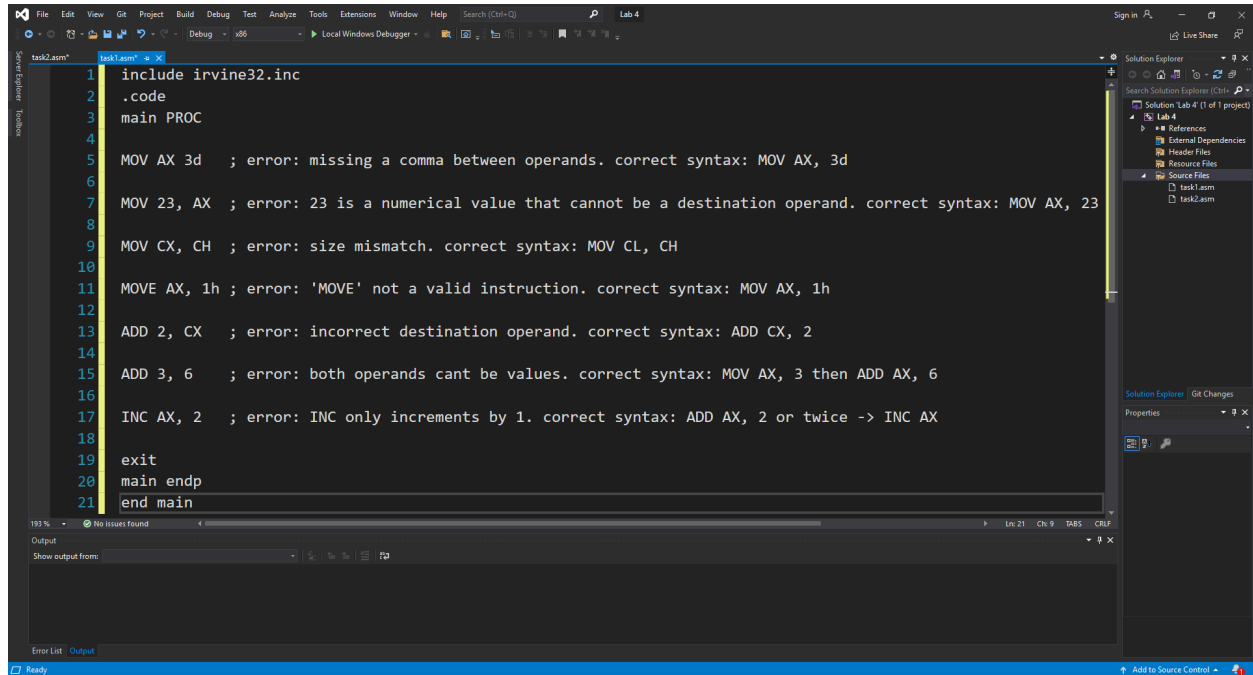


# COAL LAB 04 - 27 Feb 2025

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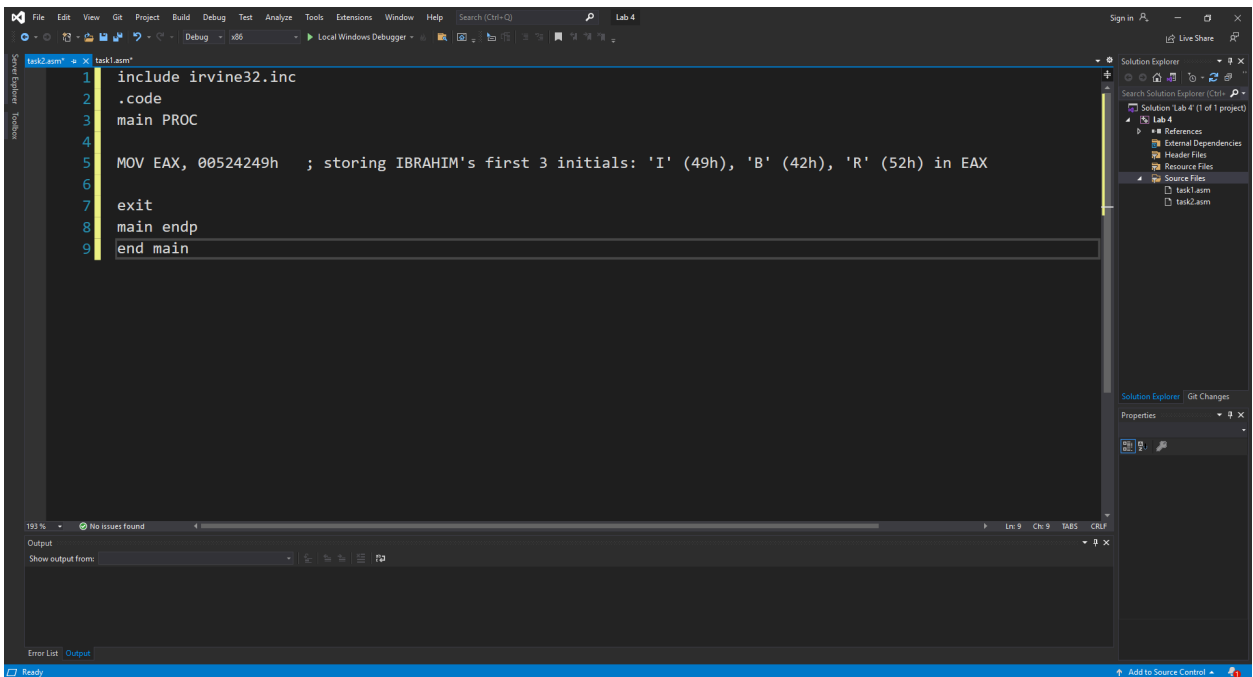
## Task 1:



