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**5.9 Programming Exercise**

10.

INCLUDE Irvine32.inc

.data

firstTwo BYTE "1",0dh,0ah,"1",0dh,0ah,0

.code

main PROC

mov edx, offset firstTwo

call WriteString

mov ebx,1

mov edx,1

L1:

Mov eax, edx

Add eax, ebx

Jc L2

Call WriteDec

Call Crlf

Mov ebx, edx

Mov edx, eax

Jmp L1

L2:

exit

main ENDP

END main

**5.9 Programming Exercise**

7.

INCLUDE Irvine32.inc

CHAR\_VAL = 'A'

COUNT = 100

DELAY\_FACTOR = 100

.data

rows BYTE ?

cols BYTE ?

.code

main PROC

call Clrscr

call GetMaxXY

mov rows, dh

mov cols, dl

mov ecx, COUNT

L1:

Movzx eax,rows

call RandomRange

mov dh, al

movzx eax, cols

call RandomRange

mov dl, al

call Gotoxy

mov al, CHAR\_VAL

call WriteChar

mov eax, DELAY\_FACTOR

call Delay

loop L1

mov dx, 0

call Gotoxy

exit

main ENDP

END main