**Andrew Won**

**4.2.8 Review**

1.

inc val2

2.

Sub eax, val3

3.

Mov ax, val4

Sub val2, ax

4.

CF=0 SF=1

5.

OF=1 SF=1

6.

Mov ax, 7FF0h

Add al, 10h; a. CF=1, SF=0, ZF=1, OF=0

Add ah, 1; b. CF=0, SF=1, ZF=0, OF=1

Add ax, 2; c. CF=0, SF=1, ZF=0, OF=0

**4.3.8 Review**

1. False

2. False

3. True

4. False

5. True

**4.4.5 Review**

4. True

5.

mov esi, OFFSET myBytes

mov al, [esi] ; a. AL = 10h

mov al, [esi+3] ; b. AL = 40h

mov esi, OFFSET myWords + 2

mov ax, [esi] ; c. AX = 003Bh

mov edi, 8

mov edx, [myDoubles + edi] ; d. EDX = 3

mov edx, myDoubles[edi] ; e. EDX = 3

mov ebx, myPointer

mov eax, [ebx+4] ; f. EAX = 2

**4.10 Programming Exercise**

7.

INCLUDE Irvine32.inc

.data

source BYTE "This is the source string", 0

target BYTE SIZEOF source DUP(0)

.code

main PROC

mov esi, OFFSET target - 2

mov edi, OFFSET target

mov ecx, SIZEOF source - 1

L1:

mov al, [esi]

mov [edi], al

dec esi

inc edi

loop L1

mov esi, OFFSET target

mov ebx, 1

mov ecx, SIZEOF target-1

call DumpMem

mov edx, OFFSET target

call WriteString

call Crlf

exit

main ENDP

END main