The screenshot shows the Visual Studio Code editor with a file named `task2.asm` open. The code is assembly language for x86\_64, using the Irvine32 library. It contains several syntax errors highlighted by the IDE. The Solution Explorer on the right shows the project structure for 'Lab 4'.

```
1 include irvine32.inc
2 .code
3 main PROC
4
5 MOV AX, 3d ; error: missing a comma between operands. correct syntax: MOV AX, 3d
6
7 MOV 23, AX ; error: 23 is a numerical value that cannot be a destination operand. correct syntax: MOV AX, 23
8
9 MOV CX, CH ; error: size mismatch. correct syntax: MOV CL, CH
10
11 MOVE AX, 1h ; error: 'MOVE' not a valid instruction. correct syntax: MOV AX, 1h
12
13 ADD 2, CX ; error: incorrect destination operand. correct syntax: ADD CX, 2
14
15 ADD 3, 6 ; error: both operands cant be values. correct syntax: MOV AX, 3 then ADD AX, 6
16
17 INC AX, 2 ; error: INC only increments by 1. correct syntax: ADD AX, 2 or twice -> INC AX
18
19 exit
20 main endp
21 end main
```

## Task 2:



The screenshot shows the Visual Studio Code editor with a file named `task2.asm` open. The code is assembly language for x86\_64, using the Irvine32 library. It contains a single instruction that stores the first three initials of the student in the EAX register. The Solution Explorer on the right shows the project structure for 'Lab 4'.

```
1 include irvine32.inc
2 .code
3 main PROC
4
5 MOV EAX, 00524249h ; storing IBRAHIM's first 3 initials: 'I' (49h), 'B' (42h), 'R' (52h) in EAX
6
7 exit
8 main endp
9 end main
```

### Task 3:

The screenshot shows the Visual Studio IDE with the assembly code for Task 3. The code defines variables varB (BYTE), varW (WORD), and varD (DWORD), then moves them into EAX, EBX, and ECX registers respectively. The program ends with a call to DumpRegs and an exit. The output window shows the program execution details, including the loaded DLLs and the exit code 0.

```
1 include irvine32.inc
2 .data
3     varB BYTE +10 ; 8-bit val (0Ah)
4     varW WORD -150 ; 16-bit val (FF6Ah in two's complement)
5     varD DWORD 600 ; 32-bit val (00000258h)
6 .code
7 main PROC
8     MOVSBX EAX, varB ; moving varB of type BYTE(signed) to EAX (sign-extend -> 32-bit)
9     MOVSBX EBX, varW ; moving varW of type WORD(signed) to EBX (sign-extend -> 32-bit)
10    MOV ECX, varD ; moving varD of type DWORD to ECX
11    call DumpRegs
12    exit
13 main ENDP
14 END main
```

