Q.no.1

include irvine32.inc

.data

strr DB "Its palindrome",0

strr2 DB "Its not Palindrome ",0

arr DB 100 dup(?),0

t1 DD ?

t2 DD ?

temp DD ?

.code

main proc

mov esi,OFFSET arr

mov ecx, Lengthof arr

call input\_string

l2:

mov al, '0'

cmp [esi], al

je equall

pop EAX

cmp [esi],al

jne notequal

inc esi

loop l2

equall:

call crlf

mov EDX, OFFSET strr

call writestring

jmp exitt

notequal:

call crlf

mov EDX, OFFSET strr2

call writestring

jmp exitt

exitt:

exit

main endp

input\_string PROC

mov t1, esi

mov t2, ecx

pop temp

l1:

call ReadChar

call writechar

mov [esi],Al

INC esi

cmp Al,'0'

je return

push EAX

loop l1

mov ecx, lengthof arr

return:

push temp

mov ecx, t2

mov esi, t1

ret

input\_string endp

end main

Q.no.2

include Irvine32.inc

.code

main proc

call rand\_u

call rand\_s

exit

main endp

rand\_u proc

mov ecx, 10

l1:

mov eax, 4294967294

call randomrange

call writedec

call CRLF

loop l1

ret

rand\_u endp

rand\_s proc

mov ecx,10

L1:

mov eax,99

call randomrange

sub eax,50

call writeint

call crlf

Loop L1

ret

rand\_s endp

end main