Name : Ibadullah

Roll No : 19k-0259

**Assignment: 03** 

# Task 1: (a)

### Code:

### **Screenshot:**

```
+2
+7
+12
+17
+22
+27
```

Select C:\WINDOWS\system32\cmd.exe

```
+22
+27
+32
+37
+42
+47
+52
+57
+62
+67
+72
+77
+82
+87
+92
+97
+102
+107
+112
+117
+112
Press any key to continue . . .
```

# Task 1: (b)

### Code:

```
INCLUDE Irvine32.inc
.data
array WORD 1,2,3,4,5,6,7,8,9,10
Sum DWORD 0
.code
main PROC
mov esi, 0
mov ecx, 10
      movzx eax, array[esi*TYPE array]
      mov ebx, eax
      mul eax
      mul ebx
      add Sum, eax
      INC esi
      mov eax, 0
      mov ebx, 0
Loop 11
mov eax, Sum
Call WriteInt
call crlf
exit
main ENDP
END main
```

### **Screenshot:**

```
C:\WINDOWS\system32\cmd.exe
+3025
Press any key to continue . . .
```

NOTE: Output is showing the final Sum of 10 Numbers.

### Task 2:

### Code:

```
INCLUDE Irvine32.inc
.data
Ibadullah DWORD
                     1,2,3,4,5,6,7,8,9,10
          DWORD
                     2,4,6,8,10,12,14,16,18,20
          DWORD
                     3,6,9,12,15,18,21,24,27,30
          DWORD
                     4,8,12,16,20,24,28,32,36,40
          DWORD
                     5,10,15,20,25,30,35,40,45,50
.code
main PROC
mov esi, 0
mov ebx, 1
mov ecx, 5
11:
       PUSH ecx
       mov ecx, 10
       12:
              cmp ebx, 11
              je equal
              mov eax, Ibadullah[esi*TYPE Ibadullah]
              call writeInt
              ;call PrintSpace
              INC esi
              INC ebx
              equal:
       Loop 12
       mov ebx, 1
       call crlf
       POP ecx
Loop 11
exit
main ENDP
END main
```

### **Screenshot:**

```
C:\WINDOWS\system32\cmd.exe

+1+2+3+4+5+6+7+8+9+10

+2+4+6+8+10+12+14+16+18+20

+3+6+9+12+15+18+21+24+27+30

+4+8+12+16+20+24+28+32+36+40

+5+10+15+20+25+30+35+40+45+50

Press any key to continue . . .
```

# **Task 3:**

e)

## **Task 4:**

### Code:

```
INCLUDE Irvine32.inc
.data
arrayW DW 50,20,90,101,450
arrayB DB 10,24,67,90,100
Ibadullah WORD ?,?
.code
main PROC
mov esi, 0
mov edi, 0
mov ecx, 2
11:
      mov al, BYTE PTR arrayW[esi*TYPE arrayW]
       INC esi
       add al, BYTE PTR arrayB[esi*TYPE arrayB]
      INC esi
      mov BYTE PTR Ibadullah[edi], al
      INC edi
      mov eax, 0
Loop 11
mov al, BYTE PTR Ibadullah+0
call WriteInt
call crlf
mov al, BYTE PTR Ibadullah+1
call WriteInt
call crlf
exit
main ENDP
END main
```

### **Screenshot:**

```
C:\WINDOWS\system32\cmd.exe
+74
+180
Press any key to continue . . . _
```

Task 5:

(a):

AX: 5816

AL: 16

AH: 58

CX: 1003

CL: 03

CH: 10

DX: 1005

DL: 05

DH: 10

**Screenshot:** 

C:\WINDOWS\system32\cmd.exe

EAX=008F5816 EBX=006D5800 ECX=00471003 EDX=00471005 ESI=00471005 EDI=00471005 EBP=008FF930 ESP=008FF924 EIP=00471027 EFL=00000246 CF=0 SF=0 ZF=1 OF=0 AF=0 PF=1

Press any key to continue . . .

(b):

AX: 8B91

AL: 91

AH: 8B

CX: 0010

CL: 10

CH: 00

DX: 1010

DL: 10

DH: 10

**Screenshot:** 

C:\WINDOWS\system32\cmd.exe

EAX=103A8B91 EBX=00ACD000 ECX=007B0010 EDX=007B1010 ESI=007B1005 EDI=007B1005 EBP=00CFFDE0 ESP=00CFFDD4 EIP=007B1027 EFL=00000246 CF=0 SF=0 ZF=1 OF=0 AF=0 PF=1

E1P=00/B102/ EFL=00000240 CF=0 SF=0 ZF=1 UF=0 AF=0 F

Press any key to continue . . .

## Task 6:

### Code:

```
INCLUDE Irvine32.inc
.data
var1 BYTE 1
var2 BYTE 6
var3 BYTE 4
var4 BYTE 8
msg1 BYTE "Yes, this is Armstrong.",0
msg2 BYTE "No, this is not a Armstrong.",0
Sum DWORD 0
.code
main PROC
movzx eax, var1
movzx ebx, var2
movzx edx, var3
mov ecx, 35
11:
       add ebx, 6
Loop 11
mov ecx, 15
12:
       add edx, 4
Loop 12
mov ecx, 63
add sum, eax
add sum, ebx
add sum, edx
mov eax, 0
movzx eax, Var4
mov ecx, 63
13:
       add eax, 8
Loop 13
add sum, eax
cmp sum, 1648
je equal
mov edx, OFFSET msg2
call WriteString
call crlf
jmp not_equal
equal:
mov edx, OFFSET msg1
call WriteString
call crlf
not equal:
exit
main ENDP
END main
```

### **Screenshot:**

### C:\WINDOWS\system32\cmd.exe

No, this is not a Armstrong. Press any key to continue . . .