Due date: September 30, 2016

Hands-on Assignment Full Marks = 5 points

This assignment is to explore MASM assemble program in visual studio. Download Microsoft Visual C++ Express Edition 2015, which contains Microsoft Assembler (MASM), install the Irvine

library, and then assemble and run a small example program. (25 points)

- 1. If you do not already have Visual Studio 2015 or Visual C++ 2015, go to this URL: http://www.microsoft.com/express/downloads/ and download and install Visual C++ 2015 Express Edition.
- 2. Go to this URL: <a href="http://kipirvine.com/asm/">http://kipirvine.com/asm/</a> and Click on the link marked "Getting Started with MASM and Visual studio 2015". Click the link to install the book's example programs.
- **3.** Follow the directions about opening Visual C++ Express and loading the sample project from directory C:\Irvine\Examples\Project\_sample. Locate main.asm under the Solution Explorer window and open main.asm as a program in the editor window where you may examine its lines.
- 4. Locate the line in main.asm that says "MASM program example" and change the text between the quotes to show your course number (CIS 335), followed by your name and CSU student ID number, for example: "CIS 335 Jason Jones 2345678"
- 5. Follow the directions to build and run the program. When you see the console window with your name in it, capture and print it. Turn this in as evidence that you have completed this assignment.
- 6. Build and run the following Hello world program and turn in your output.

```
section .text
               global_start ;must be declared for linker (ld)
             ;tells linker entry point
_start:
                 mov edx,len ;message length
                 mov ecx,msg ;message to write
                               ;file descriptor (stdout)
                 mov ebx,1
                 mov eax,4
                               ;system call number (sys_write)
                      0x80
                               ;call kernel
                 int
                               ;system call number (sys_exit)
                 mov eax,1
                       0x80
                 int
                                call kernel:
section .data
               msg db 'Hello, world!', 0xa ;string to be printed
               len equ $ - msg
                                 ;length of the string
```