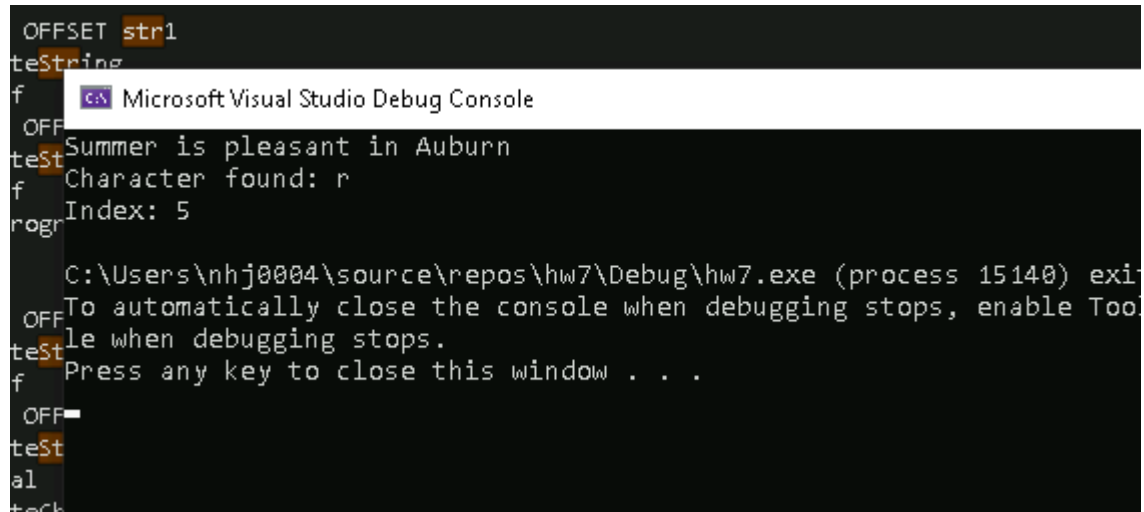


### HW # 7: Theme: Conditionals, Booleans, Loops

*(All main questions carry equal weight. Credit awarded to only those answers for which work has been shown.)*

1. Draft a program that scans a string to determine whether a character in the register AL is present within the string. If found, the program should print "character found", its value and its index within the string. **Submit the asm/list file and screenshots that show the output of your code for the following example string:**

MyString BYTE "Summer is pleasant in Auburn" 0x0



```
Microsoft Visual Studio Debug Console
Summer is pleasant in Auburn
Character found: r
Index: 5
C:\Users\nhj0004\source\repos\hw7\Debug\hw7.exe (process 15140) exited normally.
To automatically close the console when debugging stops, enable Tools->Options->Debugging->Automatically close the console when debugging stops.
Press any key to close this window . . .
```

.386

.model flat, stdcall

.stack 4096

ExitProcess proto, dwExitCode:dword

INCLUDE Irvine32.inc

.data

str1 BYTE "Summer is pleasant in Auburn", 0

msg1 BYTE "Character found: ", 0

msg2 BYTE "Index: ", 0

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.code

main PROC

mov esi, OFFSET str1

mov al, 'r'

mov ecx, 0

L1:

cmp al, [esi]

je cFound

inc esi

inc ecx

cmp byte ptr [esi], 0

jne L1

mov edx, OFFSET str1

call WriteString

call CrLf

mov edx, OFFSET msg1

call WriteString

call CrLf

jmp EndProgram

cFound:

mov edx, OFFSET str1

call WriteString

call CrLf

mov edx, OFFSET msg1

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```
call WriteString
```

```
mov dl, al
```

```
call WriteChar
```

```
call Crlf
```

```
mov edx, OFFSET msg2
```

```
call WriteString
```

```
mov eax, ecx
```

```
call WriteDec
```

```
call Crlf
```

```
EndProgram:
```

```
invoke ExitProcess, 0
```

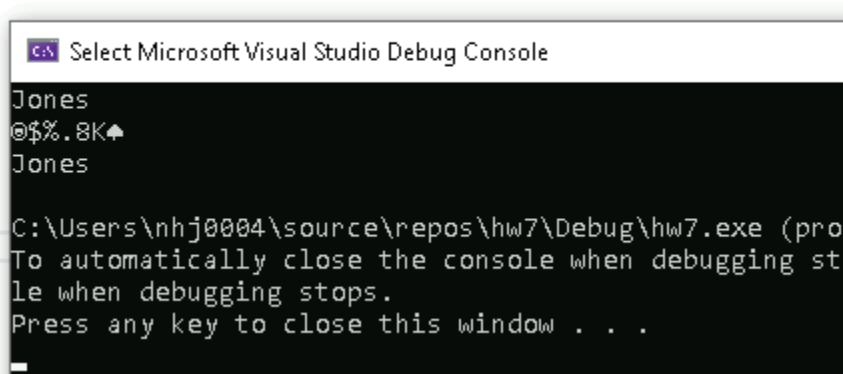
```
main ENDP
```

