*//Loc Nguyen*

#include <iostream>

#include <string>

#include <iomanip>

**using** **namespace** std;

**int** voteYes=0, voteNo=0,counter=1,one=1;

**char** c;

**void** printStars(){

cout<<'\*';

}

**void** displayY(){

cout<<"Number of YES votes = "<< voteYes<< " = ";

}

**void** displayN(){

cout<<"\nNumber of No votes = "<< voteNo<< " = ";

}

**void** readChar(){

cin.get(c);

}

**void** getString(){

cout<<"Enter a string of votes:";

}

**void** (\*getStringPointer)()=getString;

**void** (\*readCharPointer)()=readChar;

**void** (\*displayPointer)()=displayY;

**void** (\*displayPointerN)()=displayN;

**void** (\*printStarPointer)()=printStars;

**int** main(){

**\_\_asm**{

call getStringPointer;

whileLoop:

call readCharPointer;

cmp c, '\n';

je cont;

checkY:

cmp c,'y';

je addY;

checkNo:

inc voteNo;

jmp whileLoop;

addY:

inc voteYes;

jmp whileLoop;

cont:

call displayPointer;

whileY:

mov eax, counter;

cmp eax,voteYes;

jg cont2;

printY:

inc counter;

call printStarPointer;

jmp whileY;

cont2:

call displayPointerN;

mov counter,1;

whileN:

mov eax,counter;

cmp eax, voteNo;

jg done;

printN:

inc counter;

call printStarPointer;

jmp whileN;

done:

}

**return** 0;

}

#2

#include <iostream>

#include <string>

**using** **namespace** std;

**char** c;

string output;

**void** getString(){

cout<<"Enter a sentence: ";

}

**void** getChar(){

cin.get(c);

}

**void** outputString(){

*//cout<<c; compare each char then output to screen. or just add char to string then output later.*

output+=c;

}

**void** getOutput(){

cout<<"Output: ";

}

**void** (\*getOutputPointer)()=getOutput;

**void** (\*outputStringPointer)()=outputString;

**void** (\*getCharPointer)()=getChar;

**void** (\*getStringPointer)()=getString;

**int** main(){

**\_\_asm**{

call getStringPointer;

whileLoop:

call getCharPointer;

cmp c,'\n';

je done;

checkperiod:

cmp c,'.';

je done;

checkA:

cmp c,'a';

je changeA;

checkE:

cmp c,'e';

je changeE;

checkI:

cmp c,'i';

je changeI;

checkO:

cmp c,'o';

je changeO;

checkU:

cmp c,'u';

je changeU;

checkAll:

call outputStringPointer;

jmp whileLoop;

changeA:

mov c, 'A';

call outputStringPointer;

jmp whileLoop;

changeE:

mov c,'E';

call outputStringPointer;

jmp whileLoop;

changeI:

mov c,'I';

call outputStringPointer;

jmp whileLoop;

changeO:

mov c,'O';

call outputStringPointer;

jmp whileLoop;

changeU:

mov c,'U';

call outputStringPointer;

jmp whileLoop;

done:

call outputStringPointer;

}

cout<<"Output: "<<output<<endl;;

**return** 0;

}