

SAAD UR REHMAN

19k-0218

SEC: C

## LAB TASK 5

### Activity 1

.data

.arrayW WORD 1000h,3000h,4000h

arrayD DWORD 1,2,3,4,9

; will the following assemble and run?

.code

mov ax,[arrayW-2] ; ??

mov eax,[arrayD+16] ; ??

### SOL:

- 1) It will give some garbage value
- 2) 9 value will be stored in eax as it will move **4bytes** from base.

### Activity 2

Use following array declarations:

Now initialize three double word variables SUM1, SUM2, SUM3 and perform

following operations (expressed in pseudo-code here):

SUM1 = arrayB[0]+arrayW[0]+

arrayD[0]

SUM2 =arrayB[1]+arrayW[1]+

arrayD[1]

SUM3 =arrayB[2] + arrayW[2] +

arrayD[2]

### SOLUTION :

SAAD UR REHMAN

19k-0218

SEC: C

```
arrayD DWORD 60, 12, 18
SUM1 DWORD ?
SUM2 DWORD ?
SUM3 DWORD ?
.code
main PROC
;FOR SUM1 (SUM1 = arrayB[0]+arrayW[0]+arrayD[0])
mov dl,arrayB[0]
mov ax,arrayW[0]
movzx eax,ax
movzx edx,dl
add eax,edx
add eax,arrayD[0] ;EAX=50 ;SAAD UR REHMAN(19k-0218)
mov SUM1,eax ;//EAX VALUE(50) WILL BE STORED IN SUM1

;FOR SUM2 (SUM2 =arrayB[1]+arrayW[1]+arrayD[1])
mov bl,arrayB[1]
movzx bx,bl
add bx,arrayW[2]
movzx ebx,bx;
add ebx,arrayD[4] ;EBX=29 ;SAAD UR REHMAN(19k-0218)
mov SUM2,ebx ;EBX VALUE(29) WILL BE STORED IN SUM2

;FOR SUM3 (SUM3 =arrayB[2] + arrayW[2] + arrayD[2])
mov cl,arrayB[2]
movzx cx,cl;
add cx,arrayW[4]
movzx ecx,cl
add ecx,arrayD[8] ;ECX=1E ;SAAD UR REHMAN(19k-0218)
mov SUM3,ecx ;ECX VALUE(1E) WILL BE STORED IN SUM3

call DumpRegs
exit
```

cmd C:\Windows\system32\cmd.exe

```
EAX=00000050 EBX=00000029 ECX=0000001E EDX=00000005
ESI=00C81005 EDI=00C81005 EBP=00D8FC1C ESP=00D8FC10
EIP=00C81074 EFL=00000206 CF=0 SF=0 ZF=0 OF=0 AF=0
```

Press any key to continue . . .

## Activity 3

Use following array declarations:

arrayB BYTE 60, 90, 80

arrayW WORD 150, 250, 350

arrayD DWORD 600, 1200, 1800

For each array, add its 1st and last element using above 3 methods and display the result in a separate

Register

## SOLUTION :

SAAD UR REHMAN

19k-0218

SEC: C

```
TITLE My First Program (taskk.asm)
INCLUDE Irvine32.inc
.data
arrayB BYTE 60, 90, 80
arrayW WORD 150, 250, 350
arrayD DWORD 600, 1200, 1800
.code
main PROC ;SAAD UR REHMAN (19k-0218)
mov ah,arrayB[0]
add ah,arrayB[2] ;EAX=004F8CF4 ;AH=8C

mov bx,arrayW[0]
add bx,arrayW[4] ;EBX=003201F4 ;BX=1F4

mov edx,arrayD[0]
add edx,arrayD[8] ;EDX=00000960

call DumpRegs
exit
main ENDP
END main
```

C:\Windows\system32\cmd.exe

```
EAX=004F8CF4 EBX=003201F4 ECX=00061005 EDX=00000960
ESI=00061005 EDI=00061005 EBP=004FFAA8 ESP=004FFA9C
EIP=0006103B EFL=00000216 CF=0 SF=0 ZF=0 OF=0 AF=1 PF=1
```

Press any key to continue . . .