```
END main
```

2. Write a program which encodes any string using the XOR instruction. Test it using your <last name> in the data segment to produce ciphertext and then decode using the program to get plain text. Use the last two or three digits of your student id as the key. Print plane text from the data segment, print the cipher text, and then print the plain text upon execution. **Submit the asm/list file and screenshots that show the output of your code.**

What are the strengths and weaknesses of this encryption method (25% of points, Typewritten answer required)?

- A few of the strengths of using the XOR encryption method are speed and simplicity. XOR encryption is a lot more straightforward and presumably easier to learn in comparison to some other methods of encryption. The speed / efficiency is also very efficient for both encrypting and decrypting. A potential weakness is that undefined length of key. Using a shorter key can make it easier to decrypt. Also, patterns can be seen using the XOR method, and a longer encrypted text is vulnerable to being decoded by hackers by studying the pattern of the encryption.



```
Select Microsoft Visual Studio Debug Console
Jones
@$%.8K▲
Jones
C:\Users\nhj0004\source\repos\hw7\Debug\hw7.exe (pro
To automatically close the console when debugging st
le when debugging stops.
Press any key to close this window . . .
```

.386

.model flat, stdcall

.stack 4096

ExitProcess proto, dwExitCode:dword

INCLUDE Irvine32.inc

.data

LastName BYTE "Jones",0

bufSize DWORD \$ - OFFSET LastName

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KEY DWORD 59

.code

main PROC

mov esi, OFFSET LastName

mov ecx, bufSize

mov eax, KEY

; otuput plaintext

mov edx, OFFSET LastName

call WriteString

call Crlf

; encode

L1:

xor byte ptr [esi], al

inc esi

loop L1

; output ciphertext

mov edx, OFFSET LastName

call WriteString

call Crlf

mov esi, OFFSET lastName

mov ecx, bufSize

mov eax, KEY

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```
; decode
```

```
L2:
```

```
xor byte ptr [esi], al
```

```
inc esi
```

```
loop L2
```

```
; output decrypted text
```

```
mov edx, OFFSET LastName
```

```
call WriteString
```

```
call CrLf
```

```
invoke ExitProcess, 0
```

```
main ENDP
```

```
END main
```

3. Write a program that gets its input from two sensors. If the values of the sensors differ by no more than  $\pm 4$ , print "Agree", otherwise, print "Disagree." You can assume that the values are integers. Additionally, if the values Agree and they are each more than 50, print "Nose Down". **Submit asm/list file and show screenshots of robust testing for various inputs, including boundary conditions, in the closed interval (-70 ... 70).**

```
mov edx, OFFSET agreeMsg
c
c Microsoft Visual Studio Debug Console
c
Enter value for sensor 1: 5
Enter value for sensor 2: 4
Agree
j
j Press any key to continue...
j H:\x86-Template1\Debug\x86-Template1.exe (process 20420) exited with code 1.
j To automatically close the console when debugging stops, enable Tools->Options->
j le when debugging stops.
j Press any key to close this window . . .
c
```

```
c Microsoft Visual Studio Debug Console
c
Enter value for sensor 1: -69
Enter value for sensor 2: 69
Disagree
j
j Press any key to continue...
j H:\x86-Template1\Debug\x86-Template1.exe (process 27500) exited with code 138.
j To automatically close the console when debugging stops, enable Tools->Options->De
j le when debugging stops.
j Press any key to close this window . . .
j
```

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```
Microsoft Visual Studio Debug Console
Enter value for sensor 1: -69
Enter value for sensor 2: -68
Agree

Press any key to continue...
H:\x86-Template1\Debug\x86-Template1.exe (process 344) exited with code 1.
To automatically close the console when debugging stops, enable Tools->Options->Debugging->Automatically close the console when debugging stops.
Press any key to close this window . . .
```

```
Microsoft Visual Studio Debug Console
Enter value for sensor 1: 51
Enter value for sensor 2: 51
Agree
Nose Down

