

23K-0842

```
INCLUDE Irvine32.inc
```

```
.code
```

```
main PROC
```

```
mov eax, 47h
```

```
mov ebx, 39h
```

```
mov ecx, 60h
```

```
add eax, ebx
```

```
add eax, ecx
```

```
mov ebx, 85h
```

```
mov ecx, 64h
```

```
add eax, ebx
```


```
add eax, ecx
```

```
call DumpRegs
```

```
exit
```

```
main ENDP
```

```
END main
```

 Microsoft Visual Studio Debug Console

```
EAX=000001C9  EBX=00000085  ECX=00000064  EDX=00EB10AA  
ESI=00EB10AA  EDI=00EB10AA  EBP=00FBFD04  ESP=00FBFCF8  
EIP=00EB3686  EFL=00000206  CF=0  SF=0  ZF=0  OF=0  AF=0  PF=1
```

```
.\Users\student24\source\repos\COALProject1\Debug\COALProject1.exe (process  
to automatically close the console when debugging stops, enable Tools->Optio  
e when debugging stops.  
Press any key to close this window . . .
```

```
asm  + - X  
1  INCLUDE Irvine32.inc  
2  .code  
3  main PROC  
4  mov eax, 47h  
5  mov ebx, 39h  
6  mov ecx, 60h  
7  add eax, ebx  
8  add eax, ecx  
9  mov ebx, 85h  
10 mov ecx, 64h  
11 add eax, ebx  
12 add eax, ecx  
13 call DumpRegs  
14 exit  
15 main ENDP  
16 END main
```

Registers
EAX = 00FBFD08 EBX = 010FD000 ECX = 00EB10AA EDX = 00EB10AA ESI = 00EB10AA EDI = 00EB10AA EIP = 00EB3660 ESP = 00FBFCB0 EBP = 00FBFCBC EFL = 00000246

100 %

Text1.asm* X

```
1 INCLUDE Irvine32.inc
2 .code
3 main PROC
4 mov eax, 47h ;1ms elapsed
5 mov ebx, 39h
6 mov ecx, 60h
7 add eax, ebx
8 add eax, ecx
9 mov ebx, 85h
10 mov ecx, 64h
11 add eax, ebx
12 add eax, ecx
13 call DumpRegs
14 exit
15 main ENDP
16 END main
```

Registers
EAX = 00000047 EBX = 010FD000 ECX = 00EB10AA EDX = 00EB10AA ESI = 00EB10AA EDI = 00EB10AA EIP = 00EB3665 ESP = 00FBFCB0 EBP = 00FBFCBC EFL = 00000246

100 %

Text1.asm* X

```
1 INCLUDE Irvine32.inc
2 .code
3 main PROC
4 mov eax, 47h
5 mov ebx, 39h ;1ms elapsed
6 mov ecx, 60h
7 add eax, ebx
8 add eax, ecx
9 mov ebx, 85h
10 mov ecx, 64h
11 add eax, ebx
12 add eax, ecx
13 call DumpRegs
14 exit
15 main ENDP
16 END main
```

Registers
EAX = 00000047 EBX = 00000039 ECX = 00EB10AA EDX = 00EB10AA ESI = 00EB10AA EDI = 00EB10AA EIP = 00EB366A ESP = 00FBFCB0 EBP = 00FBFCBC EFL = 00000246

100 %

Text1.asm* X

```
1 INCLUDE Irvine32.inc
2 .code
3 main PROC
4 mov eax, 47h
5 mov ebx, 39h
6 mov ecx, 60h ;1ms elapsed
7 add eax, ebx
8 add eax, ecx
9 mov ebx, 85h
10 mov ecx, 64h
11 add eax, ebx
12 add eax, ecx
13 call DumpRegs
14 exit
15 main ENDP
16 END main
```

Registers
EAX = 00000047 EBX = 00000039 ECX = 00000060 EDX = 00EB10AA ESI = 00EB10AA EDI = 00EB10AA EIP = 00EB366F ESP = 00FBFCB0 EBP = 00FBFCBC EFL = 00000246

100 %

Text1.asm

```
1 INCLUDE Irvine32.inc
2 .code
3 main PROC
4 mov eax, 47h
5 mov ebx, 39h
6 mov ecx, 60h
7 add eax, ebx
8 add eax, ecx
9 mov ebx, 85h
10 mov ecx, 64h
11 add eax, ebx
12 add eax, ecx
13 call DumpRegs
14 exit
15 main ENDP
16 END main
```

Registers
EAX = 00000080 EBX = 00000039 ECX = 00000060 EDX = 00EB10AA ESI = 00EB10AA EDI = 00EB10AA EIP = 00EB3671 ESP = 00FBFCB0 EBP = 00FBFCBC EFL = 00000212

