CS 271Computer Architecture and Assembly Language

```
NOTE: You cannot cmp memory to memory. At least
Self-Check for Lecture #4
                                                   one of the operands must be a register or a constant.
Solutions
                                                   1.
                                                         mov
                                                              eax, k
Solve each problem using the following data segment:
                                                         cmp
                                                              eax, n
                                                         j1
                                                              true
.data
                                                         mov
                                                              edx, OFFSET no
k
      DWORD ?
                                                         call WriteString
      DWORD ?
n
                                                         jmp
                                                              theEnd
                                                   true:
      DWORD ?
х
                                                        mov edx, OFFSET yes
      DWORD ?
У
                                                        call WriteString
      DWORD ?
z
                                                   theEnd:
      BYTE
                    "Yes", 0
yes
                                                   2.
                    "No", 0
      BYTE
no
                                                              eax, k
                                                         mov
maybe BYTE
                    "Maybe",0
                                                         cmp
                                                              eax, n
                                                         j1
                                                              true 1
                                                              true_2
                                                         jg
Assume that variables have been initialized.
                                                         mov edx, OFFSET yes
                                                         call WriteString
Write MASM code to implement the following
                                                         jmp theEnd
high-level pseudo-code decision structures.
                                                   true 1:
1.
                                                              edx, OFFSET maybe
                                                         mov
                                                         call WriteString
if (k < n)
                                                         jmp
                                                              theEnd
      print (yes);
                                                   true 2:
else
                                                        mov edx, OFFSET no
      print (no);
                                                        call WriteString
                                                   theEnd:
                                                   з.
2.
                                                         mov
                                                              eax, x
if (k < n)
                                                         cmp
                                                              eax, y
                                                              false
      print (maybe);
                                                         jge
                                                              ebx, z
                                                         mov
else
                                                         cmp y, ebx
      if (k > n)
                                                         jge false
             print(no);
                                                         mov edx, OFFSET yes
                                                        call WriteString
      else
                                                         jmp theEnd
             print (yes);
                                                   false:
                                                        mov
                                                              edx, OFFSET no
                                                        call WriteString
                                                   theEnd:
3.
if ((x < y) AND (y < z))
                                                   4.
      print (yes);
                                                         mov
                                                              eax, x
else
                                                         cmp eax, y
                                                         j1
                                                              true
      print (no);
                                                         cmp
                                                              eax, z
                                                         jg
                                                              true
                                                              edx, OFFSET maybe
                                                         mov
                                                        call WriteString
4.
                                                         jmp
                                                              theEnd
if ((x < y) OR (x > z))
                                                   true:
      print (no);
                                                        mov
                                                              edx, OFFSET no
else
                                                        call WriteString
      print (maybe);
                                                   theEnd:
```