include irvine32.inc

.data

msg1 BYTE "my first code", 0

array BYTE 100 dup(0)

.code

main PROC

mov edx, OFFSEt msg1

call writestring

call crlf

;printing input string

mov edx, offset array

mov ecx, sizeof array

call readstring

call crlf

;output

mov edx, offset array

call writestring

; trying to study loops

mov ecx, 6

mov eax, 1

myloop:

mov edx, eax

call writeint

call crlf

inc eax

loop myloop

exit

main endp

end main

……………………………………….

include irvine32.inc

.data

msg1 BYTE "my first code", 0

array BYTE 100 dup(0)

.code

u PROC ;; no need to write

mov edx, OFFSEt msg1

call writestring

call crlf

;printing input string

mov edx, offset array

mov ecx, sizeof array

call readstring

call crlf

;output

mov edx, offset array

call writestring

; trying to study loops

mov ecx, 6

mov eax, 1

myloop:

mov edx, eax

call writeint

call crlf

inc eax

loop myloop

exit

u endp ;end procedure

end u ;end

…………………………………….