

Q#1 Print shapes of Square, Rectangle, and Parallelogram

section .data

square db '*****', 0x0d, 0x0a, '*****', 0x0d, 0x0a, '*****', 0x0d, 0x0a, '*****', 0x0d, 0x0a, 0

rectangle db '*****', 0x0d, 0x0a, '*****', 0x0d, 0x0a, '*****', 0x0d, 0x0a, 0

parallelogram db ' *****', 0x0d, 0x0a, ' *****', 0x0d, 0x0a, ' *****', 0x0d, 0x0a, ' *****', 0x0d, 0x0a, 0

section .text

global _start

_start:

; Print Square

mov edx, square

call print_string

; Print Rectangle

mov edx, rectangle

call print_string

; Print Parallelogram

mov edx, parallelogram

call print_string

; Exit program

mov eax, 60

xor edi, edi

syscall

print_string:

```

; Prints string pointed to by edx
mov eax, 4
mov ebx, 1
mov ecx, edx
mov edx, [edx-1] ; Get the string length
int 0x80

ret

```

Output:

Square:

```

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

```

Rectangle:

```

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

```

Parallelogram:

```

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

```

Q#2 Print the above-mentioned shapes with their names

section .data

```

square db 'Square:', 0x0d, 0x0a, '*****', 0x0d, 0x0a, '*****', 0x0d, 0x0a, '*****', 0x0d, 0x0a, '*****',
0x0d, 0x0a, 0

```

```

rectangle db 'Rectangle:', 0x0d, 0x0a, '*****', 0x0d, 0x0a, '*****', 0x0d, 0x0a, '*****',
0x0d, 0x0a, 0

```

```

    parallelogram db 'Parallelogram:', 0x0d, 0x0a, '   *', 0x0d, 0x0a, '   *', 0x0d, 0x0a, '   *',
0x0d, 0x0a, '   *', 0x0d, 0x0a, 0

```

Q#3 Draw any pattern of your choice using Shapes

section.data

```

    pattern db 'Pattern:', 0x0d, 0x0a, '*****   *', 0x0d, 0x0a, '*****   *', 0x0d, 0x0a, '*****
*****', 0x0d, 0x0a, 0

```

Output:

```
*****
```

```
*****
```

```
*****
```

```
*****
```

Q#4 Draw a triangle and any other shape of your choice

section.data

```

    triangle db 'Triangle:', 0x0d, 0x0a, ' *', 0x0d, 0x0a, ' ***', 0x0d, 0x0a, ' *****', 0x0d, 0x0a, '
*****', 0x0d, 0x0a, 0

```

```

    diamond db 'Diamond:', 0x0d, 0x0a, ' *', 0x0d, 0x0a, ' ***', 0x0d, 0x0a, ' *****', 0x0d, 0x0a, ' ***',
0x0d, 0x0a, ' *', 0x0d, 0x0a, 0

```

Output:

Triangle:

```
*
```

```
***
```

```
*****
```

```
*****
```

Diamond:

```
*
```

```
***
```

*