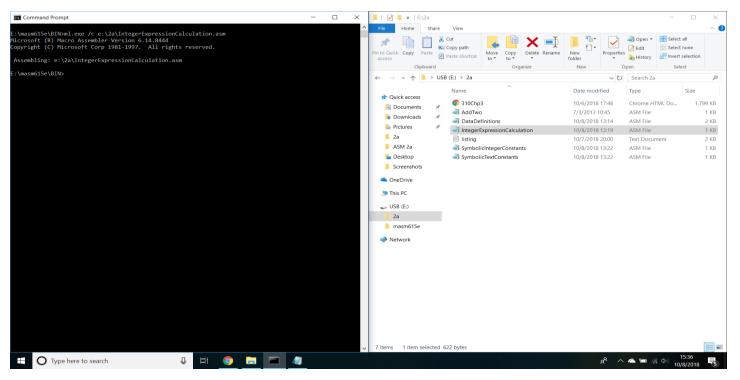
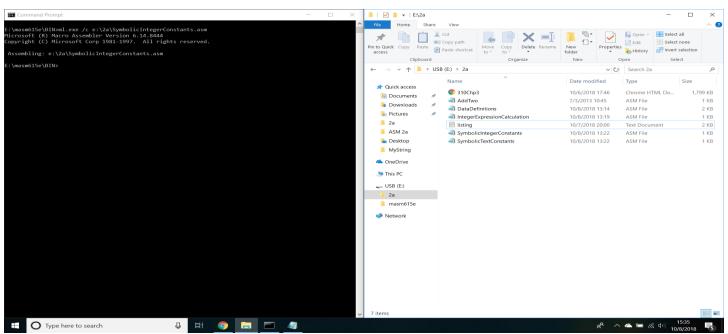
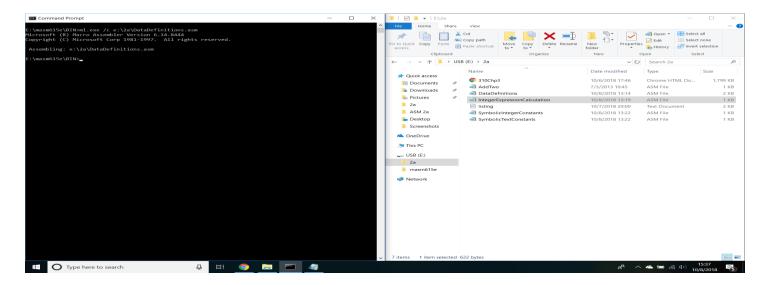
```
;;
     Author: Marco Martinez
     Program: IntegerExpressionCalculation.asm
;;
     Date: 10/7/2018
;;
     Purpose: To calculate the expression: A = (A+B)-(C+D)
;;
;;
     Software Change Record
;;
                   Date
                            What
     Name
;;
     Marco
                10/7 Baseline for integer calculation A = (A+B) - (C-D)
;;
;;
.386
.model flat, stdcall
.stack 4096
ExitProcess proto, dwExitCode: dword
.data
valA SDWORD 10
valB SDWORD 15
valC SDWORD 5
valD SDWORD 10
.stack
.code
main proc
           eax, valA
     mov
           ebx, valB
     mov
     add
           eax, ebx
           ecx, valC
     mov
           edx, valD
     mov
     add
           ecx, edx
           eax, ecx
     sub
     invoke ExitProcess, 0
main endp
end main
```



