

**Source File:** lab18.asm  
**Input:** None  
**Output:** Standard Output  
**Value:** 2

Write a program using the `loop` instruction that copies a string from `source` to `target`, reversing the character order in the process. Use the following initialized variables:

```
1 SECTION .data
2 source db "This is the source string",0
3 length equ $ - source
4 target times length db '#'
```

Use the following code segment as a guide to display the hexadecimal contents of an area of memory. Use this code segment to display the contents of the `source` string and the `target` string twice—once before the loop and once after the loop.

```
1 mov     esi, source           ; Place address of variable in esi
2 mov     ecx, length          ; Place # of units to display in ecx
3 mov     ebx, 1                ; Use byte format
4 call    DumpMem
```

(The `DumpMem` procedure is explained in Section 5.4.)

Add an identification section as shown below to the top of your source file.

```
        ; Your name
        ; CS 3304
        ; Lab 18
```

A sample execution sequence is shown in Figure 1. To use the `Makefile` as distributed in class, add a target of `lab18` to `targetsAsmLanguage`.

```
1 newuser@csunix ~/3304/18> make
2 nasm -f elf32 -l lab18.lst -o lab18.o lab18.asm -I/usr/local/3304/include/ -I.
3 ld -m elf_i386 --dynamic-linker /lib/ld-linux.so.2 -o lab18 lab18.o \
4 /usr/local/3304/src/Along32.o -lc
5 newuser@csunix ~/3304/18> ./lab18
6
7 Dump of offset 0804A010
8 -----
9 54 68 69 73 20 69 73 20 74 68 65 20 73 6F 75 72
10 63 65 20 73 74 72 69 6E 67 00
11
12 Dump of offset 0804A02A
13 -----
14 23 23 23 23 23 23 23 23 23 23 23 23 23 23 23
15 23 23 23 23 23 23 23 23 23
16
17 Dump of offset 0804A010
18 -----
19 54 68 69 73 20 69 73 20 74 68 65 20 73 6F 75 72
20 63 65 20 73 74 72 69 6E 67 00
21
22 Dump of offset 0804A02A
23 -----
24 00 67 6E 69 72 74 73 20 65 63 72 75 6F 73 20 65
25 68 74 20 73 69 20 73 69 68 54
26 newuser@csunix ~/3304/18>
```

**Figure 1.** Commands to Assemble, Link, & Run Lab 18