Project 8: Random Number Generator

CS200

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by

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**Purpose**

The purpose of this project is to create a pseudo-random number generator on NASM. It is also to practice input/output with assembly and math operations.

**Approach**

I broke the project into pieces and tried to tackle each one separately. I wrote down most of the variables I would need to store prompts and temporary variables. I mainly focused on creating the pseudo-code into assembly language; I somewhat centered the program on it and ultimately could not wrap my head around making it loop through the whole process. I found a few pseudo-random algorithms and attempted to implement a few of them into the random generator.

**Conclusion**

This project was difficult because it was hard to keep track of the logic as the program goes on. I tried to comment the program in a way that I could quickly step through the logic and be comfortable with it. My generator can handle lower and upper bounds and produces a single randomized number as many times as instructed. Ultimately it is not finished but I understand how it is supposed to work.