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                                          asn1.asm
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; CS 371 Assignment 1
; Ben Pazienza
; This file contains a program computes a*x^2 + b*x + c using values
; from the data segment
       include 371-prologue.inc
                                                    ; suck in standard prologue
    BUFFER_LENGTH equ 50
        .data
    a_msg byte "Enter value for a: ", CR, LF, 0 b_msg byte "Enter value for b: ", CR, LF, 0
    c_msg byte "Enter value for c: ", CR, LF, 0 x_msg byte "Enter value for x: ", CR, LF, 0
    msg byte "The answer is %d", 10, 0
    unsigned_integer_format byte "%lu", 0
                                                          ; doubleword to ASCII
    buffer byte ?
    a dword ?
    b dword ?
    c1 dword ?
    x dword ?
    result dword ?
        . code
main proc
       push offset a_msg
                                    ;prompt user for value for a
       call StdOut
       push BUFFER_LENGTH
       push offset a
       call StdIn
       push offset a
       call atodw
       mov a, eax
       push offset b_msq
                                    ;prompt user for value for b
       call StdOut
       push BUFFER_LENGTH
       push offset b
       call StdIn
       push offset b
       call atodw
       mov b, eax
       push offset c_msq
                                    ;prompt user for value for c
       call StdOut
       push BUFFER_LENGTH
       push offset c1
       call StdIn
       push offset c1
       call atodw
       mov cl, eax
```

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      push offset x msq
                                ;prompt user for value for x
      call StdOut
      push BUFFER_LENGTH
      push offset x
      call StdIn
      push offset x
      call atodw
      mov x, eax
                        ; calculate ax^2 (stores in eax)
      mov eax, x
      imul eax, eax
      imul eax, a
      mov result, eax
                        ; calculates bx (adds to eax)
      mov eax, x
      imul eax, b
      add eax, result
      mov result, eax
      mov eax, c1
                         ; adds c to ax^2+bx
      add eax, result
      push eax
      push offset unsigned_integer_format
      push offset result
      call wsprintf
      add esp, 12
      push offset result
      call StdOut
      push 0
                                              ; alternate standard exit
      call ExitProcess
                                              ; using library exit call
main
      endp
      end main
```

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jein before: 00401000
jein after: 004010E9
jein difference could be because Memory locations 00401000 - 004010E9 were
jused in the process of running this program

