NAME:	
CLASS: SE COMP B	ROLL NO.:
SEMESTER: SEM-II	YEAR: 2023-24
DATE OF PERFORMANCE:	DATE OF SUBMISSION:

# **Assignment No-05**

<u>Title</u>:- Count no. of positive and negative numbers

**Assignment Name:** - Write an ALP to count no. of positive and negative numbers from the array.

## **Objective:**-

- To understand the assembly language program
- To understand 64 bit interrupt.

## Outcome:-

- Students will be able to write code for how to count positive and negative number from array
- Students will be able to understand different assembly language instruction.

# Prerequisite:-

System call of Unix for Assembly language Program.

### **Hardware Requirement-**

Desktop PC

# **Software Requirement-**

Ubuntu 14.04,

Assembler: NASM version 2.10.07 Linker: ld

### **Introduction:-**

#### **Write System Call**

mov rax,1 mov rdi,1 mov rsi,%1 mov rdx,%2 syscall

### **Read System Call**

mov rax,0 mov rdi,0 mov rsi,%1 mov rdx,%2 syscall

#### Compiling and Linking an Assembly Program in NASM

- **1.** Type the above code using a text editor and save it as assignment1.asm.
- **2.** Make sure that you are in the same directory as where you saved assignment1.**asm**.
- 3. To assemble the program, type nasm -f elf64 assignment1.asm
- **4.** If there is any error, you will be prompted about that at this stage. Otherwise an object file of your program named **assignment1.o** will be created.
- **5.** To link the object file and create an executable file named assignment1, type **ld -o** assignment assignment1.o
- **6.** Execute the program by typing ./assignment1

#### **Algorithm:**

- 1. Start
- 2. Initialize section .data
- 3. Define variable for array, pcount, ncount
- 4. Count Positive and negative number using BT command.
- 5. Display counts
- 6. Terminate program using system call
- 6. Stop

<u>Conclusion:</u> Hence we implemented an ALP to count positive and negative number from array and display count.

#### **Questions:-**

- 1. Explain BT,JS,loop instruction with Example?
- 2. Explain Paging in 80386?
- 3. Draw control registers of 80386