## Activity 4

Write down the value of each destination operand???

.data

varB BYTE 65h,33h,02h,05h

varW WORD 654Ah,1202h

varD DWORD 12344678h

.code

mov ax,WORD PTR [varB+2]

mov bl,BYTE PTR varD

mov bl,BYTE PTR [varW+2]

mov ax,WORD PTR [varD+2]

mov eax,DWORD PTR varW

SAAD UR REHMAN

19k-0218

SEC: C

### INSTRUCTION 1:



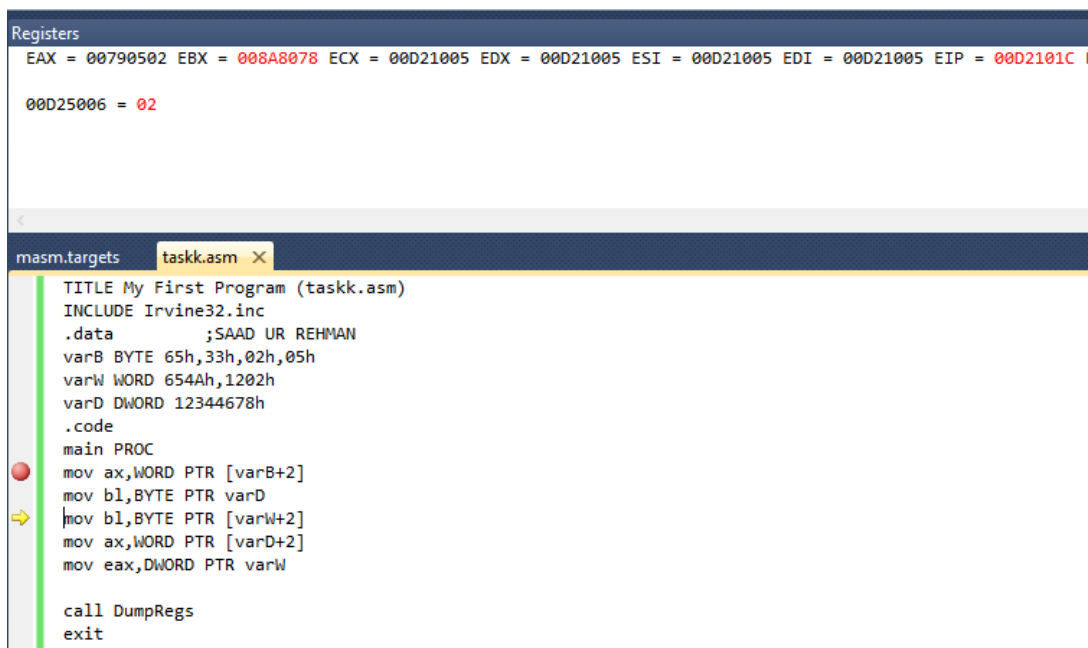
The screenshot shows a debugger window with two panes. The top pane, titled 'Registers', displays the following values: EAX = 00790502, EBX = 008A8000, ECX = 00D21005, EDX = 00D21005, ESI = 00D21005, EDI = 00D25008, and EIP = 78. The bottom pane shows the assembly code for 'taskk.asm'. The code includes headers, data definitions, and a main procedure. A yellow arrow points to the instruction 'mov bl, BYTE PTR [varW+2]' at address 00401006.

```
Registers
EAX = 00790502 EBX = 008A8000 ECX = 00D21005 EDX = 00D21005 ESI = 00D21005 EDI = 00D25008 EIP = 78

taskk.asm
TITLE My First Program (taskk.asm)
INCLUDE Irvine32.inc
.data
    ;SAAD UR REHMAN
varB BYTE 65h,33h,02h,05h
varW WORD 654Ah,1202h
varD DWORD 12344678h
.code
main PROC
    mov ax,WORD PTR [varB+2]
    mov bl,BYTE PTR varD
    mov bl,BYTE PTR [varW+2]
    mov ax,WORD PTR [varD+2]
    mov eax,DWORD PTR varW

    call DumpRegs
    exit
```