Microsoft Visual Studio Debug Console Output:

```
EAX=0000000A EBX=FFFFFF6A ECX=00000258 EDI=006510AA
ESI=006510AA EDI=006510AA EBP=003AFEF4 ESP=003AFEF8
EIP=00653679 EFL=00000246 CF=0 SF=0 ZF=1 OF=0 AF=0 PF=1

C:\Ibrahim\Personal\University Stuff\COAL\Lab4\Lab 4\Debug\Lab 4.exe (process 28036) exited with code 0.
To automatically close the console when debugging stops, enable Tools->Options->Debugging->Automatically close the console when debugging stops.
Press any key to close this window . . .
```

### Task 4:

The screenshot shows the Visual Studio IDE with the assembly code for Task 4. The code defines three variables: Val1 (DWORD), Val2 (BYTE), and Val3 (WORD). It then performs a series of arithmetic operations on EAX, including adding 89, 075Fh, 460, and 1101b, and finally adding Val1, Val2, and Val3. The program ends with a call to DumpRegs and an exit. The output window shows the program execution details, including the loaded DLLs and the exit code 0.

```
1 include irvine32.inc
2 .data
3     Val1 DWORD 25h ; 37 in decimal
4     Val2 BYTE 360 ; 30 in decimal (octal 36 = decimal 30)
5     Val3 WORD 20d ; 20 in decimal
6 .code
7 main PROC
8     ; eq 1: EAX = 89 + 75Fh - 460 - 28 + 1101b
9     MOV EAX, 89 ; EAX = 89
10    ADD EAX, 075Fh ; EAX = EAX + 75Fh
11    SUB EAX, 460 ; EAX = EAX - 46 (octal)
12    SUB EAX, 28 ; EAX = EAX - 28
13    ADD EAX, 1101b ; EAX = EAX + 1101b
14    call WriteInt ; print integer result of equation 1
15    call CrLf ; enter new line
16
17    ; eq 2: EAX = Val1 + Val2 - 654h + Val3
18    MOV EAX, Val1 ; EAX = Val1 (25h)
19    ADD AL, Val2 ; add Val2 (BYTE) to AL (preserves higher bits)
20    SUB EAX, 654h ; EAX = EAX - 654h
21    ADD AX, Val3 ; add Val3 (WORD) to AX (lower 16-bits of EAX)
22    call WriteInt ; print integer result of equation 2
23    call CrLf ; enter new line
24
25    call DumpRegs
26    exit
27 main ENDP
28 END main
```

Microsoft Visual Studio Debug Console Output:

```
41923
-1533

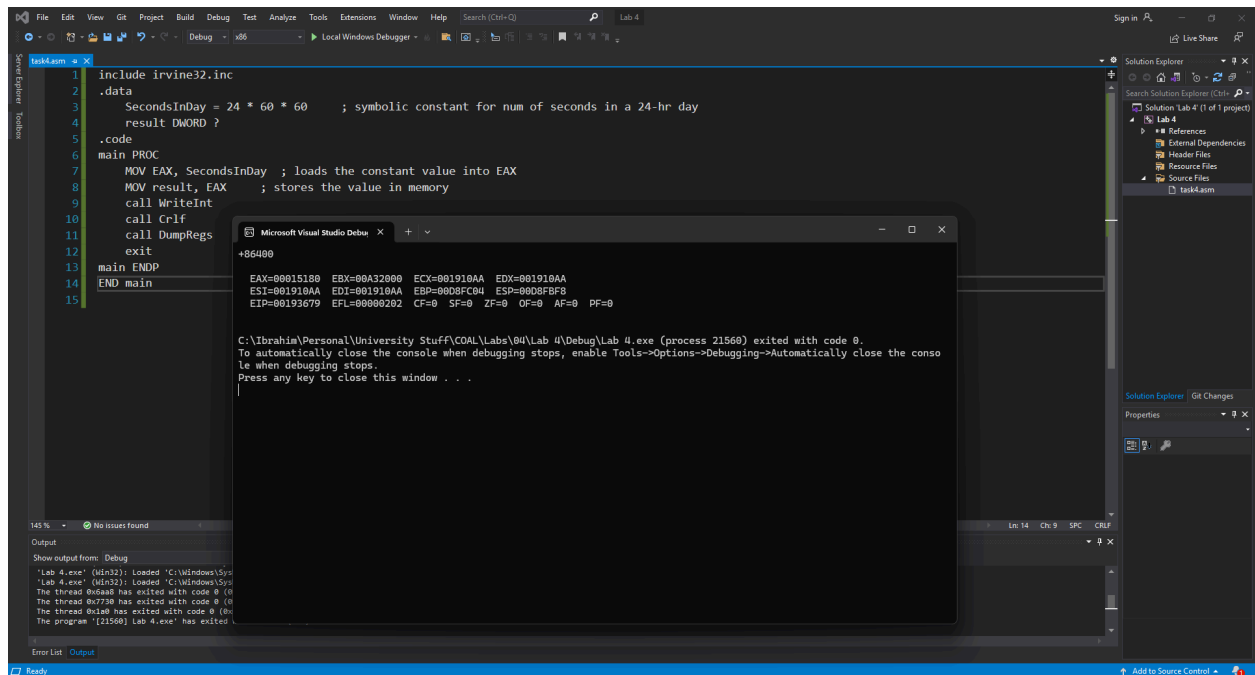
EAX=FFFFFFA03 EBX=00937000 ECX=008E10AA EDX=008E10AA
ESI=008E10AA EDI=008E10AA EBP=0085F0D0 ESP=0085F0C4
EIP=008E36A3 EFL=00000202 CF=0 SF=0 ZF=0 OF=0 AF=0 PF=0

C:\Ibrahim\Personal\University Stuff\COAL\Lab4\Lab 4\Debug\Lab 4.exe (process 28320) exited with code 0.
To automatically close the console when debugging stops, enable Tools->Options->Debugging->Automatically close the console when debugging stops.
Press any key to close this window . . .
```