Press any key to continue...
H:\x86-Template1\Debug\x86-Template1.exe (process 21164) exited with code 0.
To automatically close the console when debugging stops, enable Tools->Options->Debugging->Automatically close the console when debugging stops.
Press any key to close this window . . .
```

```
Microsoft Visual Studio Debug Console
Enter value for sensor 1: 55
Enter value for sensor 2: 65
Disagree

Press any key to continue...
H:\x86-Template1\Debug\x86-Template1.exe (process 23240) exited with code 1.
To automatically close the console when debugging stops, enable Tools->Options->Debugging->Automatically close the console when debugging stops.
Press any key to close this window . . .
```



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```
INCLUDE Irvine32.inc
```

```
.DATA
```

```
sensor1  DWORD ?
```

```
sensor2  DWORD ?
```

```
diff     DWORD ?
```

```
prompt1  BYTE "Enter value for sensor 1: ",0
```

```
prompt2  BYTE "Enter value for sensor 2: ",0
```

```
agreeMsg BYTE "Agree",0
```

```
disagreeMsg BYTE "Disagree",0
```

```
noseDownMsg BYTE "Nose Down",0
```

```
.CODE
```

```
main PROC
```

```
    call Clrscr
```

```
    ; sensor 1
```

```
    mov edx, OFFSET prompt1
```

```
    call WriteString
```

```
    call ReadInt
```

```
    mov sensor1, eax
```

```
    ; input for sensor 2
```

```
    mov edx, OFFSET prompt2
```

```
    call WriteString
```

```
    call ReadInt
```

```
    mov sensor2, eax
```

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; abs value

mov eax, sensor1

sub eax, sensor2

mov diff, eax

cmp eax, 0

jge difference

neg eax

mov diff, eax

difference:

; Check if the difference is <= 4

cmp diff, 4

jbe agree

jmp disagree

agree:

; check if both sensors are > 50

cmp sensor1, 50

jg checkSensor2

jmp printAgree

checkSensor2:

cmp sensor2, 50

jg printAgree

jmp disagree

printAgree:

mov edx, OFFSET agreeMsg

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call WriteString  
call Crlf

cmp sensor1, 50  
jle skipNoseDown  
cmp sensor2, 50  
jle skipNoseDown

mov edx, OFFSET noseDownMsg  
call WriteString

skipNoseDown:  
jmp exitProgram

disagree:  
mov edx, OFFSET disagreeMsg  
call WriteString

exitProgram:  
call Crlf  
call WaitMsg  
ret

main ENDP

END main

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4. Draw the stack (use any handwriting/word/pdf) before every instruction that is marked red is executed to show your understanding of the CALL and RETURN functions. Use N/A to represent unpredictable values.

```

Main Proc
4040018      mov ecx, 0ABCDh
404001C      mov ebx, 1234h
***4040020      call FDIV
***4040026      mov eax, ebx
...
...

Main EndP


FDIV PROC
***4041040      Push ebx
***4041044      Push ecx
***4041048      mov eax, edx
...
...
***404A060      Pop ecx
***404A062      Pop ebx
***404A064      ret
FDIV EndP
```

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 Before : call FDIV

Address	Instruction	Stack
4040018	mov ecx, 0ABCDh	
404001C	mov ebx, 1234h	
4040020	call FDIV	n/a

Before : mov eax, ebx

Address	Instruction	Stack
4040018	mov ecx, 0ABCDh	
404001C	mov ebx, 1234h	
4040020	call FDIV	n/a
4040026	mov eax, ebx	

Before : push ebx inside FDIV

Address	Instruction	Stack
4040018	mov ecx, 0ABCDh	
404001C	mov ebx, 1234h	
4040020	call FDIV	n/a
4040026	mov eax, ebx	
4041040	push ebx	ebx

Before : push ecx inside FDIV

Address	Instruction	Stack
4040018	mov ecx, 0ABCDh	
404001C	mov ebx, 1234h	
4040020	call FDIV	n/a
4040026	mov eax, ebx	

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4041040	push ebx	ebx
4041044	push ecx	ebx
		ecx

Before : mov eax, edx inside FDIV

Address	Instruction	Stack
4040018	mov ecx, 0ABCDh	
404001C	mov ebx, 1234h	
4040020	call FDIV	n/a
4040026	mov eax, ebx	
4041040	push ebx	ebx
4041044	push ecx	ebx
4041048	mov eax, edx	ebx
		ecx
		eax

Before : pop ecx,

Address	Instruction	Stack
4040018	mov ecx, 0ABCDh	
404001C	mov ebx, 1234h	
4040020	call FDIV	n/a
4040026	mov eax	