

```

8  .data
9      negArray SWORD -1, -2, -3, -4
10     posArray SWORD 1, 2, 3, 4
11     mixArray SWORD 1, -2, 3, -4
12     output BYTE "odd integer found.", 0
13     output2 BYTE "odd integer not found.", 0
14
15  .code
16  main PROC
17      mov esi, OFFSET negArray
18      mov ecx, LENGTHOF negArray
19  next:
20      test WORD PTR [esi], 8000h
21      pushfd
22      add esi, TYPE negArray
23      popfd
24      loopz next
25      jnz quit
26      mov edx, OFFSET output2
27      call WriteString
28      exit
29  quit:
30      mov edx, OFFSET output
31      call WriteString
32      exit
33
34  main ENDP
35  END main

```

0 % No issues found

Output

Show output from: Debug

```

'Project.exe' (Win32): Loaded 'C:\Windows\SysWOW64\ucrtbase.dll'.
'Project.exe' (Win32): Loaded 'C:\Windows\SysWOW64\imm32.dll'.
The thread 0x29e8 has exited with code 0 (0x0).
The thread 0x7e6c has exited with code 0 (0x0).
The thread 0x85e8 has exited with code 0 (0x0).
The program '[33892] Project.exe' has exited with code 0 (0x0).

```

Microsoft Visual Studio Debug Console

odd integer found.

C:\Irvine\Project32_VS2017\Project32_VS2017\Debug\Project.exe (process 33892)
 To automatically close the console when debugging stops, enable Tools->Options->Environment->Close console when debugging stops.
 Press any key to close this window . . .

```
File Edit View Project Build Debug Test Analyze Tools Extensions Window Help Search (Ctrl+Q) Project
Debug Win32 Local Windows Debugger
W7_Problem1.asm
8 .data
9     negArray SWORD -1, -2, -3, -4
10    posArray SWORD 1, 2, 3, 4
11    mixArray SWORD 1, -2, 3, -4
12    output BYTE "odd integer found.", 0
13    output2 BYTE "odd integer not found.", 0
14
15 .code
16 main PROC
17     mov esi, OFFSET posArray
18     mov ecx, LENGTHOF posArray
19 next:
20     test WORD PTR [esi], 8000h
21     pushfd
22     add esi, TYPE posArray
23     popfd
24     loopz next
25     jnz quit
26     mov edx, OFFSET output2
27     call WriteString
28     exit
29 quit:
30     mov edx, OFFSET output
31     call WriteString
32     exit
33
34 main ENDP
35 END main
```

Microsoft Visual Studio Debug Console

```
odd integer not found.
C:\Irvine\Project32_VS2017\Project32_VS2017\Debug\Project.exe (process 27816) ex
To automatically close the console when debugging stops, enable Tools->Options->
le when debugging stops.
Press any key to close this window . . .
```

0 % No issues found

Output

how output from: Debug

```
'Project.exe' (Win32): Loaded 'C:\Windows\SysWOW64\ucrtbase.dll'.
'Project.exe' (Win32): Loaded 'C:\Windows\SysWOW64\imm32.dll'.
The thread 0x8d0 has exited with code 0 (0x0).
The thread 0x844c has exited with code 0 (0x0).
```


HW7_Problem1.asm

```

8      .data
9      negArray SWORD -1, -2, -3, -4
10     posArray SWORD 1, 2, 3, 4
11     mixArray SWORD 1, -2, 3, -4
12     output BYTE "odd integer found.", 0
13     output2 BYTE "odd integer not found.", 0
14
15     .code
16     main PROC
17         mov esi, OFFSET mixArray
18         mov ecx, LENGTHOF mixArray
19     next:
20         test WORD PTR [esi], 8000h
21         pushfd
22         add esi, TYPE mixArray
23         popfd
24         loopz next
25         jnz quit
26         mov edx, OFFSET output2
27         call WriteString
28         exit
29     quit:
30         mov edx, OFFSET output
31         call WriteString
32     exit
33
34     main ENDP
35     END main
    
```

100 % No issues found

Output

Show output from: Debug

```

'Project.exe' (Win32): Loaded 'C:\Windows\SysWOW64\ud
'Project.exe' (Win32): Loaded 'C:\Windows\SysWOW64\in
The thread 0x3c78 has exited with code 0 (0x0).
The thread 0x7320 has exited with code 0 (0x0).
The thread 0x8428 has exited with code 0 (0x0).
The process '34228' 'Project.exe' has exited with cod
    
```

Microsoft Visual Studio Debug Console

```

odd integer found.
C:\Irvine\Project32_VS2017\Project32_VS2017\Debug\Project.exe (process 34228) exit
To automatically close the console when debugging stops, enable Tools->Options->De
le when debugging stops.
Press any key to close this window . . .
    
```