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; Exercise 10 - Even or Odd
; Purpose: If number is even store 0, else store 1.
; #belleswhoshell.ca
```

```
section .data
num dd 7
out dd 0
```

```
section .text
global _start
```

```
_start:
    mov eax, [num]
    test eax, 1          ; test lowest bit
    jz .is_even
    ; odd
    mov dword [out], 1
    jmp .done
.is_even:
    mov dword [out], 0

.done:
    ; exit
    mov eax, 60
    xor edi, edi
    syscall
```