edx, offset msg2
    call writestring
    mov ebx, offset sub_total
    mov ecx, 5
    call inputArr
    ret
takeAllINPUT endp

main PROC
    call takeAllINPUT

exit
main endp
end main
```

Output:

```
Microsoft Visual Studio Debu  X  +  v
Enter a obtained marks of subject1:1
2
3
4
5
Enter a obtained marks of subject2:2
3
4
5
6
Enter a obtained marks of subject3:7
8
9
1
2
Enter a obtained marks of subject4:3
4
5
6
7
Enter a obtained marks of subject5:8
9
2
3
4
Enter a total marks of each subject:4
5
6
7
8
```