

CPSC 240: Computer Organization and Assembly Language

Assignment 07, Fall Semester 2024

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Quiz Questions:

From the textbook "X86-64 Assembly Language Programming with Ubuntu," study quiz questions 3 and 4 on page 216. Students do not need to submit answers to the quiz questions as they are found in Appendix D of the textbook.

Programming:

1. Download the "CPSC-240 Assignment07.docx" document.
2. Design the "input.asm" program, input 9 values from 1 to 9 from the keyboard, find out the multiples of 3 from the input values, and display the multiples of 3 in the terminal emulator window. The corresponding C/C++ code is as follows:

```
char msg1[] = "Input a number (1~9): ";
char msg2[] = " is Multiple of 3.";
char buffer[2];
char num;
char ascii[10];
```

```
register int r10 = 0;
do {
    cout << msg1;
    cin >> buffer;
    ascii[r10] = buffer[0];
    r10++;
} while(r10 < 9);
r10 = 0;
do {
    num = atoi(ascii[r10]);
    if(num%3 == 0) {
        cout << ascii[r10] << msg2;
    }
    r10++;
} while(r10 < 9);
```

3. Assemble the "input.asm" file and link the "input.o" file to get the "input" executable file.
4. Run the "input" file to display the input **value** and **multiple of 3** in Terminal Emulator window.
5. Insert source code (input.asm) and simulation results (Terminal Emulator window) at the bottom of the document. Write an analysis to verify the simulation results.
6. Save the file in pdf format and submit the pdf file to Canvas before the deadline.

Sample output:

```
899486336@vclvm011515-225-235: ~/Desktop/ex7
File Edit View Search Terminal Help
899486336@vclvm011515-225-235:~/Desktop/ex7$ ./ex7
Input a number (1~9) : 1
Input a number (1~9) : 2
Input a number (1~9) : 3
Input a number (1~9) : 4
Input a number (1~9) : 5
Input a number (1~9) : 6
Input a number (1~9) : 7
Input a number (1~9) : 8
Input a number (1~9) : 9
3 is multiple of 3
6 is multiple of 3
9 is multiple of 3
899486336@vclvm011515-225-235:~/Desktop/ex7$
```

Alternatively, the corresponding C/C++ code can be replaced as follows:

```
char num;
char buffer;
char msg1[] = "Input a number (1~9): ";
char msg2[] = " is multiple of 3.";

register int r10 = 0;
do {
    cout << msg1;
    cin >> buffer;
    num = atoi(buffer);
    if(num%3 == 0) {
        cout << buffer << msg2;
    }
    r10++;
} while(r10 < 9);
```

Sample output:

```
899486336@vclvm011515-225-235: ~/Desktop/ex7
File Edit View Search Terminal Help
899486336@vclvm011515-225-235:~/Desktop/ex7$ ./ex7
Input a number (1~9) : 1
Input a number (1~9) : 2
Input a number (1~9) : 3
3 is multiple of 3
Input a number (1~9) : 4
Input a number (1~9) : 5
Input a number (1~9) : 6
6 is multiple of 3
Input a number (1~9) : 7
Input a number (1~9) : 8
Input a number (1~9) : 9
9 is multiple of 3
899486336@vclvm011515-225-235:~/Desktop/ex7$
```

[Insert input.asm source code here]

```
; input.asm;
; char msg1[] = "Input a number (1~9): ";
; char msg2[] = " is a Multiple of 3.";
; char buffer[2];
; char num;
; char ascii[10];
; register int r10 = 0;
; do {
;     cout << msg1;
;     cin >> buffer;
;     ascii[r10] = buffer;
;     r10++;
; } while(r10 < 9);
; r10 = 0;
; do {
;     num = atoi(ascii[r10]);
;     if(num%3 == 0) {
;         cout << ascii[r10] << msg2;
;     }
;     r10++;
; } while(r10 < 9);
```

section .data

```
msg1      db "Input a number (1~9): ", 0
msg2      db " is a Multiple of 3.", 0
newline   db 10, 0
```