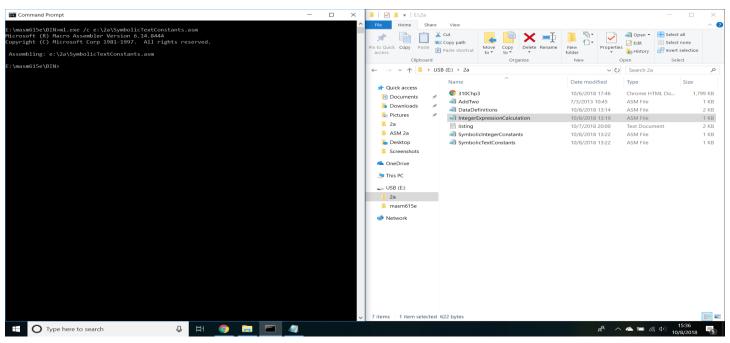
```
Author: Marco Martinez
;;
     Program: SymbolicIntegerConstants.asm
;;
     Date: 10/7/2018
;;
     Purpose: Write a program that defines symbolic constants for all seven days
;;
of the week.
            Create an array variable that uses the symbols as initializers.
;;
;;
;;
     Software Change Record
                   Date
                            What
     Name
;;
                10/7 Baseline for SymbolicIntegerConstants.asm
     Marco
;;
;;
.386
.model flat, stdcall
.stack 4096
ExitProcess proto,dwExitCode:dword
MONDAY = 1
TUESDAY = 2
WEDNESDAY = 3
THURSDAY = 4
FRIDAY = 5
SATURDAY = 6
SUNDAY = 7
.data
array BYTE MONDAY, TUESDAY, WEDNESDAY, THURSDAY, FRIDAY, SATURDAY, SUNDAY
.stack
.code
main proc
     invoke ExitProcess, 0
main endp
end main
```



```
Author: Marco Martinez
;;
     Program: DataDefinitions.asm
;;
     Date: 10/7/2018
;;
     Purpose: Write a program that contains a definition of each data type listed
;;
in Table 3-2 in Section 3.4.
           Initialize each variable to a value that is consistent with its data
;;
type.
;;
     Software Change Record
;;
     Name
                  Date
                           What
;;
;;
     Marco
               10/7 Baseline for DataDefinitions.asm
;;
.386
.model flat, stdcall
.stack 4096
ExitProcess proto, dwExitCode: dword
.data
valByte BYTE 255 ; 8bit unsigned integer
valSByte SBYTE -128
                        ; 8bit signed integer
                          ; 16bit unsigned integer
valWord WORD 65535
                          ; 16bit signed integer
valSWord SWORD -32768
valDWord DWORD 4294967295 ; 32bit unsigned integer
valSDWord SDwORD -2147483648
                                ; 32bit signed integer
valFWord FWORD 1 ; 48bit integer (Far pointer in protected mode)
valQWord QWORD 1
                     ; 64bit integer
valTByte TBYTE 1
                     ; 80bit integer
valReal4 REAL4 4.5E4
                        ; 32bit real, IEEE short real
valReal8 REAL8 5.3E8
                          ; 64bit real, IEEE long real
valReal10 REAL10 6.7E10
                                ; 80bit real, IEEE extended real
.stack
.code
main proc
     invoke ExitProcess, 0
main endp
end main
```



```
;;
     Author: Marco Martinez
     Program: SymbolicTextConstants.asm
;;
     Date: 10/7/2018
;;
     Purpose: Write a program that defines sumbolic names for several string
;;
literals (characters between quotes).
            Use each symbolic name in a variable defintion.
;;
;;
     Software Change Record
                   Date
     Name
                            What
;;
                10/7 Baseline for SymbolicTextConstants.asm
     Marco
;;
;;
.386
.model flat, stdcall
.stack 4096
ExitProcess proto,dwExitCode:dword
MONDAY EQU <'Monday',0>
TUESDAY EQU <'Tuesday',0>
WEDNESDAY EQU <'Wednesday',0>
THURSDAY EQU <'Thursday',0>
FRIDAY EQU <'Friday',0>
SATURDAY EQU <'Saturday',0>
SUNDAY
           EQU <'Sunday',0>
.data
array BYTE MONDAY, TUESDAY, WEDNESDAY, THURSDAY, FRIDAY, SATURDAY, SUNDAY
.stack
.code
main proc
     invoke ExitProcess, 0
main endp
end main
```



```
Microsoft (R) Macro Assembler Version 6.14.8444 10/07/18 20:00:31
e:\2a\AddTwo.asm
                                        Page 1 - 1
                    ; AddTwo.asm - adds two 32-bit integers.
                    ; Chapter 3 example
                    .386
                    .model flat,stdcall
                    .stack 4096
                    ExitProcess proto,dwExitCode:dword
 00000000
                    .code
(Starting address for program.)
 00000000
                   main proc
(Starting address for program.)
 00000000 B8 00000005
                                   mov eax,5
(The action MOV starts at 00000000 and B8 is the machine code instruction while
00000005 is the constant 32-bit value.)
 00000005 83 C0 06
                              add eax, 6
(The action ADD starts at the offset "00000005", 83 is the value of ADD, C0 is
the value for the EAX register, and 06 is the value of 6.)
                         invoke ExitProcess, 0
000000F
                    main endp
(This address indicates the end of the program as initiated by "invoke
ExitProcess.")
                    end main
Microsoft (R) Macro Assembler Version 6.14.8444
                                                      10/07/18 20:00:31
e:\2a\AddTwo.asm
                                        Symbols 2 - 1
Segments and Groups:
                                             Length Align Combine Class
              Name
                                   Size
FLAT . . . . . . . . . . . . . . . GROUP
                                       00001000 DWord Stack
'STACK'
DATA . . . . . . . . . . . . . . . . 32 Bit
                                        00000000 DWord Public 'DATA'
____TEXT .....32 Bit 0000000F DWord Public 'CODE'
Procedures, parameters and locals:
              N a m e
                                     Type Value Attr
ExitProcess . . . . . . . . . . . . P Near 00000000 FLAT Length= 00000000
External STDCALL
main . . . . . . . . . . . . . . . . P Near 00000000 TEXT Length= 0000000F
```

Symbols:

Public STDCALL

Name

Type Value Attr

@CodeSize 00000000h . Number . Number 00000000h @DataSize @Interface . . Number 00000003h 00000007h @Model . . . . Number @code . . TEXT @data . . FLAT . Text @fardata? FLAT @fardata . . Text FLAT @stack . . . . . . . . . . . . . . Text FLAT

0 Warnings

0 Errors

