

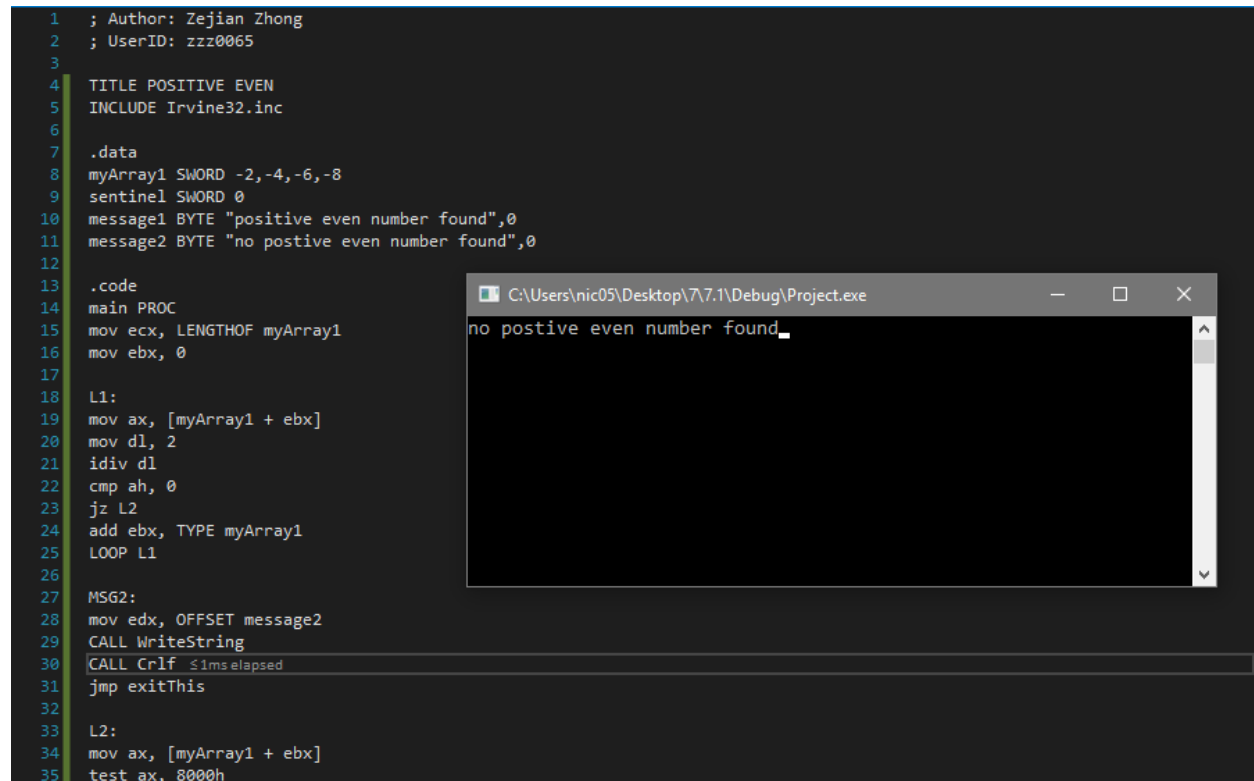
Comp 3350: Computer Organization & Assembly Language

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 an array to determine the first positive EVEN number in the array. If a positive value is found, the program should print "positive even number found" and the value. If no positive EVEN value is found in the array, the program should print "no positive even number found." Submit list file and show the runs for the following data items:
 - a. all negative even values
 - b. all positive odd values
 - c. mixed negative and positive values which are odd and even (two different examples with odd and even numbers at different indices)

a.



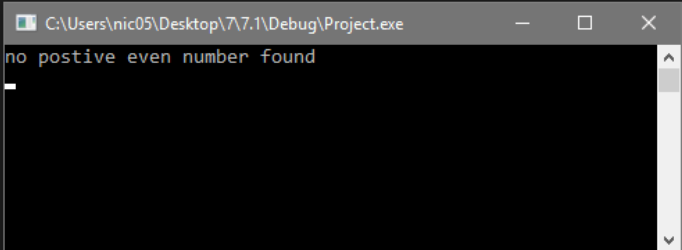
The screenshot shows an assembly program in a text editor and its execution in a debugger window. The assembly code defines an array of negative even numbers and a loop that checks for positive even numbers. Since no positive even number is found, it prints the message "no positive even number found".

```
1 ; Author: Zejian Zhong
2 ; UserID: zzz0065
3
4 TITLE POSITIVE EVEN
5 INCLUDE Irvine32.inc
6
7 .data
8 myArray1 SWORD -2,-4,-6,-8
9 sentinel SWORD 0
10 message1 BYTE "positive even number found",0
11 message2 BYTE "no positive even number found",0
12
13 .code
14 main PROC
15 mov ecx, LENGTHOF myArray1
16 mov ebx, 0
17
18 L1:
19 mov ax, [myArray1 + ebx]
20 mov dl, 2
21 idiv dl
22 cmp ah, 0
23 jz L2
24 add ebx, TYPE myArray1
25 LOOP L1
26
27 MSG2:
28 mov edx, OFFSET message2
29 CALL WriteString
30 CALL Crlf
31 jmp exitThis
32
33 L2:
34 mov ax, [myArray1 + ebx]
35 test ax, 8000h
```

