

Q1)

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MOV result, eax  
ESP : 00001FF4h

ESP : 00001FE5h

POP ESI

ADD [ESI], EAX [ESI] : 27h

add eax, ecx ; eax = 5

1FF0h	offset
1FF4h	5
1FF8h	6

Address	
1150 0004h	00001FE5h 00001FE9h
1150 0000h	00001FECh 00001FF0h
5	→ 00001FF4h
6	→ 00001FF8h

Q2)

(a)

0	0	1	0	0	1	0	1
0	0	0	0	1	0	0	1
<hr/>							
0	0	0	0	0	0	0	1

ZF = 0

(b)

0	0	1	0	0	1	0	0
0	0	0	0	1	0	0	1
<hr/>							
0	0	0	0	0	0	0	0

ZF = 1

Q3)

• data

array1 sdword 40, -90, -67, 98, 78, -45, 0, 32

array2 sdword 8 DUP(?)

• code

main PROC

mov esi, offset array1

mov ecx, lengthof array1

push FD

push ecx

call posvals

pop FD

exit

main endp

posvals PROC

mov edi, offset array2

mov eax, 0

pop ecx

L1:

cmp eax, [esi]

JGE ignore

mov ebx, [esi]

mov [edi], ebx

ADD esi, 4

ADD edi, 4

Jmp endd

ignore:

mov ebx, [esi]

NEG ebx

mov [edi], ebx

ADD esi, 4

ADD edi, 4

end : loop L1

ret

posvals endp

**motox**

**SIEMENS**

Q4.

. data

N sdword ?

a sdword ?

b sdword ?

. code

main PROC

mov eax, 3

mov ebx, a

mov edx, b

L1:

cmp N, ebx

jne con1

jmp endd

con1:

cmp N, ebx

jge con2

jmp next

con2:

cmp N, edx

jle endd

next:

mov ecx, N

sub ecx, 2

mov N, ecx

jmp outt

end:

dec N

out:

mov ecx, N

cmp ecx, 0

jg L1

exit

main endp.

Q5)

.data

st1 byte "Enter a number", 0

.code

main PROC

```
mov edx, offset st1
call WriteString
mov eax, 0
call ReadInt
```

```
cmp al, 1
JE meet1
```

```
cmp al, 3
JE meet1
JNE con2
```

```
meet1:
    mov al, 'o'
    call WriteChar
    jmp endd
```

```
con2:
    cmp al, 2
    JE meet2
```

```
    cmp al, 4
    JE meet2
    JNE endd
```

```
meet2:
    mov al, 'e'
    call WriteChar
    jmp endd
```

```
endd:
    exit
main endp
```

Q6.)

• data

a dword 100

b dword 200

c dword 0

i dword ?

j dword ?

• code

main PROC

mov ecx, 4

L1:

mov eax, a

add b, eax

mov al, b

call writeint.

push ecx

mov ecx, 4.

L2:

~~mov ecx, 4~~

dec a

mov ebx, c

add ebx, 10

mov c, ebx

Loop L2

pop ecx ~~al, a~~

mov al, a

call writeint

mov al, c

call writeint

Loop L1

exit

main endp

Q7)

.data

str1 byte "Enter a number: ", 0

.code

main PROC

mov edx, offset str1  
call WriteString  
call readint

mov ecx, eax  
push eax

L1:

Push ecx

L2:

call WriteInt  
dec al

Loop L2

pop ecx

pop eax

Loop L1

exit

main endp

Q8). .data

a byte 11110101b

str1 byte "even parity", 0

str2 byte "odd parity", 0

.code .

main PROC

movzx eax, a

mov ~~eax~~ ebx, 0 ; number of 1s.

mov ecx, 8

Loop1:

rcr al, 1

Jnc L1

inc ebx

L1:

loop loop1

mov eax, ebx

mov bl, 2

div bl

movzx eax, ah

cmp eax, 0

je evenn

mov edx, offset str2

call writestring

jmp endd.

evenn:

mov edx, offset str1

call writestring

endd:

exit

main ENDP

END main.