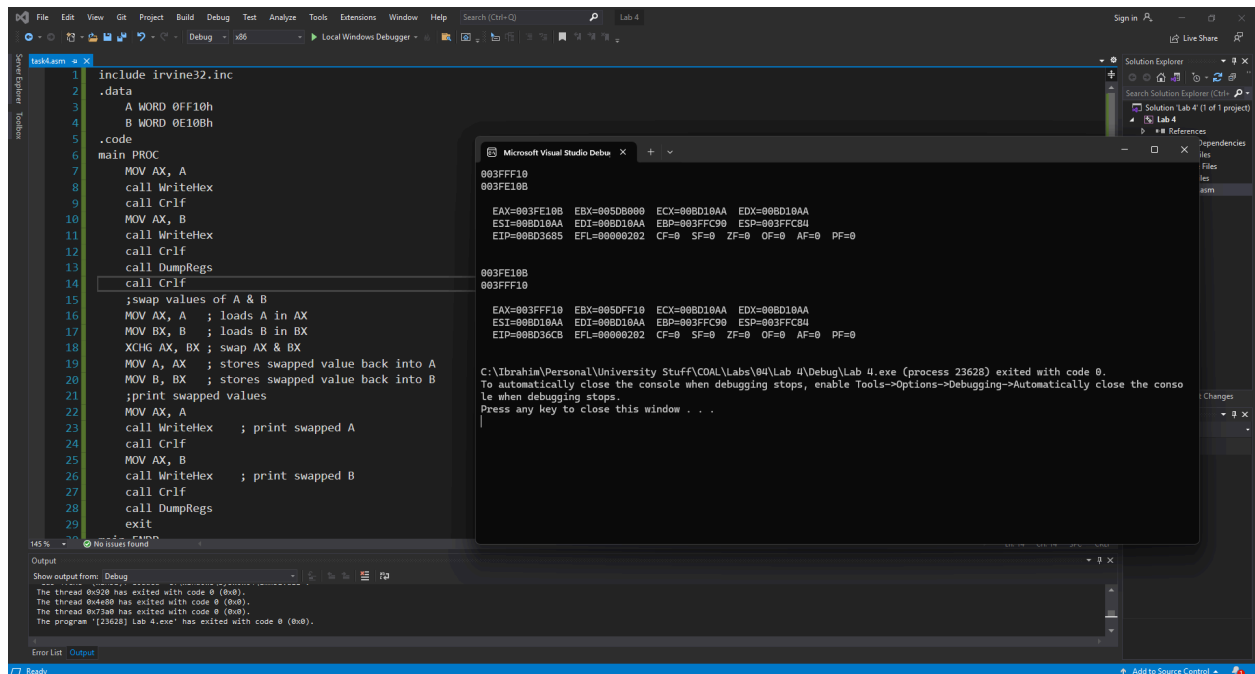
***Task 5:***

(no task 5 found in lab 4 document)

## Task 6:



## Task 7:



## Task 8:

