%include 'asm\_io.inc'

; Görkem Ertaş / 20070006004

msg db "Enter an integer : ",0

msg1 db "It's the ASCII code for a white space.", 0

msg2 db "It's some non-extended ASCII code.", 0

msg3 db "It's the ASCII code for a digit.", 0

msg4 db "It's some extended ASCII code.", 0

msg5 db "It's not an ASCII code.", 0

segment .bss

segment .text

global \_asm\_main

\_asm\_main:

enter 0,0 ; setup routine

pusha

while:

mov eax, msg

call print\_string

call read\_int

cmp eax,0

jge thenblock

jmp elseblock

thenblock:

cmp eax,48

jge greatertan48block

cmp eax,32

je equal32block

cmp eax,127

jle lowerthan127block

jmp greaterthan128block

equal32block:

mov eax, msg1

call print\_string

call print\_nl

jmp while

greaterthan48block:

cmp eax,57

jle between48and57block

cmp eax, 127

jle lowerthan127block

jmp greaterthan128block

lowerthan127block:

mov eax, msg3

call print\_string

call print\_nl

jmp while

between48and57block:

mov eax, msg3

call print\_string

call pring\_nl

jmp while

greaterthan128block:

cmp eax,255

jg greaterthan255block

mov eax, msg4

call print\_string

call print\_nl

jmp while

greaterthan255block:

mov eax, msg5

call print\_string

call print\_nl

jmp while

elseblock:

jmp end\_while

end\_while:

popa

mov eax, 0 ; return back to C

leave

ret