include irvine32.inc

includelib irvine32.lib

include macros.inc

.data

ent BYTE "Enter the value:" ,0

chose BYTE "Choose the number:",0

loose BYTE "...........You loose..........",0

qualify BYTE ".......You qualified.......",0

rand BYTE "Number Generated",0

great BYTE "Number is greator",0

less BYTE "Number is lesser",0

nmber BYTE ?

.code

main proc

call Display

call Random

mov ecx,5

mov ebx,10

L1:

call Input

call Check

cmp ebx,0

JE match

LOOP L1

JECXZ loss

match:

mov ecx,5

L2:

call Random

call Random1

call Input

call Check1

cmp ebx,0

JE loss

LOOP L2

call win

jmp exxi

loss:

call crlf

mWrite <" Number was ",0dh>

mov al,nmber

call writeint

call crlf

mov edx,offset loose

call writestring

call crlf

exxi:

call waitmsg

exit

main endp

Display Proc

call settextcolor

call crlf

call crlf

call crlf

call crlf

call crlf

call crlf

mov eax,blue

call settextcolor

mWrite <" \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*",0dh,0ah>

mWrite <" \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ",0dh,0ah>

mWrite <" | | ",0dh,0ah>

mWrite <" | \*\* \*\* \*\* \*\*\*\*\*\*\*\*\* \*\* \*\* | ",0dh,0ah>

mWrite <" | \*\* \*\* \*\* \*\*\*\*\*\*\*\*\* \*\* \*\* |",0dh,0ah>

mWrite <" | \*\* \*\* \*\* \*\* \*\*\*\* |",0dh,0ah>

mWrite <" | \*\* \*\* \*\* \*\* \*\* \*\* |",0dh,0ah>

mWrite <" | \*\*\*\*\*\*\*\* \*\*\*\*\*\*\*\*\*\* \*\*\*\*\*\*\*\*\* \*\* \*\* |",0dh,0ah>

mWrite <" | \*\*\*\*\*\*\*\* \*\*\*\*\*\*\*\*\*\* \*\*\*\*\*\*\*\*\* \*\* \*\* |",0dh,0ah>

mWrite <" |\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_| ",0dh,0ah>

mWrite <" ",0dh,0ah>

mWrite <" \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*",0dh,0ah>

call crlf

call crlf

mWrite <" \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_MADE BY\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ",0ah,0dh>

call crlf

call crlf

mov eax,lightcyan

call settextcolor

mWrite <" \* ABDUL HANAN BABAR",0dh,0ah>

mov eax, 2500

call delay

call Clrscr

mov eax,LightMagenta

call settextcolor

mWrite <" \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* ",0dh,0ah>

mWrite <" \* \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \*",0dh,0ah>

mWrite <" \* | Let's play Loading------------------ \*| \*",0dh,0ah>

mWrite <" \* |\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\*| \*",0dh,0ah>

mWrite <" \* \*",0dh,0ah>

mWrite <" \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* ",0dh,0ah>

mov eax, 1100

call delay

call Clrscr

mov eax,White

call settextcolor

ret

Display endp

Random Proc

call Randomize

mov eax, 50

call RandomRange

inc eax

mov nmber,al

mov bl,nmber

mov edx,offset rand

call writestring

call crlf

ret

Random endp

Input Proc

mov edx,offset chose

call writestring

call readint

ret

Input endp

Check Proc

cmp al,nmber

JE found

JA Gre

mov edx,offset less

call writestring

call crlf

jmp nl

Gre:

mov edx,offset great

call writestring

call crlf

nl:

jmp exi

found:

mov edx,offset qualify

call writestring

call crlf

mov ebx,0

exi:

ret

Check endp

Check1 Proc

cmp al,nmber

JE foun

mWrite <" Incorect ",0dh,0ah>

mov ebx,0

jmp goo

foun:

mov ebx,1

mWrite <" Correct ",0dh,0ah>

goo:

ret

Check1 endp

Random1 Proc Uses ECX

mov eax, 50

call crlf

mov ecx,2

two:

call Randomize

call RandomRange

inc eax

call writeint

call crlf

loop two

mov al,nmber

call writeint

call crlf

ret

Random1 endp

win Proc

call Clrscr

call crlf

call crlf

call crlf

call crlf

mWrite <" \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*",0dh,0ah>

mWrite <" \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ",0dh,0ah>

mWrite <" | | ",0dh,0ah>

mWrite <" | \*\* \*\* \*\* \*\* \*\* \*\* | ",0dh,0ah>

mWrite <" | \*\* \*\* \*\* \*\* \*\* \*\* \*\* |",0dh,0ah>

mWrite <" | \*\* \*\* \*\* \*\* \*\* \*\* \*\* \*\* |",0dh,0ah>

mWrite <" | \*\* \*\* \*\* \*\* \*\* \*\* \*\* \*\* |",0dh,0ah>

mWrite <" | \*\*\* \*\*\* \*\* \*\* \*\* \*\* |",0dh,0ah>

mWrite <" |\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_| ",0dh,0ah>

mWrite <" ",0dh,0ah>

mWrite <" \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*",0dh,0ah>

call crlf

call crlf

ret

win endp

end main