section .bss

```
buffer    resb 2
ascii     resb 10
```

section .text

```
global _start
```

_start:

```
; Initialize r10 to 0
xor  r10, r10
```

input_loop:

```

; Print msg1
mov rax, 1          ; sys_write
mov rdi, 1          ; file descriptor (stdout)
mov rsi, msg1 ; message to write
mov rdx, 23         ; message length
syscall            ; call kernel

; Read input into buffer
mov rax, 0          ; sys_read
mov rdi, 0          ; file descriptor (stdin)
mov rsi, buffer; buffer to store input
mov rdx, 2          ; number of bytes to read
syscall            ; call kernel

; Store input in ascii array
mov al, [buffer]
mov [ascii + r10], al

; Increment r10
inc r10

; Check if r10 < 9
cmp r10, 9
jl input_loop

; Reset r10 to 0
xor r10, r10

check_loop:
; Load ASCII character from ascii array
movzx rax, byte [ascii + r10]

; Convert ASCII to integer by subtracting '0'
sub rax, '0'

; Check if the number is a multiple of 3
xor rdx, rdx
mov rbx, 3
div rbx
cmp rdx, 0

```

```

jne not_multiple

; Print the number
mov rax, 1 ; sys_write
mov rdi, 1 ; file descriptor (stdout)
lea rsi, [ascii + r10]
mov rdx, 1 ; number of bytes to write
syscall ; call kernel

; Print msg2
mov rax, 1 ; sys_write
mov rdi, 1 ; file descriptor (stdout)
mov rsi, msg2 ; message to write
mov rdx, 21 ; message length
syscall ; call kernel

; Print newline
mov rax, 1 ; sys_write
mov rdi, 1 ; file descriptor (stdout)
mov rsi, newline ; newline character
mov rdx, 1 ; number of bytes to write
syscall ; call kernel

not_multiple:
; Increment r10
inc r10

; Check if r10 < 9
cmp r10, 9
jl check_loop

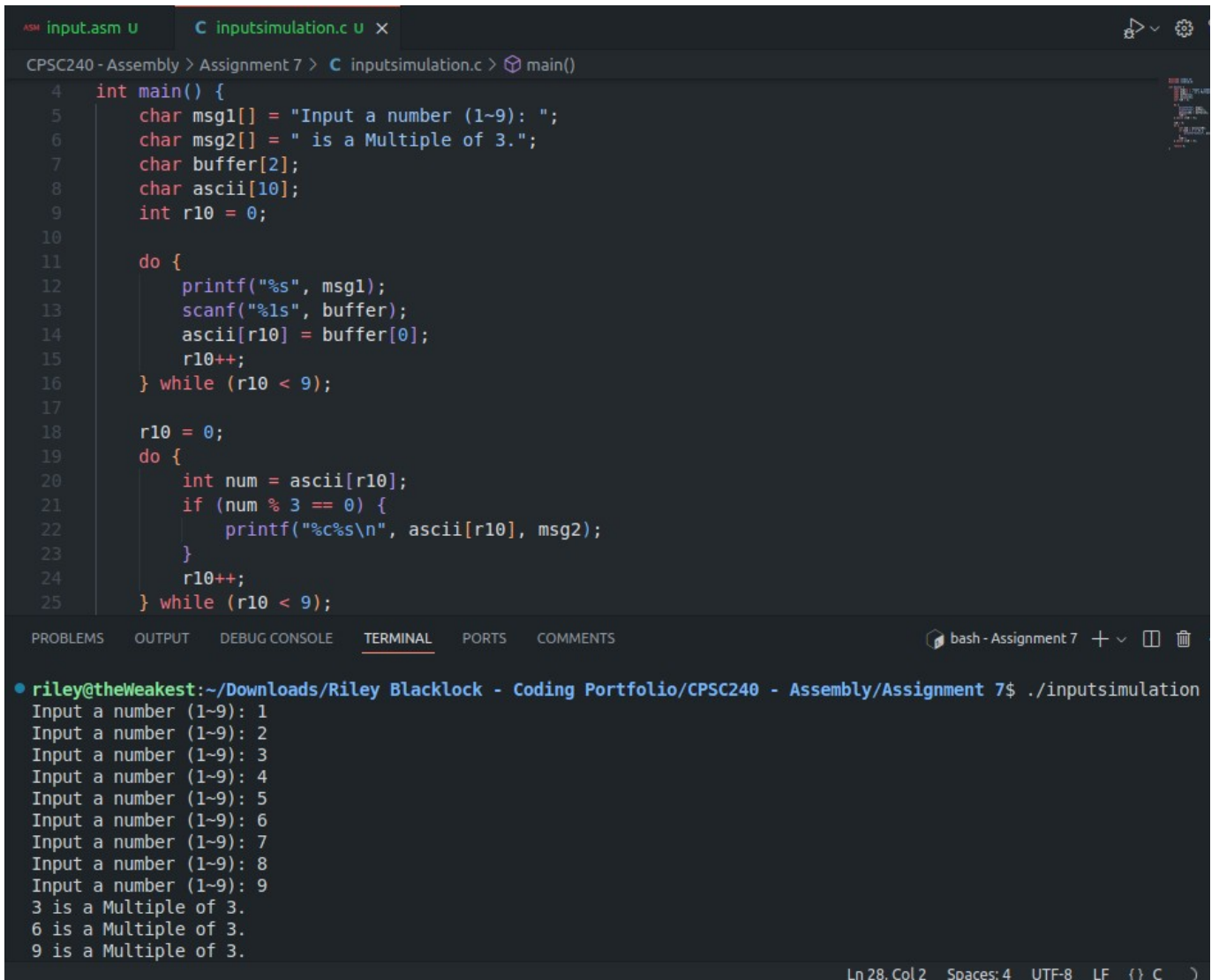
; Exit program
mov rax, 60 ; sys_exit
xor rdi, rdi ; exit code 0
syscall ; call kernel