100 %

Text1.asm

```
1 INCLUDE Irvine32.inc
2 .code
3 main PROC
4 mov eax, 47h
5 mov ebx, 39h
6 mov ecx, 60h
7 add eax, ebx
8 add eax, ecx
9 mov ebx, 85h
10 mov ecx, 64h
11 add eax, ebx
12 add eax, ecx
13 call DumpRegs
14 exit
15 main ENDP
16 END main
```

Registers
EAX = 000000E0 EBX = 00000039 ECX = 00000060 EDX = 00EB10AA ESI = 00EB10AA EDI = 00EB10AA EIP = 00EB3673 ESP = 00FBFCB0 EBP = 00FBFCBC EFL = 00000202

100 %

Text1.asm

```
1 INCLUDE Irvine32.inc
2 .code
3 main PROC
4 mov eax, 47h
5 mov ebx, 39h
6 mov ecx, 60h
7 add eax, ebx
8 add eax, ecx
9 mov ebx, 85h
10 mov ecx, 64h
11 add eax, ebx
12 add eax, ecx
13 call DumpRegs
14 exit
15 main ENDP
16 END main
```

Registers
EAX = 000000E0 EBX = 00000085 ECX = 00000060 EDX = 00EB10AA ESI = 00EB10AA EDI = 00EB10AA EIP = 00EB3678 ESP = 00FBFCB0 EBP = 00FBFCBC EFL = 00000202

100 %

Text1.asm

```
1  INCLUDE Irvine32.inc
2  .code
3  main PROC
4  mov eax, 47h
5  mov ebx, 39h
6  mov ecx, 60h
7  add eax, ebx
8  add eax, ecx
9  mov ebx, 85h
10 mov ecx, 64h 51ms elapsed
11 add eax, ebx
12 add eax, ecx
13 call DumpRegs
14 exit
15 main ENDP
16 END main
```

Registers
EAX = 000000E0 EBX = 00000085 ECX = 00000064 EDX = 00EB10AA ESI = 00EB10AA EDI = 00EB10AA EIP = 00EB367D ESP = 00FBFCB0 EBP = 00FBFCBC EFL = 00000202

100 %

Text1.asm

```
1  INCLUDE Irvine32.inc
2  .code
3  main PROC
4  mov eax, 47h
5  mov ebx, 39h
6  mov ecx, 60h
7  add eax, ebx
8  add eax, ecx
9  mov ebx, 85h
10 mov ecx, 64h
11 add eax, ebx 51ms elapsed
12 add eax, ecx
13 call DumpRegs
14 exit
15 main ENDP
16 END main
```

Registers
EAX = 00000165 EBX = 00000085 ECX = 00000064 EDX = 00EB10AA ESI = 00EB10AA EDI = 00EB10AA EIP = 00EB367F ESP = 00FBFCB0 EBP = 00FBFCBC EFL = 00000206

100 %

Text1.asm

```
1  INCLUDE Irvine32.inc
2  .code
3  main PROC
4  mov eax, 47h
5  mov ebx, 39h
6  mov ecx, 60h
7  add eax, ebx
8  add eax, ecx
9  mov ebx, 85h
10 mov ecx, 64h
11 add eax, ebx
12 add eax, ecx 51ms elapsed
13 call DumpRegs
14 exit
15 main ENDP
16 END main
```

Registers
EAX = 000001C9 EBX = 00000085 ECX = 00000064 EDX = 00EB10AA ESI = 00EB10AA EDI = 00EB10AA EIP = 00EB3681 ESP = 00FBFCB0 EBP = 00FBFCBC EFL = 00000206

100 %

Text1.asm* X

```
1 INCLUDE Irvine32.inc
2 .code
3 main PROC
4 mov eax, 47h
5 mov ebx, 39h
6 mov ecx, 60h
7 add eax, ebx
8 add eax, ecx
9 mov ebx, 85h
10 mov ecx, 64h
11 add eax, ebx
12 add eax, ecx
13 call DumpRegs ;1ms elapsed
14 exit
15 main ENDP
16 END main
```

Registers
EAX = 000001C9 EBX = 00000085 ECX = 00000064 EDX = 00EB10AA ESI = 00EB10AA EDI = 00EB10AA EIP = 00EB3686 ESP = 00FBFCB0 EBP = 00FBFCBC EFL = 00000206

100 %

Text1.asm X

```
1 INCLUDE Irvine32.inc
2 .code
3 main PROC
4 mov eax, 47h
5 mov ebx, 39h
6 mov ecx, 60h
7 add eax, ebx
8 add eax, ecx
9 mov ebx, 85h
10 mov ecx, 64h
11 add eax, ebx
12 add eax, ecx
13 call DumpRegs
14 exit ;1ms elapsed
15 main ENDP
16 END main
```