**1. FindLargest Procedure** Create a procedure named FindLargest that receives two parameters: a pointer to a signed doubleword array, and a count of the array’s length. The procedure must return the value of the largest array member in EAX. Use the PROC directive with a parameter list when declaring the procedure. Preserve all registers (except EAX) that are modified by the procedure. Write a test program that calls FindLargest and passes three different arrays of different lengths. Be sure to include negative values in your arrays. Create a PROTO declaration for FindLargest.

**2. Chess Board** Write a program that draws an 8 8 chess board, with alternating gray and white squares. You can use the SetTextColor and Gotoxy procedures from the Irvine32 library. Avoid the use of global variables, and use declared parameters in all procedures. Use short procedures that are focused on a single task.

**4. FindThrees** Procedure Create a procedure named FindThrees that returns 1 if an array has three consecutive values of 3 somewhere in the array. Otherwise, return 0. The procedure’s input parameter list contains a pointer to the array and the array’s size. Use the PROC directive with a parameter list when declaring the procedure. Preserve all registers (except EAX) that are modified by the procedure. Write a test program that calls FindThrees several times with different arrays.