Homework #4 – Anagram

**Due**: 11/07/2017 by 11:59pm

You may submit the homework up to 24 hours late for a 20% penalty.

**Deliverables:**

Submit the source file (.asm) to Canvas before the due date. This should be the only file you should submit to Canvas.

The file should be named {USERNAME}-HW{NUMBER}.asm

E.g. abc0003-HW4.asm

**Specifications:**

The objective of this assignment is to create a program that will determine if two strings are anagrams. If the two strings are anagrams, then EAX will have the value 1 after the code has completed. If they are not anagrams, then EAX will have the value 0.

Two .java implementations are in the “files” section in Canvas. Feel free to use one of these or another method.

All “high level” directives are not allowed on this homework. (e.g. .IF .ENDIF .REPEAT, etc)

**Design:**

Create a BYTE array with the label ‘s1’. This array may be of any length between 2 and 100.

Create a BYTE array with the label ‘s2’. This array should be the same length as ‘s1’.

You may create any other values you deem necessary.

The program should compare the two strings to determine if they are anagrams.

Assume that each of the arrays (s1 and s2) will be the same length. Also assume that all characters in the array will be capital letters.

For example:

s1 BYTE “GARDEN”

s2 BYTE “DANGER”

After the code completes EAX would have the value 1. (These are anagrams)

Another example:

s1 BYTE “CODE”

s2 BYTE “DOGS”

After the code completes EAX would have the value 0. (These are not anagrams)