**OS LAB 3**

**TASK1:**

TITLE TASK1.asm (k230019TASK1) INCLUDE Irvine32.inc

.data

val1 SWORD ?

val2 SBYTE -11

.code

main PROC

call WriteInt

exit

main ENDP

END main

**TASK2:**

TITLE TASK2.asm (k230019TASK2) INCLUDE Irvine32.inc

.data

val1 SDWORD -2147483648

.code

main PROC

call WriteInt

exit

main ENDP

END main

**TASK3:**

TITLE TASK3.asm (k230019TASK3) INCLUDE Irvine32.inc

.data

list WORD 24,50,60

.code

main PROC

call WriteInt

exit

main ENDP

END main

**TASK4:**

TITLE TASK4.asm (k230019TASK4) INCLUDE Irvine32.inc

.data

fvtColor BYTE "RED",0

A BYTE 12

B BYTE 2

C BYTE 13

D BYTE 8

E BYTE 14

.code

main PROC

call WriteInt

exit

main ENDP

END main

**TASK5:**

TITLE TASK5.asm

(k230019TASK5)

INCLUDE Irvine32.inc

.data

a DWORD 11h

b DWORD 10h

\_c DWORD 30h

d DWORD 40h

.code

main PROC

mov ebx, 0

add ebx, a

add ebx, b

mov edx, 0

add edx, a

sub edx, b

sub ebx, edx

add ebx, \_c

add ebx, d

call DumpRegs

exit

main ENDP

END main

**TASK6:**

TITLE TASK6.asm

(k230019TASK6.asm)

INCLUDE Irvine32.inc

.data

a BYTE 00010001b

b BYTE 00010000b

\_c BYTE 00110000b

d BYTE 01000000b

newline BYTE 0Dh, 0Ah, 0

.code

main PROC

mov al, a

add al, b

mov dl, a

sub dl, b

sub al, dl

add al, \_c

add al, d

movzx eax, al

call WriteDec

mov edx, OFFSET newline

call WriteString

call DumpRegs

exit

main ENDP

END main

**TASK7:**

TITLE TASK7.asm (k230019TASK7) INCLUDE Irvine32.inc

.data

wArray WORD 2,3,4

.code

main PROC

call WriteDec

exit

main ENDP

END main

**TASK8:**

TITLE TASK8.asm (k230019TASK8) INCLUDE Irvine32.inc

.data

dArray DWORD 50 dup (?)

.code

main PROC

call WriteDec

exit

main ENDP

END main

**TASK9:**

TITLE TASK9.asm (k230019TASK9)

INCLUDE Irvine32.inc

.data

string BYTE 500 dup ("TEST")

.code

main PROC

call WriteDec

exit

main ENDP

END main

**TASK10:**

TITLE TASK10.asm (k230019TASK10)

INCLUDE Irvine32.inc

.data

bArray BYTE 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20

.code

main PROC

call WriteDec

exit

main ENDP

END main