

LAB 4 ANSWER SHEET

PART I: STEP INTO/OVER, AND THE WATCH & CALL STACK WINDOWS

2. THE WATCH WINDOW

- ☐ ? What is the current value of **result**? _____
- ☐ ? What is the new value of **result**? _____

3. STEP INTO/STEP OVER & THE CALL STACK WINDOW

- ☐ ? At the current point in the program's execution, was **Double** called from **main** or **Quadruple**? _____

4. PROCEDURE ERRORS

A. MISSING RET INSTRUCTION

- ☐ ? What error occurs? _____

B. INCORRECT PROCEDURE NAME

- ☐ ? Attempt to start debugging. Assembly will fail. What error does MASM report? _____
- ☐ ? Attempt to start debugging. Assembly will fail. What error does MASM report? _____

C. MISMATCHED PUSH/POP

- ☐ ? What error occurs? _____

(Part II on back)

PART II: GO AWAY, KIP IRVINE

3. WRITECONSOLE

- ☐ **?** Step through the program and use the Watch window to answer this question:
What is the value of numCharsWritten *before* you call *WriteConsoleA*? _____
What is its value *after* you call *WriteConsoleA*? _____
- ☐ **?** Change the third argument from **LENGTHOF message** to 8. What does the program output? _____
- ☐ **?** Change the second argument from **OFFSET message** to **OFFSET message + 2**. What does the program output?

4. SLEEP

- ☐ **?** How would you call the *Sleep* function in assembly language if you wanted your program to sleep for 5 seconds?

5. READCONSOLE

- ☐ Submit your .asm file in Canvas.