### INSTRUCTION 2:



The screenshot shows the same debugger window as before, but now the instruction pointer (EIP) has advanced to 00D2101C. The register values are: EAX = 00790502, EBX = 008A8078, ECX = 00D21005, EDX = 00D21005, ESI = 00D21005, EDI = 00D21005, and EIP = 00D2101C. The assembly code is the same, but the yellow arrow now points to the instruction 'mov ax,WORD PTR [varD+2]' at address 0040100A.

```
Registers
EAX = 00790502 EBX = 008A8078 ECX = 00D21005 EDX = 00D21005 ESI = 00D21005 EDI = 00D21005 EIP = 00D2101C

taskk.asm
TITLE My First Program (taskk.asm)
INCLUDE Irvine32.inc
.data
    ;SAAD UR REHMAN
varB BYTE 65h,33h,02h,05h
varW WORD 654Ah,1202h
varD DWORD 12344678h
.code
main PROC
    mov ax,WORD PTR [varB+2]
    mov bl,BYTE PTR varD
    mov bl,BYTE PTR [varW+2]
    mov ax,WORD PTR [varD+2]
    mov eax,DWORD PTR varW

    call DumpRegs
    exit
```

### INSTRUCTION 3:

SAAD UR REHMAN

19k-0218

SEC: C

Registers

EAX = 01350502 EBX = 010FC002 ECX = 00D21005 EDX = 00D21005 ESI = 00D21005 EDI = 00D21005 EIP = 00D21022

00D2500A = 1234

taskk.asm

```
TITLE My First Program (taskk.asm)
INCLUDE Irvine32.inc
.data
    ;SAAD UR REHMAN
varB BYTE 65h,33h,02h,05h
varW WORD 654Ah,1202h
varD DWORD 12344678h
.code
main PROC
    mov ax,WORD PTR [varB+2]
    mov bl,BYTE PTR varD
    mov bl,BYTE PTR [varW+2]
    mov ax,WORD PTR [varD+2]
    mov eax,DWORD PTR varW

    call DumpRegs
    exit
```

#### INSTRUCTION 4:

Registers

EAX = 01351234 EBX = 010FC002 ECX = 00D21005 EDX = 00D21005 ESI = 00D21005 EDI = 00D21005 EIP = 00D21028

00D25004 = 1202654A

taskk.asm

```
TITLE My First Program (taskk.asm)
INCLUDE Irvine32.inc
.data
    ;SAAD UR REHMAN
varB BYTE 65h,33h,02h,05h
varW WORD 654Ah,1202h
varD DWORD 12344678h
.code
main PROC
    mov ax,WORD PTR [varB+2]
    mov bl,BYTE PTR varD
    mov bl,BYTE PTR [varW+2]
    mov ax,WORD PTR [varD+2]
    mov eax,DWORD PTR varW

    call DumpRegs
    exit
```

#### INSTRUCTION 5:

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Registers

EAX = 1202654A EBX = 010FC002 ECX = 00D21005 EDX = 00D21005 ESI = 00D21005 EDI = 00D21005 EIP = 00D2102D

masm.targets taskk.asm

```
TITLE My First Program (taskk.asm)
INCLUDE Irvine32.inc
.data
;SAAD UR REHMAN
varB BYTE 65h,33h,02h,05h
varW WORD 654Ah,1202h
varD DWORD 12344678h
.code
main PROC
mov ax,WORD PTR [varB+2]
mov bl,BYTE PTR varD
mov bl,BYTE PTR [varW+2]
mov ax,WORD PTR [varD+2]
mov eax,DWORD PTR varW

call DumpRegs
exit
```

100 %

END