

_start:
push x variable as first argument
call _check_odd_even function

_check_odd_even function:
push ebp
mov ebp, esp
sub esp, 4

print "The number "
mov first argument into eax
then store into local [ebp-4]

compare to 9
if > 9 then jump to print_number
else < 9 call display single digit and call .checkNum

x <= 9

x > 9

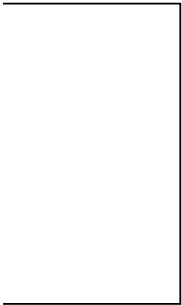
single digit

display2:
add eax, 48 (convert to ASCII)
mov eax into [result]
call display

.print_number:
reload x into eax
ebx = 10 as a divisor
clear counter (ecx)

; %10 to print digits of multi digit
; store remainder in edx, quotient

.calculate:
clear edx
divide by 10
push digit into edx
increment ecx
compare to 0
loop if there are still digits



git nums
ent in eax

its



