

File Edit View Project Build Debug Test Analyze Tools Extensions Window Help Search (Ctrl+Q) Project

Process: [11244] Project.exe Lifecycle Events Thread: [20544] Main Thread Stack Frame: main

Registers

EAX = 0019FFCC EBX = 00200000 ECX = 0040100A EDX = 0040100A ESI = 0040100A EDI = 0040100A EIP = 0040365C ESP = 0019FF74 EBP = 0019FF80 EFL = 00000246

OV = 0 UP = 0 EI = 1 PL = 0 ZR = 1 AC = 0 PE = 1 CY = 0

100 %

Moves.asm

```

9
10 .code
11 main PROC
12     mov eax, 0        ; Setting eax to 0 for clear final display
13     mov bx, 2         ; Setting bx to an arbitrary number (2)
14     mov cx, 4         ; Setting cx to an arbitrary number (4)
15     AddTwo PROC       ; Beginning Add-Two procedure
16         mov ax, bx    ; Moving bx value to ax
17         add ax, cx    ; Adding cx value to ax
18         call WriteInt ; Printing ax value (6)
19         call Crlf     ; Adding empty line for clarity
20     AddTwo ENDP      ; Ending Add-Two Procedure
21
22     exit
23     main ENDP
24     END main
  
```

100 % No issues found

Autos

Search (Ctrl+E) Search Depth: 3

| Name | Value | Type |
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Autos Locals Watch 1

Loading symbols for imm32.dll

Call Stack

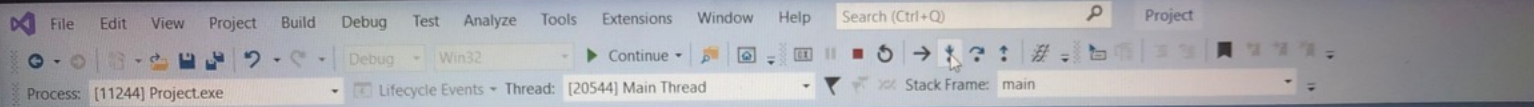
Name

- Project.exe!main() Line 12 [External Code]

kernel32.dll[Frames below may be incorrect and/or missing, no symbols loaded for kernel32.dll]

Call Stack Breakpoints Exception Settings Command Window Immediate Window

Type here to search

Registers
EAX = 00000000 EBX = 00200000 ECX = 0040100A EDX = 0040100A ESI = 0040100A EDI = 0040100A EIP = 00403661 ESP = 0019FF74 EBP = 0019FF80 EFL = 00000246
$$OV = 0 \quad UP = 0 \quad EI = 1 \quad PL = 0 \quad ZR = 1 \quad AC = 0 \quad PE = 1 \quad CY = 0$$

100 %

Moves.asm

```

9
10 .code
11 main PROC
12     mov eax, 0           ; Setting eax to 0 for clear final display
13     mov bx, 2            ; Setting bx to an arbitrary number (2)
14     mov cx, 4            ; Setting cx to an arbitrary number (4)
15     AddTwo PROC          ; Beginning Add-Two procedure
16         mov ax, bx       ; Moving bx value to ax
17         add ax, cx        ; Adding cx value to ax
18         call WriteInt    ; Printing ax value (6)
19         call CrLf        ; Adding empty line for clarity
20     AddTwo ENDP         ; Ending Add-Two Procedure
21
22 exit
23 main ENDP
24 END main

```

100 % No issues found

Search (Ctrl+E)

9.

← → Search Depth: 3 ▾

Type

Name

Value

Autos Locals Watch 1

 Type here to search

Call Stack

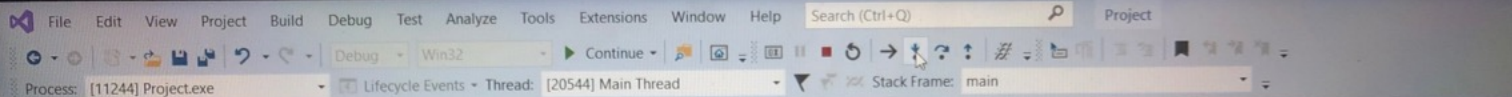
Name

Project\excelmain() Line 13

[External Code]

ntdll.dll Frames below may be incorrect and/or missing, no symbols loaded for ntdll.dll

Call Stack Breakpoints Exception Settings Command Window Immediate Window



Registers
EAX = 00000000 ERY = 00200002 ECX = 0040100A EDX = 0040100A ESI = 0040100A EDI = 0040100A EIP = 00403665 ESP = 0019FF74 EBP = 0019FF80 EFL = 00000246

$$OV = 0 \quad UP = 0 \quad EI = 1 \quad PL = 0 \quad ZR = 1 \quad AC = 0 \quad PE = 1 \quad CY = 0$$

