

# Assembly Language Programming Practice Session

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**Dec 21<sup>st</sup>, 2018**

### 9.3 Str\_remove program

Write a procedure named Str\_remove that removes n characters from a string. Pass a pointer to the position in the string where the characters are to be removed. Pass an integer specifying the number of characters to remove. The following code, for example shows how to remove “xxxx” from target:

```
.data
target BYTE “abcxxxxdefghijklmop”,0
.code
INVOKE str_remove, ADDR [target+3], 4
```

Let us write the program as follows:

Comment !

Description: Write a procedure named Str\_remove that removes n characters from a string. Pass a pointer to the position in the string where the characters are to be removed. Pass an integer specifying the number of characters to remove.

!

```
INCLUDE Irvine32.inc
```

```
Str_remove PROTO,
```

```
pStart:PTR BYTE,
```

```
nChars:DWORD
```

```
.data
```

```
target BYTE "abcXXXXdefghijklmnop",0
```

.code

main PROC

INVOKE Str\_remove, ADDR [target+3], 4

mov edx,OFFSET target

call WriteString

call Crlf

INVOKE Str\_remove, ADDR [target+2], 19; nChars too large

mov edx,OFFSET target

call WriteString

call Crlf

exit

main ENDP

;-----

Str\_remove PROC,

pStart:PTR BYTE,; points to first character to delete

nChars:DWORD; number of characters to delete

;

; Removes a block of characters from a string. The

; algorithm involves skipping over the positions that

; will be deleted, and copying the remaining characters

; backward. Each copied character overwrites one of the

; deleted positions. If nChars is too large, all remaining

; characters in the string will be removed.

;-----

INVOKE Str\_length, pStart

mov ecx,eax ; ECX = length of string

```
.IF nChars <= ecx          ; check range of nChars
    sub ecx,nChars         ; set counter for REP prefix
.ENDIF
```

```
mov esi, pStart            ; points to string
add esi, nChars            ; points to first character to copy
mov edi, pStart            ; points to destination position
```

```
cld                        ; clear direction flag (forward)
rep movsb                  ; do the move
mov BYTE PTR [edi],0       ; insert new null byte
```

```
Exit_proc:
ret
Str_remove ENDP
END main
```

**Another Example of String program to practice**

**9.4 Write a procedure named `Str_find` that searches for the first matching occurrence of a source string inside a target string and returns the matching position. The input parameters should be a pointer to the source string and a pointer to the target string. If a match is found, the procedure sets the Zero flag and EAX points to the matching position in the target string. Otherwise, the Zero flag is clear and EAX is undefined. The following code, for example searches for “ABC” and returns with EAX pointing to the “A” in the target string:**

```
.data  
target BYTE “123ABC342432”,0  
source BYTE “ABC”,0  
pos DWORD ?  
  
.code  
INVOKE Str_find, ADDR source, ADDR target  
jnz notFound  
mov pos, eax
```



Comment !

Description: Write a procedure named Str\_find that searches for the first matching occurrence of a source string inside a target string and returns the matching position. The input parameters should be a pointer to the source string and a pointer to the target string. If a match is found, the procedure sets the Zero flag and EAX points to the matching position in the target string. Otherwise, the Zero flag is clear.

!

```
INCLUDE Irvine32.inc
```

```
Str_find PROTO, pTarget:PTR BYTE, pSource:PTR BYTE
```

```
.data
```

```
target BYTE "01ABAAAAAABABCC45ABC9012",0
```

```
source BYTE "AAABA",0
```

```
str1 BYTE "Source string found at position ",0
```

```
str2 BYTE " in Target string (counting from zero).",0Ah,0Ah,0Dh,0
```

```
str3 BYTE "Unable to find Source string in Target string.",0Ah,0Ah,0Dh,0
```

stop    DWORD ?  
lenTarget DWORD ?  
lenSource DWORD ?  
position  DWORD ?  
.code  
main PROC

INVOKE Str\_find,ADDR target, ADDR source  
mov  position,eax  
jz   wasfound; ZF=1 indicates string found

mov  edx,OFFSET str3; string not found  
call WriteString  
jmpquit

```
wasfound:                ; display message
mov  edx,OFFSET str1
call WriteString
mov  eax,position        ; write position value
call WriteDec
mov  edx,OFFSET str2
call WriteString

quit:
exit

main ENDP
```

```
;-----  
Str_find PROC, pTarget:PTR BYTE, ;PTR to Target string  
           pSource:PTR BYTE ;PTR to Source string  
;  
; Searches for the first matching occurrence of a source  
; string inside a target string.  
; Receives: pointer to the source string and a pointer  
; to the target string.  
; Returns: If a match is found, ZF=1 and EAX points to  
; the offset of the match in the target string.  
; IF ZF=0, no match was found.  
;-----
```

```
INVOKE Str_length,pTarget          ; get length of target
mov  lenTarget,eax
INVOKE Str_length,pSource          ; get length of source
mov  lenSource,eax
```

```
mov  edi,OFFSET target            ; point to target
mov  esi,OFFSET source            ; point to source
```

```
; Compute place in target to stop search
mov  eax,edi                      ; stop = (offset target)
add  eax,lenTarget                ; + (length of target)
sub  eax,lenSource                ; - (length of source)
inc  eax                          ; + 1
mov  stop,eax                    ; save the stopping position
```

; Compare source string to current target

cld

mov ecx,lenSource ; length of source string

L1:

pushad

repe cmpsb ; compare all bytes

popad

je found ; if found, exit now

inc edi; move to next target position

cmp edi,stop ; has EDI reached stop position?

jae notfound ; yes: exit

jmp L1; not: continue loop

notfound: ; string not found

or eax,1; ZF=0 indicates failure

jmp done

```
found:          ; string found
mov  eax,edi     ; compute position in target of find
sub  eax,pTarget
cmp  eax,eax     ; ZF=1 indicates success
```

```
done:
ret
Str_find ENDP
```

```
END main
```

**END of the slides of sample programs**