Assignment 6

**5.9**

10. Creating a Fibonacci Generator

TITLE Fibonacci Generator (fibNum.asm)

INCLUDE Irvine32.inc

ARRAY\_SIZE = 47

.data

first = 1

second = 1

arr1 DWORD ARRAY\_SIZE DUP(?)

.code

main PROC

Call Clrscr

mov esi,OFFSET arr1

move cx, ARRAY\_SIZE

call generateFibonacci

call Display

exit

main ENDP

generateFibonacci PROC USES esi

mov [esi],first

add esi,4

mov ecx,45

Label1:

mov eax,first

add eax,second

mov first,second

move second,eax

mov [esi],eax

add esi,4

loop Label1

generateFibonacci ENDP

Display PROC USES ecx esi

Label1:

mov eax,arr1[esi]

call WriteDec

add esi,4

Loop Label1

Display ENDP

END main

**7.** Random Screen Location Program

TITLE Random Screen Locations Program (ranLoc.asm)

INCLUDE Irvine32.inc

.data

rowNo BYTE ?

colNo BYTE ?

.code

main PROC

call Clrscr

move cx,100

Label1:

call RandomLocation

mov eax,100

call Delay

loop Label1

exit

main ENDP

RandomLocation PROC

call GetMaxXY

mov rowNo,al

mov colNo,dl

move ax, rowNo

call RandomRange

mov dl,eax

call Gotoxy

mov al, ‘P’

call WriteChar

ret

RandomLocation ENDP

END main