CS 271 Computer Architecture and Assembly Language Self-Check for Lecture #6

Example Solutions (others possible)

Solve each problem using the following data segment:

```
.data
                      ?
k
           DWORD
           DWORD
n
x
           DWORD
                      ?
           DWORD
                      ?
У
                      ?
           DWORD
yes
           BYTE
                      "Yes",0
                      "No",0
           BYTE
no
maybe
           BYTE
                      "Maybe",0
```

Assume that variables have been initialized. Write MASM code to implement the following high-level pseudo-code decision structures.

```
1.
if (k < n)
     print (yes);
else
     print (no);
2.
if (k < n)
     print (maybe);
else
     if (k > n)
          print (no);
          print (yes);
3.
if ((x < y)) AND (y < z)
     print (yes);
else
     print (no);
if ((x < y) OR (x > z))
     print (no);
else
     print (maybe);
```

```
one of the operands must be a register or a constant.
1.
            eax, k
      mov
      cmp
            eax, n
      jl
            true1
      mov
            edx, OFFSET no
      call WriteString
      jmp
            theEnd
true1:
            edx, OFFSET yes
      mov
      call WriteString
theEnd:
2.
            eax, k
      mov
      cmp
            eax, n
      jl
            true_1
      jg
            true_2
      mov
            edx, OFFSET yes
      call WriteString
            theEnd
      qmt
true 1:
      mov
            edx, OFFSET maybe
      call WriteString
      jmp
            theEnd
true_2:
      mov
            edx, OFFSET no
      call WriteString
theEnd:
3.
      mov
            eax, x
      cmp
            eax, y
            false1
      jge
      mov
            ebx, z
            y, ebx
      cmp
            false1
      jge
            edx, OFFSET yes
      mov
      call WriteString
      jmp
            theEnd
false1:
            edx, OFFSET no
      mov
      call WriteString
theEnd:
4.
      mov
            eax, x
      cmp
            eax, y
      jl
            true1
      cmp
            eax, z
            true1
      jg
            edx, OFFSET maybe
      mov
      call WriteString
            theEnd
      jmp
true1:
            edx, OFFSET no
      mov
      call WriteString
theEnd:
```

NOTE: You cannot cmp memory to memory. At least