

1. "For" loop conversion with *cmp, jnz*

```

public class Processor {

    //eax, ebx, ecx, edx, and flags have 32 bits, just like an int in java
    public static int eax;
    public static int ebx;
    public static int ecx;
    public static int edx;

    public static void main(String[] args) {
        ebx = 5;

        for(eax = 0; eax < ebx; eax++) {
            ecx++;
        }
        //value of ecx should be 5 after the loop terminates.
    }
}

```



```

.code

```

```

main proc

```

```

    move eax, 0    ;Initialization
    move ebx, 5    ;Initialization
    move ecx, 0    ;Initialization

```

```

ForLoop:

```

```

    inc ecx

```

```

    inc eax

```

```

    cmp eax, ebx

```

```

    jnz ForLoop

```

```

    invoke ExitProcess, 0

```

```

main endp

```

```

end main

```

2. if...else if.....else.....conversion with *jmp, jl, je*

```

if( eax > 0) {
    ecx = 1;
}
else if (eax < 0) {
    ecx = 2;
}
else {
    ecx = 3;
}

```

.code;

main proc

```

    mov ecx, 1          ;Initialization
    cmp eax, 0          ;compare eax to 0

    jl  eaxElseIf       ; if eax < 0
    je  eaxElse         ; _____
    mov ecx, 1          ;if eax > 0 don't jump
    jmp ifEnd           ; _____
eaxElseIf:
    mov ecx, 2          ;set ecx to 2
    jmp ifEnd           ; _____
eaxElse:
    mov ecx, 3          ;set ecx to 3
ifEnd:
    .....

```

invoke ExitProcess, 0

main endp

end main

3. Short-circuit conversion with *cmp, jbe*

if (cax > 0 && cbx > 0)

ecx = 4;

.code;

main proc

mov eax, 1 ;Initialization

mov ebx, 1 ;Initialization

cmp eax, 0 ; eax > 0 jbe False ; eax ≤ 0 cmp ebx, 0 ; ebx > 0 jbe False ; ebx ≤ 0 mov ecx, 4 ; _____

False:

.....

invoke ExitProcess, 0

main endp

end main

4. 2D array conversion with *cmp, jmp, jz*

char[][] alpha = new char[26][26];

```

for(int i = 0; i < 26; i++) {
    for(int j = 0; j < 26; j++) {
        alpha[i][j] = (char)(j + 65);
    }
}

```

```
.data
alpha byte 26 * 26 dup(0)
.code
main proc
    mov bl, 65                ;"A" in ASCII
    mov ecx, 26               ;Number of columns
    mov edi, 0                ;row counter
    mov esi, 0                ;position
OuterLoop:
    InnerLoop:
        mov alpha[esi], 65
        inc bl
        inc esi
    loop InnerLoop

    cmp edi, 26
    jz Done

    inc edi
    mov bl, 65
    mov ecx, 26

    jmp outerloop

Done:
    invoke ExitProcess, 0
main endp
end main
```