100 %

Moves.asm X

```

10 .code
11 main PROC
12     mov eax, 0           ; Setting eax to 0 for clear final display
13     mov bx, 2           ; Setting bx to an arbitrary number (2)
14     mov cx, 4           ; Setting cx to an arbitrary number (4) ; Time elapsed
15     AddTwo PROC         ; Beginning Add-Two procedure
16         mov ax, bx      ; Moving bx value to ax
17         add ax, cx      ; Adding cx value to ax
18         call WriteInt   ; Printing ax value (6)
19         call CrLf       ; Adding empty line for clarity
20     AddTwo ENDP         ; Ending Add-Two Procedure
21
22     exit
23 main ENDP
24 END main

```

100 % No issues found

Search (Ctrl+E)

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→ Search Depth: 3

Type

Call Stack

Name _____

Project.exe!main() Line 14

[External Code]

```
ntdll.dll[[Frames below may be incorrect and/or missing, no symbols loaded for ntdll.dll]]
```

Call Stack Breakpoints Exception Settings Command Window Immediate Window Out

Type here to search

File Edit View Project Build Debug Test Analyze Tools Extensions Window Help Search (Ctrl+Q) Project

Process: [11244] Project.exe Lifecycle Events Thread: [20544] Main Thread Stack Frame: AddTwo

Registers

EAX = 00000000 EBX = 00200002 ECX = 00400004 EDX = 0040100A ESI = 0040100A EDI = 0040100A EIP = 00403669 ESP = 0019FF74 EBP = 0019FF80 EFL = 00000246

OV = 0 UP = 0 EI = 1 PL = 0 ZR = 1 AC = 0 PE = 1 CY = 0

100 %

Moves.asm

```

9
10 .code
11 main PROC
12     mov eax, 0        ; Setting eax to 0 for clear final display
13     mov bx, 2         ; Setting bx to an arbitrary number (2)
14     mov cx, 4         ; Setting cx to an arbitrary number (4)
15     AddTwo PROC       ; Beginning Add-Two procedure
16     mov ax, bx        ; Moving bx value to ax 52ms elapsed
17     add ax, cx         ; Adding cx value to ax
18     call WriteInt     ; Printing ax value (6)
19     call CrLf         ; Adding empty line for clarity
20     AddTwo ENDP       ; Ending Add-Two Procedure
21
22 exit
23 main ENDP
24 END main

```

100 % No issues found

Autos

Search (Ctrl+E)

Search Depth: 3

| Name | Value | Type |
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Call Stack

Name

Project.exe!AddTwo() Line 16
[External Code]
ntdll.dll!Frames below may be incorrect and/or missing, no symbols loaded for ntdll.dll

Autos Locals Watch 1

Call Stack Breakpoints Exception Settings Command Window Immediate Window Output

Loading symbols for imm32.dll

Type here to search

Registers

EAX = 00000002 EBX = 00200002 ECX = 00400004 EDX = 0040100A ESI = 0040100A EDI = 0040100A EIP = 0040366C ESP = 0019FF74 EBP = 0019FF80 EFL = 00000246

OV = 0 UP = 0 EI = 1 PL = 0 ZR = 1 AC = 0 PE = 1 CY = 0

100 %

Moves.asm

```

9
10 .code
11 main PROC
12     mov eax, 0          ; Setting eax to 0 for clear final display
13     mov bx, 2           ; Setting bx to an arbitrary number (2)
14     mov cx, 4           ; Setting cx to an arbitrary number (4)
15     AddTwo PROC        ; Beginning Add-Two procedure
16         mov ax, bx      ; Moving bx value to ax
17         add ax, cx       ; Adding cx value to ax
18         call WriteInt    ; Printing ax value (6)
19         call Crlf        ; Adding empty line for clarity
20     AddTwo ENDP        ; Ending Add-Two Procedure
21
22     exit
23 main ENDP
24 END main
    
```

100 % No issues found

Autos

Search (Ctrl+E)

Search Depth: 3

| Name | Value | Type |
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Autos Locals Watch 1

Call Stack

Name
 Project.exe!AddTwo() Line 17
 [External Code]
 ntdll.dll!Frames below may be incorrect and/or missing, no symbols loaded for ntdll.dll

Call Stack Breakpoints Exception Settings Command Window Immediate Window Output

Loading symbols for imm32.dll

Type here to search

File Edit View Project Build Debug Test Analyze Tools Extensions Window Help Search (Ctrl+Q) Project

Process: [11244] Project.exe Lifecycle Events Thread: [20544] Main Thread Stack Frame: AddTwo

Registers

EAX = 00000006 EBX = 00200002 ECX = 00400004 EDX = 0040100A ESI = 0040100A EDI = 0040100A EIP = 0040366F ESP = 0019FF74 EBP = 0019FF80 EFL = 00000206

OV = 0 UP = 0 EI = 1 PL = 0 ZR = 0 AC = 0 PE = 1 CY = 0

100 %

Moves.asm

```
9
10 .code
11 main PROC
12     mov eax, 0           ; Setting eax to 0 for clear final display
13     mov bx, 2            ; Setting bx to an arbitrary number (2)
14     mov cx, 4            ; Setting cx to an arbitrary number (4)
15     AddTwo PROC          ; Beginning Add-Two procedure
16     mov ax, bx           ; Moving bx value to ax
17     add ax, cx           ; Adding cx value to ax
18     call WriteInt        ; Printing ax value (6) 5 ms elapsed
19     call Crlf            ; Adding empty line for clarity
20     AddTwo ENDP          ; Ending Add-Two Procedure
21
22     exit
23 main ENDP
24 END main
```

