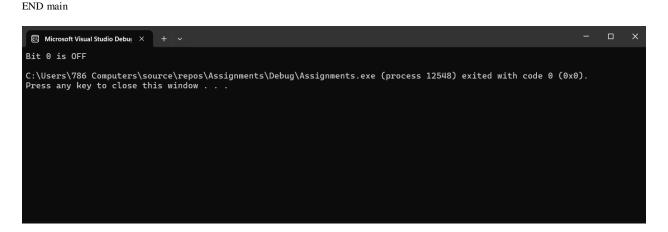
COAL ASSIGNMENT 7

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Task 1:

INCLUDE Irvine32.inc msgOn BYTE "Bit 0 is ON",0 msgOff BYTE "Bit 0 is OFF",0 .code main PROC call Clrscr mov al, 10101101b mov bl, 10010101b mov cl, 11110000b or al, cl; combining the bits and al, 0AAh; clear odd bit or al, 055h xor al, 0FFh test al, 1 jnz onBit jz offBit onBit: mov edx, OFFSET msgOn call WriteString jmp EndofProgram offBit: mov edx, OFFSET msgOff call WriteString EndofProgram: call Crlf exit main ENDP



Task 2:

```
INCLUDE Irvine32.inc
.data
prompt BYTE "Enter number ",0
msg1 BYTE "Largest (Unsigned) = ",0
msg2 BYTE "Largest (Signed) = ",0"
nums DWORD 3 DUP(?)
largestU DWORD?
largestS DWORD?
.code
main PROC
  call Clrscr
  mov ecx, 3
  mov esi, OFFSET nums
input_loop:
  mov edx, OFFSET prompt
  call WriteString
  call ReadInt
  mov [esi], eax
  add esi, 4
  loop input_loop
  ;unsigned biggest
  mov esi, OFFSET nums
  mov ecx, 2
  mov eax, [esi]
next_unsigned:
  add esi, 4
  mov ebx, [esi]
  cmp eax, ebx
  jb u_update
  jmp u_skip
u_update:
  mov eax, ebx
u_skip:
  loop next_unsigned
  mov largestU, eax
  ;signed biggest
  mov esi, OFFSET nums
  mov ecx, 2
  mov eax, [esi]
next_signed:
  add esi, 4
  mov ebx, [esi]
  cmp eax, ebx
  jl s_update
  jmp s_skip
s_update:
  mov eax, ebx
s_skip:
  loop next_signed
```

```
mov largestS, eax

call Crlf
mov edx, OFFSET msg1
call WriteString
mov eax, largestU
call WriteInt
call Crlf

mov edx, OFFSET msg2
call WriteString
mov eax, largestS
call WriteInt
call Crlf
exit
main ENDP
END main
```

```
Enter number 3
Enter number 3
Enter number 2

Largest (Unsigned) = +3
Largest (Signed) = +3
C:\Users\786 Computers\source\repos\Assignments\Debug\Assignments.exe (process 15508) exited with code 0 (0x0).
To automatically close the console when debugging stops, enable Tools->Options->Debugging->Automatically close the console when debugging stops.

Press any key to close this window . . .
```

Task 3:

```
INCLUDE Irvine32.inc
.data
msg1 BYTE "Enter a number (0 to stop): ",0
msg2 BYTE "Valid numbers entered: ",0
.code
main PROC
call Clrscr
mov ecx,5
mov eax,0
mov ebx,0
L1:
mov edx,OFFSET msg1
call WriteString
call ReadInt
cmp eax,0
je done
inc ebx
loopnz L1
done:
call Crlf
mov edx,OFFSET msg2
call WriteString
mov eax,ebx
call WriteDec
call Crlf
exit
main ENDP
END main
```

```
Enter a number (0 to stop): 2
Enter a number (0 to stop): 3
Enter a number (0 to stop): 4
Enter a number (0 to stop): 6

Valid numbers entered: 4
C:\Users\786 Computers\source\repos\Assignments\Debug\Assignments.exe (process 17052) exited with code 0 (0x0).

Press any key to close this window . . |
```

Task 4:

```
INCLUDE Irvine32.inc
.data
prompt BYTE "Enter two numbers: ", 0
PTrue BYTE "Condition True", 0
PFalse BYTE "Condition False", 0
main PROC
MOV EDX, OFFSET prompt
CALL WriteString
CALL ReadInt
MOV EDX, EAX
CALL ReadInt
MOV EBX, EAX
; a > b
CMP EDX,EBX
JLE fp
; a < 100
CMP EDX,100
JGE fp
MOV EDX, OFFSET PTrue
CALL WriteString
JMP done
fp:
MOV EDX, OFFSET PFalse
CALL WriteString
done:
EXIT
main ENDP
END main
```

```
Enter two numbers: 2
5
Condition False
C:\Users\786 Computers\source\repos\Assignments\Debug\Assignments.exe (process 17928) exited with code 0 (0x0).
To automatically close the console when debugging stops, enable Tools->Options->Debugging->Automatically close the console when debugging stops.
Press any key to close this window . . .
```

Task 5:

```
INCLUDE Irvine32.inc
.data
msg BYTE "Final value of EAX = ",0
.code
main PROC
  mov eax, 10
whileLoop:
  cmp eax, 0
  jl endLoop
  sub eax, 3
  jge whileLoop
endLoop:
  mov edx, OFFSET msg
  call WriteString
  call WriteDec
  call Crlf
  exit
main ENDP
END main
```