

# Chapter 3: Assembly Introduction

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CSE3120: Section 02

September 8<sup>th</sup>, 2018

## Section 3.5.5

**5. Use a `TEXTEQU` expression to redefine “proc” as “procedure.”**

```
1 procedure TEXTEQU <proc>
```

### 3.9.1

**16. Show an example of a block comment.**

```
1 COMMENT !  
2 this  
3 is  
4 a  
5 block  
6 comment  
7 !
```

### 3.9.2

**4. Find out if you can declare a variable of type `DWORD` and assign it a negative value. What does this tell you about the assembler’s type checking?**

`DWORD` is an unsigned variable, however you can assign it a negative value. It will not store it as a negative value though, instead it will store it as

$2^{32} - x$  where  $x$  is the absolute value of the negative number it was assigned.

**6. Given the number 456789ABh, list out its byte values in little-endian order.**

the order would be: 0000:AB, 0001:89, 0002:67, 0003:45

**12. Declare an uninitialized array of 50 signed double-words named dArray.**

```
1 dArray DWORD 50 DUP(?)
```

### 3.10

**3. Data Definitions:** Write a program that contains a definition of each data type listed in Table 3-2 in Section 3.4. Initialize each variable to a value that is consistent with its data type.