*Program 10.1:*

include Irvine32.inc

.code

main proc

call Rand\_NUMBER

exit

main endp

R\_NUMBER proc

MOV ECX, 10

L1:

MOV EAX, 50

call randomize

call randomrange

call writeint

MOV AL , ' '

call writechar

loop L1

ret

R\_NUMBER endp

end main

*Program 10.2:*

include Irvine32.inc

.data

var1 BYTE "This is the source string",0

var2 BYTE SIZEOF source DUP('#')

.code

main proc

mov esi , offset var1

mov ecx, lengthof var1

L1:

push [esi]

inc esi

loop L1

mov esi, offset var2

mov ecx, lengthof var2

L2:

pop [esi]

inc esi

loop L2

mov esi, offset var2

mov ebx, type var2

mov ecx,lengthof var2

call DumpMem

exit

main endp

end main