## **System Programming Lab**

## **Assignment 1**

- 1. Write and test a MASM program to Display your name and program title on the output screen.
- 2. Write and test a MASM program to convert a letter from uppercase to lowercase.
- 3. Write and test a MASM program to add two Hexadecimal Numbers.
- 4. Write and test a MASM program to find the second max and second min from an array.
- 5. Write and test a MASM program to display a terminating message.
- 6. Write and test a MASM program to Take a character from the keyboard and print it.
- 7. Write and test a MASM program to validate second numbers is less than the first
- 8. Write and test a MASM program to find maximum and minimum from an array.
- 9. Write and test a MASM program to loop until the user decides to quit
- 10. Write and test a MASM program to print all the characters from A-Z.

## Submission Deadline: 20/07/2019

## **Assignment 2**

- 1. Write and test a MASM program to add and subtract two 16 bit numbers.
- 2. Write and test a MASM program to Convert Binary digit to Decimal and vice versa.
- 3. Write and test a program to print pairs of even numbers where the summation of the numbers in each pair is 100.
- 4. Write and test a MASM program to multiply two 32 bit numbers.
- 5. Write and test a MASM program to divide a 16 bit number by an 8 bit number.
- 6. Write and test a MASM program to Print Fibonacci series upto 10 terms.
- 7. Write and test a MASM program for substring deletion from a given string.
- 8. Write and test a MASM program to identify the GCD and LCM of three numbers.
- 9. Write and test a MASM program to Implement Linear search and Binary Search.
- 10. Write and test a MASM program to print prime numbers between 1 to 100.
- 11. Write and test a MASM program to perform Insertion and Selection sort.
- 12. Write and test a MASM program to rename a file.
- 13. Write and test a MASM program to print the system time and date.

Submission Deadline: 03/08/2019

No programs will be checked after the due date.

Rest of the assignments will be updated later.