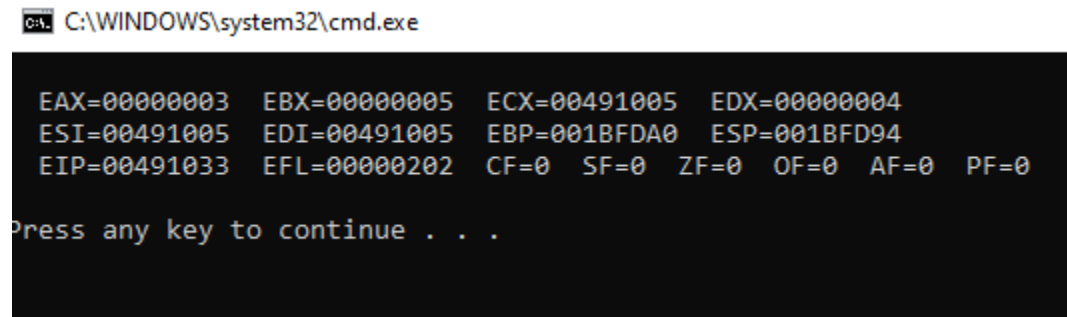


Task 1:

Code:

```
INCLUDE Irvine32.inc
.data
var1 DWORD 5
var2 DWORD 10
var4 DWORD ?
.code
main PROC
mov eax, var1
mov ebx, 5
mul ebx
sub var2, 3
div var2
mov var4, eax
call DumpRegs
exit
main ENDP
END main
```

Screenshot:



Task 2:

Code:

```
INCLUDE Irvine32.inc
.data
val1 DWORD 5
val2 DWORD 10
val3 DWORD 4
one DWORD ?
.code
main PROC
mov edx, 0
mov eax, val2
div val3
mov one, eax
mov edx, 0
mov eax, val1
div val2
```

```

mov eax, one
mul edx
mov val1, eax
call DumpRegs
exit
main ENDP
END main

```

Screenshot:



Task 3:

Code:

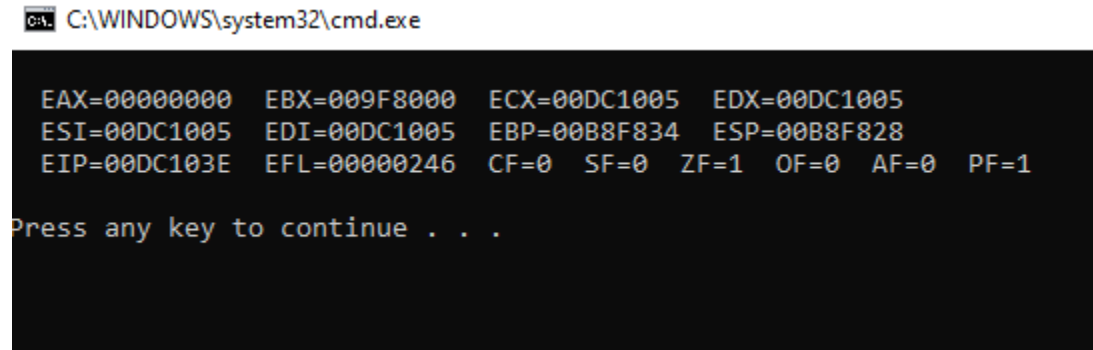
```

TITLE My First Program (Test.asm)
INCLUDE Irvine32.inc
.data
var DWORD 5
x DWORD ?
.code
main PROC
cmp ecx, var
jc one
jz one
cmp ecx, edx
jc one
mov x, 0
jmp two
one:
mov x, 1
two:
mov eax, x

```

```
call DumpRegs
exit
main ENDP
end main
```

Screenshot:



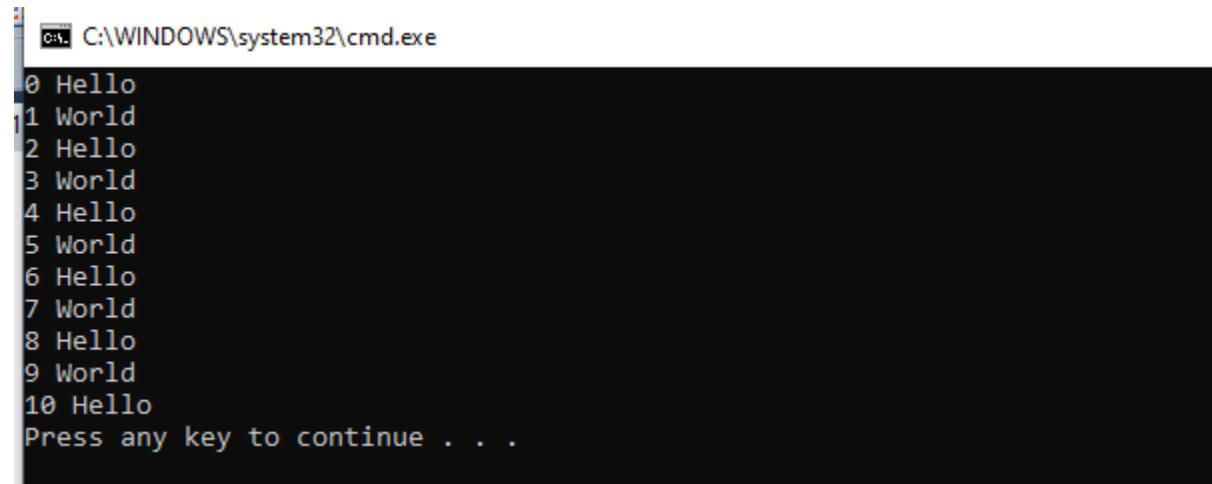
Task 4:

Code:

```
INCLUDE Irvine32.inc
.data
var DWORD 0
one byte " Hello",0
two byte " World",0
.code
main PROC
l2:
mov ecx, 2
mov edx, 0
mov eax, var
call writedec
div ecx
mov ecx, 0
cmp edx, ecx
jz l1
jc l1
mov edx, offset two
call writestring
call crlf
add var, 1
cmp var, 11
jc l2
jz l3
l1:
mov edx, offset one
call writestring
```

```
call crlf
add var, 1
cmp var, 11
jc 12
13:
exit
main ENDP
END main
```

Screenshot:



```
C:\WINDOWS\system32\cmd.exe
0 Hello
1 World
2 Hello
3 World
4 Hello
5 World
6 Hello
7 World
8 Hello
9 World
10 Hello
Press any key to continue . . .
```