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Report for Reverse String, Version 1 (ReverseString.asm)

This program uses a loop with indirect addressing to the reverse of a source string to a target string. At the end of the program both the source and the target are both display using WRITESTRING. The source string is of size byte is initialized to the first program phrase “Hello World!” with a null character following the string. The target string is initialized to duplicated # symbols to the size of the source string -1. ECX is set to the size of the source string -1 for the null character. ESI is set to the offset of the source string. EDI is set to the end of the target string. Inside the loop the program moves the source character to AL register then moves that character from the register to the current address of the target string. After the moves ESI in incremented and EDI is decremented. After exiting the loop both strings are outputted using WRITESTRING.

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