

(25 points)

Download the zipped file named **Exam1XXX.zip** in the CSCI2160 folder on your thumb drive (or on your Z: drive). Unzip this folder into the CSCI2160 and rename the folder to include your 3 initials instead of the XXX. Write a program **exam1XXX.asm** and save it in this new Exam1XXX folder to solve the equation:

program **exam1XXX.asm** to solve the equation:

$$iT = iZ + sV - bX;$$

where the initial values are : $iZ = 200$, $sV = 150$, and $bX = 75$

Use the macros as you did in the lab on Monday to convert numbers to character strings and to display numeric strings: I have listed them here for your convenience: You will need to place the include statement right below the ExitProcess prototype in your code.

include BaileyMacros011.asm

puts *operand1*

operand1 is the name of the null-terminated string you wish to display

numToString *operand1, operand2*

operand1 is the name of the string that identifies the bytes where you will store the numeric characters that represent the number. The number will be converted to a null-terminated string of characters.

operand2 is either a 4-byte register, or a 4-byte memory location that contains the number to convert

Define a line in your data segment

crlf byte 10,13,0 ;for use in getting a newline

You can use the **puts** macro to advance to the beginning of a newline as:

puts crlf ;advance to the beginning of a newline

Deliverables

Write enough code to display something like the following:

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The solution to the equation is XXXX (*where XXXX represents the answer to the problem*)

Staple this sheet as a cover sheet to a hardcopy of your source listing (.asm file, NOT the .assembly listing .lst), and a printout of your screenshot of your program working.