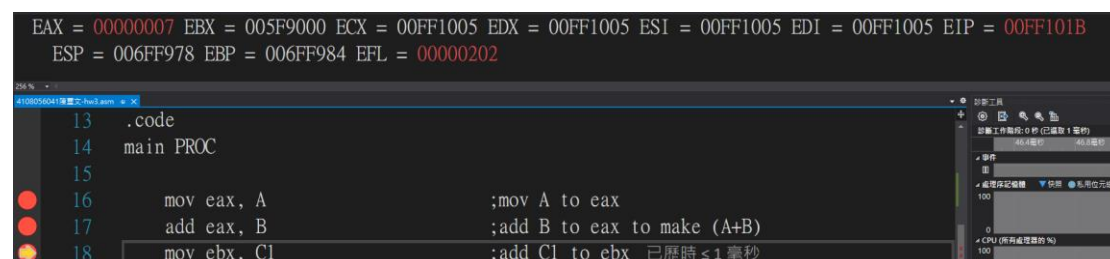
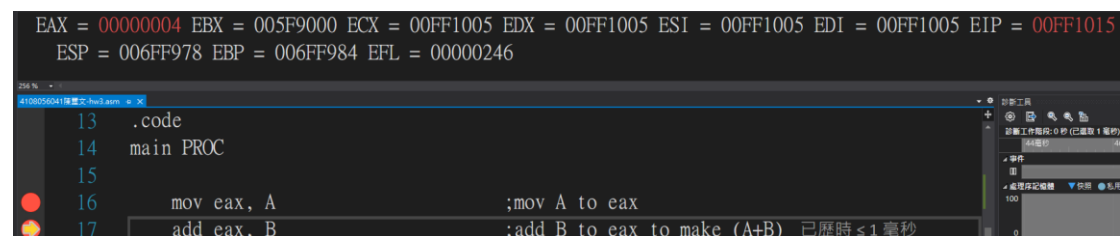
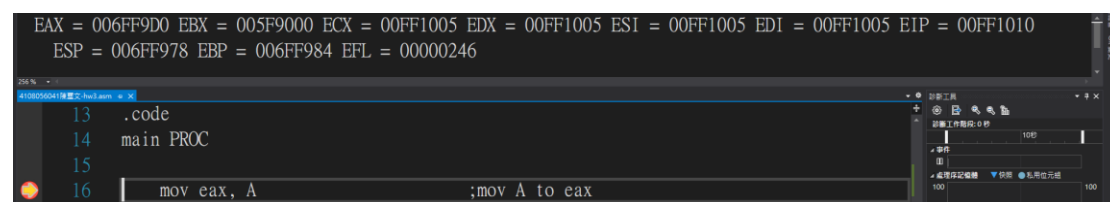


全部的程式:

```
1 ;directives
2 TITLE hw3 ;94title 不打還是可以執行
3 INCLUDE Irvine32.inc
4
5 ;set valuables
6 .data
7 A DWORD 4
8 B DWORD 3
9 C1 DWORD 2
10 D DWORD 1
11
12 ;set instructions
13 .code
14 main PROC
15
16     mov eax, A ;mov A to eax
17     add eax, B ;add B to eax to make (A+B)
18     mov ebx, C1 ;add C1 to ebx
19     add ebx, D ;add D to ebx to make (C1+D)
20     sub eax, ebx ;sub ebx to eax to make (A+B) - (C1+D)
21     mov A, eax ;mov eas( (A+B) - (C1+D) ) to A
22     mov edx, A ;add A to edx so that we can see A's value
23
24     call DumpRegs
25     call Crlf
26     INVOKE ExitProcess, 0
27
28 main ENDP
29 END main
```

過程:

還沒執行到箭頭那行



EAX = 00000007 EBX = 00000002 ECX = 00FF1005 EDX = 00FF1005 ESI = 00FF1005 EDI = 00FF1005 EIP = 00FF1021
ESP = 006FF978 EBP = 006FF984 EFL = 00000202

```
13 .code
14 main PROC
15
16 mov eax, A           ;mov A to eax
17 add eax, B           ;add B to eax to make (A+B)
18 mov ebx, C1          ;add C1 to ebx
19 add ebx, D           ;add D to ebx to make (C1+D) 已歷時 ≤ 1 毫秒
```

EAX = 00000007 EBX = 00000003 ECX = 00FF1005 EDX = 00FF1005 ESI = 00FF1005 EDI = 00FF1005 EIP = 00FF1027
ESP = 006FF978 EBP = 006FF984 EFL = 00000206

```
13 .code
14 main PROC
15
16 mov eax, A           ;mov A to eax
17 add eax, B           ;add B to eax to make (A+B)
18 mov ebx, C1          ;add C1 to ebx
19 add ebx, D           ;add D to ebx to make (C1+D)
20 sub eax, ebx          ;sub ebx to eax to make (A+B) - (C1+D) 已歷時 ≤ 1 毫秒
```

EAX = 00000004 EBX = 00000003 ECX = 00FF1005 EDX = 00FF1005 ESI = 00FF1005 EDI = 00FF1005 EIP = 00FF1029
ESP = 006FF978 EBP = 006FF984 EFL = 00000202

```
13 .code
14 main PROC
15
16 mov eax, A           ;mov A to eax
17 add eax, B           ;add B to eax to make (A+B)
18 mov ebx, C1          ;add C1 to ebx
19 add ebx, D           ;add D to ebx to make (C1+D)
20 sub eax, ebx          ;sub ebx to eax to make (A+B) - (C1+D)
21 mov A, eax           ;mov eax( (A+B) - (C1+D) ) to A 已歷時 ≤ 1 毫秒
```

EAX = 00000004 EBX = 00000003 ECX = 00FF1005 EDX = 00FF1005 ESI = 00FF1005 EDI = 00FF1005 EIP = 00FF102E
ESP = 006FF978 EBP = 006FF984 EFL = 00000202

```
13 .code
14 main PROC
15
16 mov eax, A           ;mov A to eax
17 add eax, B           ;add B to eax to make (A+B)
18 mov ebx, C1          ;add C1 to ebx
19 add ebx, D           ;add D to ebx to make (C1+D)
20 sub eax, ebx          ;sub ebx to eax to make (A+B) - (C1+D)
21 mov A, eax           ;mov eax( (A+B) - (C1+D) ) to A
22 mov edx, A           ;add A to edx so that we can see A's value 已歷時 ≤ 1 毫秒
```

EAX = 00000004 EBX = 00000003 ECX = 00FF1005 EDX = 00000004 ESI = 00FF1005 EDI = 00FF1005 EIP = 00FF1034 ESP = 00B6F810 EBP = 00B6F81C
EFL = 00000202

```
10 D DWORD 1d
11
12 ;set instructions
13 .code
14 main PROC
15
16 mov eax, A           ;mov A to eax
17 add eax, B           ;add B to eax to make (A+B)
18 mov ebx, C1          ;add C1 to ebx
19 add ebx, D           ;add D to ebx to make (C1+D)
20 sub eax, ebx          ;sub ebx to eax to make (A+B) - (C1+D)
21 mov A, eax           ;mov eax( (A+B) - (C1+D) ) to A
22 mov edx, A           ;add A to edx so that we can see A's value
23 ;call DumpRegs
24 ;call Crif
25 INVOKE ExitProcess, 0 已歷時 ≤ 1 毫秒
```

