**LAB TASK 12**

TASK 1

CPP CODE:

#include <stdio.h> #include<iostream>

using namespace std;

// extern "C" instruct the compiler to use C calling conventions extern "C" void ThreeProd();

int main()

{

int a, b, c; int res;

cout << "Enter 3 numbers: "; cin >> a >> b >> c;

\_asm

{

}

mov eax, 0

mov ebx, 0

mov ecx, 0

mov eax, a mov ebx, b mov ecx, c

ThreeProd();

\_asm

{

}

mov res,eax

cout << "Result: " << res;

}

.ASM CODE:

.686 ;Target processor. Use instructions for

Pentium class machines

.MODEL FLAT, C ;Use the flat memory model. Use C calling conventions

.STACK 2048 ;Define a stack segment of 1KB (Not required for this example)

.DATA ;Create a near data segment. Local

variables are declared after

.CODE ;Indicates the start of a code segment.

ThreeProd PROC

mul ebx mul ecx

ret

ThreeProd ENDP END

**Q2)**

#include <stdio.h> #include<iostream>

using namespace std;

// extern "C" instruct the compiler to use C calling conventions

//extern "C" void gcd();

int main()

{

int a, b; int x = 0;

cout << "Enter 2 numbers: "; cin >> a >> b;

\_asm

{

mov eax,a mov ebx,b

cmp eax,ebx ja L1

jmp L2

L1:

sub eax,ebx mov x,eax

jmp endd

L2:

sub ebx,eax mov x,ebx

endd:

}

cout << "GCD: " << x;