Task

include irvine32.inc

Z=10

.data

arr DWORD Z DUP(?)

randomarray db “Random number array: ”,0

countone db "Count is ",0

sumis db "Sum is ",0

x DWORD ?

y DWORD ?

.code

main PROC

call Clrscr

mov x, -10

mov y, 10

mov ESI, OFFSET arr

mov ECX, Z

call Fill

mov x, 100

mov y, 1000

mov ESI, OFFSET arr

mov ECX, Z

call Fill

call WaitMsg

exit

main ENDP

Fill PROC

push ecx

push esi

l1:

mov eax, x

mov ebx, y

dec ebx

sub ebx, eax

xchg ebx, eax

call RandomRange

neg ebx

sub eax, ebx

call crlf

call WriteInt

mov [esi], eax

add esi, 4

loop l1

pop esi

pop ecx

ret

Fill ENDP

END main

