Main: #MATRIX ADDITION#

```
irmovl $ff, %esp
irmovl $1, %eax
irmovl $0, %ebx
rmmovl %eax, 0(%ebx)
irmovl $2, %eax
rmmovl %eax, 1(%ebx)
irmovl $3, %eax
rmmovl %eax, 2(%ebx)
irmovl $4, %eax
rmmovl %eax, 3(%ebx)
#SECOND MATRIX
irmovl $1, %eax
irmovl $4, %ecx
rmmovl %eax, 0(%ecx)
irmovl $0, %eax
rmmovl %eax, 1(%ecx)
irmovl $1, %eax
rmmovl %eax, 2(%ecx)
irmovl $0, %eax
rmmovl %eax, 3(%ecx)
#Starting loop var
irmovl $0, %eax
jmp Test
```

## Loop:

#pulling from first #rrmovl %eax, %edx pushl %eax popl %edx addl %ebx, %edx mrmovl 0(%edx), %esi #pulling from second #rrmovl %eax, %edx pushl %eax popl %edx addl %ecx, %edx mrmovl 0(%edx), %edi #adding addl %esi, %edi rmmovl %edi, 0(%edx) irmovl 1, %edx addl %edx, %eax

Test:

irmovl 4, %edx
subl %eax, %edx
jne Loop

End:

Halt

```
#MULTIPLICATION STARTS HERE#
```

```
Main:
    call MULT
    halt
MULT:
    irmovl $1, %eax
    irmovl $0, %ebx
    rmmovl %eax, 0(%ebx)
    irmovl $2, %eax
    rmmovl %eax, 1(%ebx)
    irmovl $3, %eax
    rmmovl %eax, 2(%ebx)
    irmovl $4, %eax
    rmmovl %eax, 3(%ebx)
    #SECOND MATRIX
    irmovl $1, %eax
    irmovl $4, %ecx
    rmmovl %eax, 0(%ecx)
    irmovl $0, %eax
    rmmovl %eax, 1(%ecx)
    irmovl $1, %eax
    rmmovl %eax, 2(%ecx)
    irmovl $0, %eax
    rmmovl %eax, 3(%ecx)
    irmovl $0x64, %esp //Just somewhere far away
    irmovl $0, %eax
    irmovl $0, %edx
CheckA:
    irmovl $4, %esi
    subl %eax, %esi
    jne LoopA
    jmp Final
LoopA:
    irmovl $0, %edx
CheckB:
    irmovl $2, %esi
    subl %edx, %esi
    jne LoopB
    irmovl $2, %esi
    addl %esi, %eax
    jmp CheckA
```

```
LoopB:
    pushl %eax
    popl %esi
    pushl %edx
    popl %edi
    addl %ebx, %esi
    addl %ecx, %edi
    mrmovl 0(%esi), %esi
    mrmovl 0(%edi), %edi
    mull %esi, %edi
    pushl %edi
    irmovl $1, %esi
    irmovl $2, %edi
    addl %eax, %esi
    addl %edx, %edi
    addl %ebx, %esi
    addl %ecx, %edi
    mrmovl 0(%esi), %esi
    mrmovl 0(%edi), %edi
    mull %esi, %edi
    popl %esi
    addl %esi, %edi
    pushl %edi
    irmovl $1, %esi
    addl %esi, %edx
    jmp CheckB
Final:
    irmovl $8, %eax
    popl %edx
    rmmovl %edx, 3(%eax)
    popl %edx
    rmmovl %edx, 2(%eax)
    popl %edx
    rmmovl %edx, 1(%eax)
    popl %edx
    rmmovl %edx, 0(%eax)
```

ret

## ADDITION

v2.0 raw

30 51 13 00 64 \_\_ \_ 00

v2.0 raw

00 00

 000000
 20ff50
 200110
 200040
 301400
 200210
 301401
 200310
 301402

 200410
 301403
 200110
 201620
 301200
 200010
 301201
 200110
 200110

 301202
 200010
 301203
 200010
 60\_\_\_\_\_
 901000
 A03000
 504300

 403700
 901000
 A03000
 502300
 403800
 507800
 308300
 200130

 503100
 200430
 511300
 64\_\_\_\_\_
 000000

## MULTIPLICATION

```
v2.0 raw
0 0 0 20 01 10 20 00
40 30 14 00 20 02 10 30
14 01 20 03 10 30 14 02
20 04 10 30 14 03 20 01
10 20 04 20 30 12 00 20
00 10 30 12 01 20 01 10
30 12 02 20 00 10 30 12
03 20 64 50 20 00 10 20
00 30 20 04 70 51 17 00
64 __ _ 60 __ _ 20 00
30 60 __ __ 20 02 70 51
37 00 64 __ __ 20 02 70
50 71 00 60 __ __ 90 10
00 A0 70 00 90 30 00 A0
80 00 50 47 00 50 28 00
40 77 00 40 88 00 55 78
00 90 80 00 20 01 70 20
02 80 50 17 00 50 38 00
50 47 00 50 28 00 40 77
00 40 88 00 55 78 00 A0
70 00 50 78 00 90 80 00
20 01 70 50 73 00 60 __
__ 20 08 10 A0 30 00 30
31 03 A0 30 00 30 31 02
A0 30 00 30 31 01 A0 30
00 30 31 00 00 00 00
```

```
v2.0 raw

000000 200110 200040 301400 200210 301401 200310 301402 200410
301403 200110 200420 301200 200010 301201 200110 301202
200010 301203 206450 200010 200030 200470 511700 64BBBB
60BBBB 200030 60BBBB 200270 513700 64BBBB 200270 507100
60BBBB 901000 A07000 903000 A08000 504700 502800 407700
408800 557800 908000 200170 200280 501700 503800 504700
502800 407700 408800 557800 A07000 507800 908000 200170
507300 60BBBB 200810 A03000 303103 A03000 303102 A03000
303101 A03000 303100 000000
```