LAB 12 STRING TASK

Q1:

```
TITLE MY First Program(final.asm)
   INCLUDE Irvine32.inc
    .data
   str1 BYTE "ENTER A SENTENCE :",0
   arr BYTE 20 DUP(?)
                                                    C:\Windows\system32\cmd.exe
   temp DWORD ?
   fun PROTO,string:ptr BYTE,temp1:DWORD
                                                   HAPPY CODING
                                                   Press any key to continue . . . _
   main PROC
   main PROC ;SAAD UR REHMAN(19k-0218)
mov edx,offset str1
   call WriteString
   mov edx,offset arr
   mov ecx,lengthof arr
   call readString
   call strLength
   mov temp,eax
   INVOKE fun, ADDR arr, temp
   exit
   main ENDP
   fun PROC, string:ptr BYTE, temp1:DWORD
   mov edi,string
   add edi,temp
   sub edi,1
mov al,[edi]
   11:
   .code
                     ;SAAD UR REHMAN(19k-0218) C:\Windows\system32\cmd.exe
   main PROC
   mov edx,offset str1
                                                    ENTER A SENTENCE :GNIDOC YPPAH
HAPPY CODING
   call WriteString
                                                    Press any key to continue . . .
   mov edx, offset arr
   mov ecx,lengthof arr
   call readString
   call strLength
   mov temp,eax
   INVOKE fun, ADDR arr, temp
   exit
   main ENDP
   fun PROC,string:ptr BYTE,temp1:DWORD
   mov edi,string
   add edi,temp
   sub edi,1
   mov ecx, temp
   11:
   mov al,[edi]
   call WriteChar
   dec edi
   loop 11
   call crlf
   ret
   fun ENDP
   END main
```

Q2:

```
TITLE MY First Program(final.asm)
   INCLUDE Irvine32.inc
                                                                   C:\Windows\system32\cmd.exe
   .data
                                                                  ENTER A STRING :We are Studying at National Fast University Karachi
   str1 BYTE "ENTER A STRING :",0
   str2 BYTE "ENTER A CHARACTER TO FIND FREQUENCY :",0
                                                                  ENTER A CHARACTER TO FIND FREQUENCY :a
FREQUENCY OF a:7
Press any key to continue . . .
   str3 BYTE "FREQUENCY OF ",0
   arr BYTE 50 DUP(?)
   str_size WORD ?
   count WORD ?
   fun PROTO,string:ptr BYTE,length1:DWORD,string2:ptr BYTE
   .code
   main PROC ;SAAD UR REHMAN(19k-0218)
mov count,0
   mov edx,offset str1
   call WriteString
   mov edx,offset arr
   mov ecx,lengthof arr
   call ReadString
   call strlength
   mov str_size,ax call crlf
   mov edx,offset str2
   call WriteString
   call ReadChar
   call WriteChar
   INVOKE fun,addr arr,str_size,addr str3
   exit
   main ENDP
)% -
         INVOKE fun,addr arr,str_size,addr str3
         exit
                                                                    C:\Windows\system32\cmd.exe
         main ENDP
                                                                    NTER A STRING :We are Studying at National Fast University Karachi
         fun PROC,string:ptr BYTE,length1:DWORD,string2:ptr BYTE
                                                                    ENTER A CHARACTER TO FIND FREQUENCY :a
                                                                   FREQUENCY OF a:7
Press any key to continue . . .
         mov esi, string
         mov ecx,length1
         11:
         cmp al,[esi]
         ine 12
         inc count
         12:
         add esi.1
         loop 11
         call crlf
         mov edx,string2 call WriteString
         call WriteChar
         mov al,':'
         call WriteChar
         mov ax,count
         call WriteDec
         call crlf
         ret
         fun ENDP
         END main
```

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Q3:

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SEC: C

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      final.asm ×
          TITLE My First Program (Test.asm)
INCLUDE Irvine32.inc
.data ;SAAD UR REHMAN(19k-0218)
arr SDWORD 8 DUP(?)
                                                                                          C:\Windows\system32\cmd.exe
          arr SDWORD 8 DUP(?)
msg1 BYTE "ENTER EIGHT NUMBER: ",0
num1 BYTE "THE NUMBER OF POSITIVE INTEGERS: ",0
num2 BYTE "THE NUMBER OF NEGATIVE INTEGERS: ",0
num3 BYTE "THE NUMBER OF TEROS IN AN ARRAY: ",0
sum1 BYTE "THE SUM OF POSITIVE AND NEGTIVE INTEGERS: ",0
sum2 BYTE "THE SUM OF NEGATIVE INTEGERS: ",0
sum3 BYTE "THE SUM OF POSITIVE IN AN ARRAY: +",0
sum3 BYTE "THE SUM OF POSITIVE IN AN ARRAY: +",0
                                                                                         ENTER EIGHT NUMBER: 4
            SumP Dword ?
           SumZ Dword ?
SumN Dword ?
                                                                                         THE NUMBER OF POSITIVE INTEGERS: 6
THE NUMBER OF NEGATIVE INTEGERS: 2
THE NUMBER OF ZEROS IN AN ARRAY: 0
           CountP Byte ?
           CountZ Byte ?
CountN Byte ?
                                                                                         THE SUM OF POSITIVE IN AN ARRAY: +23
THE SUM OF NEGATIVE INTEGERS: -8
           .code
main PROC
          main PROC
mov edx,offset msg1
call Writestring
mov esi,offset arr
mov ecx,8
                                                                                         THE SUM OF POSITIVE AND NEGTIVE INTEGER
Press any key to continue . . .
           call ReadInt
           mov [esi],eax
add esi,4
           loop L1
           mov esi,offset arr
           mov ecx,8
L2:
           mov eax,[esi]
           cmp eax,0
Assembly - Microsoft Visual Studio (Administrator)
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final.asm X
              L2:
             mov eax,[esi]
              cmp eax,0
              jge I1
              inc CountN
             add SumZ,eax
             mov ebx,-1
              imul ebx
              add SumN,eax
              jmp exi
              I1:
             cmp eax,0
              jg I2
              inc CountZ
              add SumZ,eax
              jmp exi
             inc CountP
             add SumP,eax
             add SumZ,eax
             exi:
              add esi,4
             loop L2
             mov edx,offset num1
             call Writestring
              mov al,CountP
              call WriteDec
             call Crlf
             mov edx,offset num2
             call Writestring
              mov al,CountN
              call WriteDec
             call Crlf
```

SAAD UR REHMAN 19k-0218

SEC: C

```
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🎋 final.asm 🗙
       call WriteDec
       call Crlf
       mov edx,offset num3
       call Writestring
       mov al,CountZ
       call WriteDec
       call Crlf
       call Crlf
       mov edx,offset sum3
       call Writestring
       mov eax,SumP
       call WriteDec
       call Crlf
       mov edx,offset sum2
       call Writestring
       mov eax,SumN
       call WriteDec
       call Crlf
       call Crlf
       mov edx,offset sum1
       call Writestring
       mov eax,SumZ
       call WriteDec
       call Crlf
       exit
       main ENDP
       END main
```

Q4:

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SEC: C