```

[Insert input simulation result here]

```
● riley@theWeakest:~/Downloads/Riley Blacklock - Coding Portfolio/CPSC240 - Assembly/Assignment 7$ ./input
Input a number (1~9): 1
Input a number (1~9): 2
Input a number (1~9): 3
Input a number (1~9): 4
Input a number (1~9): 5
Input a number (1~9): 6
Input a number (1~9): 7
Input a number (1~9): 8
Input a number (1~9): 9
3 is a Multiple of 3.
6 is a Multiple of 3.
9 is a Multiple of 3.
○ riley@theWeakest:~/Downloads/Riley Blacklock - Coding Portfolio/CPSC240 - Assembly/Assignment 7$
```

[Insert the simulation result verification here]



```
CPSC240 - Assembly > Assignment 7 > C inputsimulation.c > main()
4  int main() {
5      char msg1[] = "Input a number (1~9): ";
6      char msg2[] = " is a Multiple of 3.";
7      char buffer[2];
8      char ascii[10];
9      int r10 = 0;
10
11     do {
12         printf("%s", msg1);
13         scanf("%1s", buffer);
14         ascii[r10] = buffer[0];
15         r10++;
16     } while (r10 < 9);
17
18     r10 = 0;
19     do {
20         int num = ascii[r10];
21         if (num % 3 == 0) {
22             printf("%c%s\n", ascii[r10], msg2);
23         }
24         r10++;
25     } while (r10 < 9);

```

```
● riley@theWeakest:~/Downloads/Riley Blacklock - Coding Portfolio/CPSC240 - Assembly/Assignment 7$ ./inputsimulation
Input a number (1~9): 1
Input a number (1~9): 2
Input a number (1~9): 3
Input a number (1~9): 4
Input a number (1~9): 5
Input a number (1~9): 6
Input a number (1~9): 7
Input a number (1~9): 8
Input a number (1~9): 9
3 is a Multiple of 3.
6 is a Multiple of 3.
9 is a Multiple of 3.
```