Starting off, this program defines a case table with multiple different possible entries. When the user inputs ‘A’, ‘B’, ‘C’, or ‘D’ (or ‘E’ after modification), the program saves it in EAX (as well as AL, obviously). It then puts the case table into EBX and puts the number of entries (in this case 5, with E) into ECX. Then the first loop compares the value in AL with the value in EBX to determine what the value is. It loops until the value is found, adding the remaining entries to EBX. Once it finds the value, it then calls NEAR to determine which procedure it should use. Then it jumps to that procedure, returns the value, prints the process name, and exits.

The disadvantage of manually inputting a value for EntrySize and NumberofEntries is that this would take up more memory and would cause the program to take longer to run. By doing it the way the program originally does it, the program is more efficient and can calculate the value it needs by itself.