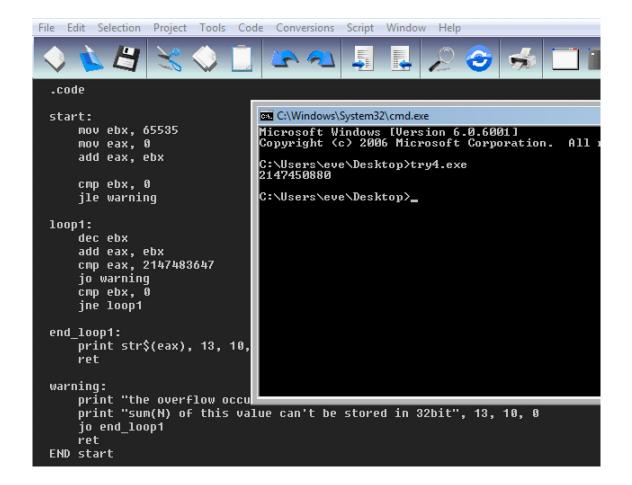
1 Assignment

1. Screenshots for Task 1.

The N value is stored in the ebx register. sum(N) is stored in the eax register. I renamed the submitted .asm files that you can see in the zip folder according to the task number.

Valid N cases:

```
C:\Windows\System32\cmd.exe
start:
                       Microsoft Windows [Version 6.0.6001]
Copyright (c) 2006 Microsoft Corporation.
     mov ebx, 1
     mov eax, 0
     add eax, ebx
                       C:\Users\eve\Desktop>try4.exe
                        C:\Windows\System32\cmd.exe
start:
                        Microsoft Windows [Version 6.0.6001]
Copyright (c) 2006 Microsoft Corporation.
     mov ebx, 5
     mov eax, 0
                        C:\Users\eve\Desktop>try4.exe
15
     add eax, ebx
                        C:\Windows\System32\cmd.exe
start:
                        Microsoft Windows [Version 6.0.6001]
    mov ebx, 42
                        Copyright (c) 2006 Microsoft Corporation.
    mov eax, 0
                        C:\Users\eve\Desktop>try4.exe
    add eax, ebx
                        903
                        C:\Windows\System32\cmd.exe
                        Microsoft Windows [Version 6.0.6001]
start:
                        Copyright (c) 2006 Microsoft Corporation.
     mov ebx, 999
     mov eax, 0
                        C:\Users\eve\Desktop>try4.exe
499500
     add eax, ebx
                          C:\Windows\System3Z\cmd.exe
                          Microsoft Windows [Version 6.0.6001]
Copyright (c) 2006 Microsoft Corporation.
start:
     mov ebx, 12345
     mov eax, 0
                          C:\Users\eve\Desktop>try4.exe
76205685
     add eax, ebx
                        C:\Windows\System32\cmd.exe
start:
                        Microsoft Windows [Version 6.0.6001]
    mov ebx, 40000
                        Copyright (c) 2006 Microsoft Corporation.
    mov eax, 0
                        C:\Users\eve\Desktop>try4.exe
800020000
    add eax, ebx
```



Overflow and invalid N warning cases:

```
start:
                            C:\Windows\System32\cmd.exe
     mov ebx, 65536
                            Microsoft Windows [Version 6.0.6001]
Copyright (c) 2006 Microsoft Corporation.
     mov eax, 0
                                                                                       A13
     add eax, ebx
                            C:\Users\eve\Desktop>try4.exe
the overflow occured:
sum(N) of this value can't be stored in 32bit
     cmp ebx, 0
                             Microsoft Windows [Version 6.0.6001]
Copyright (c) 2006 Microsoft Corporation.
start:
      mov ebx, 0
      mov eax, 0
                             C:\Users\eve\Desktop>try4.exe
N must be greater than 0
      add eax, ebx
                             C:\windows\systemsz\cmd.exe
start:
                             Microsoft Windows [Version 6.0.6001]
                             Copyright (c) 2006 Microsoft Corporation.
      mov ebx, -1
      mov eax, 0
                             C:\Users\eve\Desktop>try4.exe
N must be greater than 0
      add eax, ebx
```

2. Screenshots for Task 2.

```
C:\Windows\System32\cmd.exe
 strcreator PROTO :DWORD, :DW
                                  Microsoft Windows [Version 6.0
Copyright (c) 2006 Microsoft (
                                  C:\Users\eve\Desktop> t2.exe
4294967295
C:\Users\eve\Desktop>_
    n dd 4294967295
 .data?
                            Microsoft Windows [Version 6.
Copyright (c) 2006 Microsoft
 strcreator PROTO :DV
                             C:\Users\eve\Desktop>t2.exe
 .data
      n dd 0
                             C:\Users\eve\Desktop>
 .data?
                             C:\Windows\System32\cmd.exe
 strcreator PROTO :DWOR
                            Microsoft Windows [Version 6.0.6
Copyright (c) 2006 Microsoft Cox
 .data
                             G:\Users\eve\Desktop>t2.exe
123
G:\Users\eve\Desktop>
     n dd 000123
 .data?
                              C:\Users\eve\Desktop>t2.exe
                              4444444
C:\Users\eve\Desktop>
 .data
      n dd 4444444
 .data?
                            C:\Windows\System32\cmd.exe
.data
                            Microsoft Windows [Version 6.
Copyright (c) 2006 Microsoft
     n dd 10000000
.data?
                            C:\Users\eve\Desktop>t2.exe
10000000
buf db 11 dup(?)
                            C:\Users\eve\Desktop>_
                             Microsoft Windows [Version 6
Copyright (c) 2006 Microsoft
.data
     n dd -1
.data?
                             C:\Users\eve\Desktop>t2.exe
N is less than Ø
buf db 11 dup(?)
                             C:\Users\eve\Desktop}_
                             Microsoft Windows [Version 6
Copyright (c) 2006 Microsoft
 .data
       n dd 98776655
                            C:\Users\eve\Desktop>t2.exe
98776655
C:\Users\eve\Desktop>_
 .data?
 buf db 11 dup(?)
                            Copyright (c) 2006 Microsoft
.data
                            C:\Users\eve\Desktop>t2.exe
3333888
     n dd 3333<u>888</u>
 data?
                            C:\Users\eve\Desktop>
                            C:\Users\eve\Desktop>t2.exe
      n dd -3333888
                            N is less than 0
                            C:\Users\eve\Desktop>_
 .data?
                            C:\Users\eve\Desktop>t2.exe
 .data
      n dd 5
                            5
C:\Users\eve\Desktop>
 .data?
```

- 3. CPU, memory & I/O are the three main components of computer architecture. All three elements are connected and need each other to create a proper user experience.
 - CPU central processing unit is used to process input data from a user and return the output. It processes the data according to code instructions and executes programs.
 - Memory is a data storage unit with a limited capacity of data that can be stored (which is expressed in Bytes). Once a user enters data using input devices, the computer system stores this data in its memory unit. Users can also read information from memory, store and edit it. RAM – random-access memory – is a short-term memory where data is stored temporarily, while the processor needs it.
 - I/O input/output is an umbrella term, unifying all kinds of devices designed either to receive data from the client to the computer (input), and to send the data from the computer to the client (output). It is a set of interfaces which allow clients communication with the computer.