Execution window output: no positive even number found

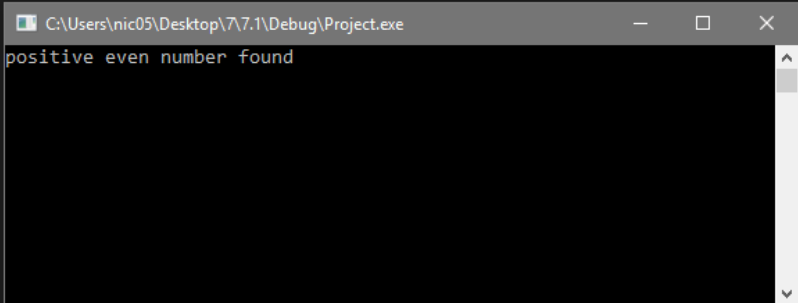
b.

```
1 ; Author: Zejian Zhong
2 ; UserID: zzz0065
3
4 TITLE POSITIVE EVEN
5 INCLUDE Irvine32.inc
6
7 .data
8 myArray1 SWORD 1,3,5,7
9 sentinel SWORD 0
10 message1 BYTE "positive even number found",0
11 message2 BYTE "no postive even number found",0
12
13 .code
14 main PROC
15 mov ecx, LENGTHOF myArray1
16 mov ebx, 0
17
18 L1:
19 mov ax, [myArray1 + ebx]
20 mov dl, 2
21 idiv dl
22 cmp ah, 0
23 jz L2
24 add ebx, TYPE myArray1
25 LOOP L1
26
27 MSG2:
28 mov edx, OFFSET message2
29 CALL WriteString
30 CALL Crlf
31 jmp exitThis
32
33 L2:
34 mov ax, [myArray1 + ebx]
35 test ax, 8000h
```



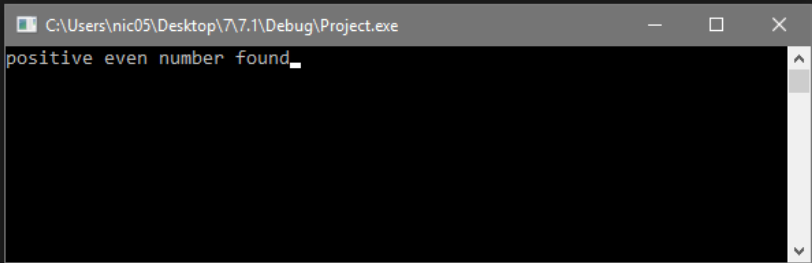
c.Mix1

```
1 ; Author: Zejian Zhong
2 ; UserID: zzz0065
3
4 TITLE POSITIVE EVEN
5 INCLUDE Irvine32.inc
6
7 .data
8 myArray1 SWORD -1,2,-3,5,7,-11
9 sentinel SWORD 0
10 message1 BYTE "positive even number found",0
11 message2 BYTE "no postive even number found",0
12
13 .code
14 main PROC
15 mov ecx, LENGTHOF myArray1
16 mov ebx, 0
17
18 L1:
19 mov ax, [myArray1 + ebx]
20 mov dl, 2
21 idiv dl
22 cmp ah, 0
23 jz L2
24 add ebx, TYPE myArray1
25 LOOP L1
26
27 MSG2:
28 mov edx, OFFSET message2
29 CALL WriteString
30 CALL Crlf
31 jmp exitThis
32
33 L2:
34 mov ax, [myArray1 + ebx]
35 test ax, 8000h
```

