include irvine32.inc

.data

val byte 45

val2 byte 65

msg byte "Sawap the Value ",0

.CODE

MAIN PROC

xor eax,eax

xor ebx,ebx

xor ecx, ecx

xor edx,edx

mov edx,offset msg

call writestring

call Question1

MAIN ENDP

Question1 proc

call dumpregs

call crlf

mov al,val

mov bl,val2

call dumpregs

call crlf

xchg al,bl

call writedec

call dumpregs

Question1 endp

END MAIN

----------------------------------------------------------

INCLUDE Irvine32.inc

Str\_trim PROTO, pString:PTR BYTE, ; points to string char:BYTE ; character to remove

;Str\_length PROTO, pString:PTR BYTE ; pointer to string

ShowString PROTO, pString:PTR BYTE

.data

; Test data:

string\_1 byte "aabbccdd ",0

string\_2 byte "eeffgghh$$$$@@@@",0

new\_string\_1 byte " ",0

new\_string\_2 byte " ",0

.code

main PROC

call Clrscr

INVOKE Str\_trim ,offset string\_1," "

invoke ShowString,offset string\_1

invoke Str\_trim ,offset string\_2,"@"

invoke ShowString ,offset string\_2

invoke Str\_trim ,offset string\_2,"$"

invoke ShowString ,offset string\_2

call crlf

call crlf

call crlf

mov eSI , offset string\_1

mov eDI , offset string\_2

add eDI , lengthof string\_2

mov cx,5

rep movsb

; Printing the result character by character on the console

mov eSI , offset string\_2

l: lodsb ; Printing loop

mov dl, al

call writestring

jmp l

hlt

exit

main ENDP

;-----------------------------------------------------------

ShowString PROC USES edx, pString:PTR BYTE

; Display a string surrounded by brackets. ;-----------------------------------------------------------

.data

lbracket BYTE "[",0

rbracket BYTE "]",0

.code

mov edx,OFFSET lbracket

call WriteString

mov edx,pString

call WriteString

mov edx,OFFSET rbracket

call WriteString

call crlf

ret

ShowString endp

END main

---------------------------------------------------------------------------------------

-------------------------------------------------------------------------------------------------------------------------------------

include irvine32.inc

.data

str1 byte "aabbccdd",0

str2 byte "eeffgghh",0

new\_Arry byte 30 dup(?)

new\_str1 byte 50 dup(?)

.code

main proc

xor esi,esi

xor edi,edi

xor edx,edx

xor ecx,ecx

xor eax,eax

INVOKE Str\_ucase,offset str1

mov edx,offset str1

call writestring

call crlf

invoke str\_ucase ,offset str2

call writestring

call crlf

xor edx,edx

;mov esi,offset str1

mov edi,0

mov edi,0

mov ecx,10

;lengthof str1

call dumpregs

L1:

call dumpregs

movzx edx,str1[esi]

movzx new\_Str1[edi],edx

inc esi

inc edi

call dumpregs

loop L1

xor edi,edi

xor esi,esi

mov ecx,offset lengthof str2

mov edi,lengthof str2

L1:

call dumpregs

movzx edx,str1[esi]

movzx new\_Str1[edi],edx

inc esi

inc edi

call dumpregs

loop L1

main endp

end main

include irvine32.inc

;titile : to count the integer

.data

count byte 0

sum byte 0

.code

main proc

xor eax,eax

xor edx,edx

xor ecx,ecx

xor ebx,ebx

xor ebx,ebx

mov cl,0

mov al,225

;mov bl,10 ;dividend

.while al != 0

mov bl,10

div bl ;divisior

inc cl

.endw

mov count ,cl ;total number of the variabale

mov al ,count

call writedec

call crlf

;now sum of all the digit

xor eax,eax

xor edx,edx

xor ebx,ebx

xor ecx,ecx

mov cl,0 ;equal to sum Like(counter)

.while(al!=0)

mov al,225

mov bl,10 ; cl save the remainder cl is the las tvaleu fot the digit

add cl,ah

.endw

mov sum,cl ;total number of the all the element

exit

main endp

end main