100 % No issues found

Autos

Search (Ctrl+E)

Search Depth: 3

| Name | Value | Type |
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| | | |

Call Stack

Name

Project.exe!AddTwo() Line 18

[External Code]

ntdll.dll[Frames below may be incorrect and/or missing, no symbols loaded for ntdll.dll]

Autos Locals Watch 1

Call Stack Breakpoints Exception Settings Command Window Immediate Window Output

Loading symbols for imm32.dll

Type here to search

File Edit View Project Build Debug Test Analyze Tools Extensions Window Help Search (Ctrl+Q) Project

Process: [11244] Project.exe Lifecycle Events Thread: [20544] Main Thread Stack Frame: main

Registers

EAX = 00000006 EBX = 00200002 ECX = 00400004 EDX = 0040100A ESI = 0040100A EDI = 0040100A EIP = 00403679 ESP = 0019FF74 EBP = 0019FF80 EFL = 00000202

OV = 0 UP = 0 EI = 1 PL = 0 ZR = 0 AC = 0 PE = 0 CY = 0

00 %

Moves.asm

```

9
10 .code
11 main PROC
12     mov eax, 0        ; Setting eax to 0 for clear final display
13     mov bx, 2         ; Setting bx to an arbitrary number (2)
14     mov cx, 4         ; Setting cx to an arbitrary number (4)
15     AddTwo PROC
16         mov ax, bx    ; Moving bx value to ax
17         add ax, cx    ; Adding cx value to ax
18         call WriteInt ; Printing ax value (6)
19         call Crlf     ; Adding empty line for clarity
20     AddTwo ENDP
21
22     exit <1ms elapsed
23 main ENDP
24 END main

```

100 % No issues found

Autos

Search (Ctrl+E) Search Depth: 3

| Name | Value |
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C:\Irvine\Project32_VS2017\Project32_VS2017\Debug\Project.exe

+6

Autos Locals Watch 1

Call Stack Breakpoints Exception Settings Command Window Immediate

Loading symbols for imm32.dll

```

7  INCLUDE Irvine32.inc
8  .data
9      prompt BYTE "Please input a value: ", 0
10     spacing BYTE ", ", 0
11     String2 BYTE "The target value is ", 0
12     String3 BYTE "and is located at index: ", 0
13
14  .code
15  main PROC
16      mov edx, OFFSET prompt
17      mov ecx, 6
18  L1:
19      call WriteString
20      call ReadInt
21      push ax
22      loop L1
23      call Crlf
24
25      call WriteString
26      call ReadInt
27
28      mov edx, OFFSET String2
29      call WriteString
30      call WriteInt
31      mov edx, OFFSET spacing
32      call WriteString
33      mov edx, OFFSET String3
34      call WriteString
35      call Search
36      call WriteInt
37      call Crlf
38  exit
39  main ENDP
40

```

Microsoft Visual Studio Debug Console

```

Please input a value: 1
Please input a value: -2
Please input a value: 3
Please input a value: -4
Please input a value: 5
Please input a value: -6

Please input a value: 3
The target value is +3, and is located at index: +2

```

C:\Irvine\Project32_VS2017\Project32_VS2017\Debug\Project.exe (process 26392) exited with code 0.
 To automatically close the console when debugging stops, enable Tools->Options->Debugging->Automatically close the console when debugging stops.
 Press any key to close this window . . .

100 % No issues found Ln: 37 Ch: 11 Col: 14 TABS CRLF

Output

Show output from: Debug

Error List Output

Ready

Type here to search




```

7  INCLUDE Irvine32.inc
8  .data
9      prompt BYTE "Please input a value: ", 0
10     spacing BYTE ", ", 0
11     String2 BYTE "The target value is ", 0
12     String3 BYTE "and is located at index: ", 0
13
14  .code
15  main PROC
16      mov edx, OFFSET prompt
17      mov ecx, 6
18  L1:
19      call WriteString
20      call ReadInt
21      push ax
22      loop L1
23      call Crlf
24
25      call WriteString
26      call ReadInt
27
28      mov edx, OFFSET String2
29      call WriteString
30      call WriteInt
31      mov edx, OFFSET spacing
32      call WriteString
33      mov edx, OFFSET String3
34      call WriteString
35      call Search
36      call WriteInt
37      call Crlf
38  exit
39  main ENDP
40

```

Microsoft Visual Studio Debug Console

```

Please input a value: 1
Please input a value: 2
Please input a value: 3
Please input a value: -4
Please input a value: -5
Please input a value: -6
Please input a value: -6
The target value is -6, and is located at index: +5

C:\Irvine\Project32_VS2017\Project32_VS2017\Debug\Project.exe (process 22624) exited with code 0.
To automatically close the console when debugging stops, enable Tools->Options->Debugging->Automatically close the console when debugging stops.
Press any key to close this window . . .

```

100 % No issues found

Output

Show output from: Debug

Error List Output

Ready

Type here to search