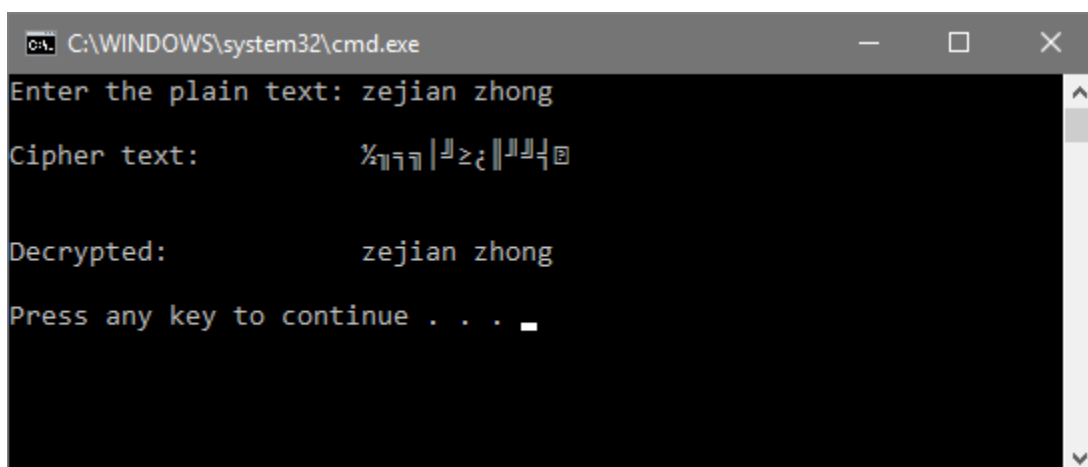


c.Mix2

```
1 ; Author: Zejian Zhong
2 ; UserID: zzz0065
3
4 TITLE POSITIVE EVEN
5 INCLUDE Irvine32.inc
6
7 .data
8 myArray1 SWORD -1,-3,5,7,2,-11
9 sentinel SWORD 0
10 message1 BYTE "positive even number found",0
11 message2 BYTE "no postive even number found",0
12
13 .code
14 main PROC
15 mov ecx, LENGTHOF myArray1
16 mov ebx, 0
17
18 L1:
19 mov ax, [myArray1 + ebx]
20 mov dl, 2
21 idiv dl
22 cmp ah, 0
23 jz L2
24 add ebx, TYPE myArray1
25 LOOP L1
26
27 MSG2:
28 mov edx, OFFSET message2
29 CALL WriteString
30 CALL CrLf
31 jmp exitThis
32
33 L2:
34 mov ax, [myArray1 + ebx]
35 test ax, 8000h
```



2. Write a program which encodes any string using the XOR instruction. Test it using your <first name last name> in the data segment to produce cipher text and then decode using the program to get plain text. Use the last 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. What are the strengths and weaknesses of this encryption method? Can you think of another way doing such encryption? What are the strengths and weaknesses of your method?



Strengths: Hard to find out original text at one glance

Weaknesses: The length of cipher text is the same with original text, the original text can be guessed in long run. Using only one key will also increase the risk.

Other method: One time pad encryption

Strengths: Every key is one-time used, more secure.

Weakness: Cannot be decode if losing the key pad.

3. Implement the following two pseudo-codes in assembly language (assume signed numbers). Declare Apple and Pear as word sized variables. Test the program for input data sets listed below and print values assigned to Apple and Pear. Submit list file and show output for all input data sets.

A. if ((cx = bx) AND (cx >= val1))

 Apple = 1;

Else

 Apple = 0;

B. if ((bx = cx) OR (cx >= val1))

 Pear = 1;

Else

 Pear = 0;

Input test data

CX	BX	Val1
0	0	0
0	0	1
0	1	0
0	1	1
1	0	0
1	0	1
1	1	0
1	1	1

000

```
C:\WINDOWS\system32\cmd.exe
Apple = 0
Pear = 1
Press any key to continue . . .
```

001

```
C:\WINDOWS\system32\cmd....
Apple = 1
Pear = 1
Press any key to continue . . .
```

010

```
C:\WINDOWS\system32\cmd.exe
Apple = 0
Pear = 1
Press any key to continue . . .
```

011

```
C:\WINDOWS\system32\cmd.exe
Apple = 0
Pear = 1
Press any key to continue . . .
```

100

```
C:\WINDOWS\system32\cm...
Apple = 0
Pear = 0
Press any key to continue . . .
```

101

C:\WINDOWS\system32\cm...

Apple = 0
Pear = 0
Press any key to continue . . .

110

C:\WINDOWS\system32\cmd.exe

Apple = 0
Pear = 1
Press any key to continue . . .

111

C:\WINDOWS\system32\cmd.exe

Apple = 0
Pear = 1
Press any key to continue . . .

4. Draw the stack (pencil-paper or word→pdf) at different points of the main and subroutine to show your understanding of the call and return functions.

```

Main PROC
4040040      call FloatAdd
4040046      mov eax, ebx
...
...

FloatAdd PROC
4041020      Push ecx
4041024      Push ebx
4041028      mov eax, edx
...
...
404A030      Pop ebx
404A032      Pop ecx
404A034      ret
FloatAdd ENDP

```

Before call to FloatAdd

OFFSET

00001000 ESP

0000FFC 00000000

0000FF8 00000000

0000FF4 00000000

0000FF0 00000000

EIP = 04040040

After call to FloatAdd

OFFSET

00001000 ESP

0000FFC 04040046

0000FF8 00000000

0000FF4 00000000

0000FF0 00000000

EIP = 04041020

After Push ecx

OFFSET

00001000

0000FFC 04040046

0000FF8 (ecx) ESP

0000FF4 00000000

0000FF0 00000000

After Push ebx

OFFSET

00001000

0000FFC 04040046

0000FF8 (ecx)

0000FF4 (ebx) ESP

0000FF0 00000000

After Pop ebx

OFFSET

00001000

0000FFC 04040046

0000FF8 (ecx) ESP

0000FF4 00000000

0000FF0 00000000

After Pop ecx

OFFSET

00001000 ESP

0000FFC 04040046

0000FF8 00000000

00000FF4	00000000
00000FF0	00000000

After Return

OFFSET

00001000	ESP
----------	-----

00000FFC	00000000
----------	----------

00000FF8	00000000
----------	----------

00000FF4	00000000
----------	----------

00000FF0	00000000
----------	----------

EIP = 04040046