Rohit Truesdale

Note the bar | represents the next iteration of a loop or the program and separates the next stored value.

; 2 parameters passed

; string1 ghost0 ("ghost") AT ADDRESS 1000 (goes into the ESI register)

; string2 ghostly0 ("ghostly") AT ADDRESS 2000 (goes into the EDI register)

; remember, C++ delineates the end of a string by adding zero

\_Task1 proc

\_asm

Mov bx,0 ; set return result to failed

mov esi, DWORD PTR [esp + 4] ; this is taking a passed pointer off the stack

mov edi, DWORD PTR [esp + 8] ; this is taking a passed pointer off the stack

L1:

mov al, [esi] ; al = ‘g’, esi = 0x1000 | h, 0x1001 |o, 0x1002 | s, 0x1003 | t, 0x1004 | 0, 0x1005

mov ah, [edi] ; ah = ‘g’, edi = 0x2000 | h , 0x2001 | o, 0x2002 |s, 0x2003 | t, 0x2004 | i, 0x2005

cmp al, 0 ; L2 | L2 | L2 | L2 |L2

jne L2

cmp ah, 0

jne L2

mov bx,1

jmp L3

L2:

inc esi ; esi = 0x1001 | 0x1002 | 0x1003 | 0x1004 | 0x1005 |0x1006

inc edi ; edi = 0x1002 |0x1002 | 0x 1003 | 0x1004 | 0x1005 | 0x1006

cmp al, ah ; L1 | L1 | L1 |L1 |L1

je L1

L3:

ret ; should return the register state: bx =0, esi = 0x1006, al = 0 , ah =’i’

\_Task1 endp ;WHAT DOES THIS TASK DO?

End