



8086

Binary Search

<https://github.com/ahmedokka29/microprocessor8086-project>

Introduction

- In our project we use the x86 assembly language to build a Binary search algorithm in which we used a lot of what we have learned in our microprocessor course and from our own research.
- We used emu8086 to assemble and run our program.



Binary Search

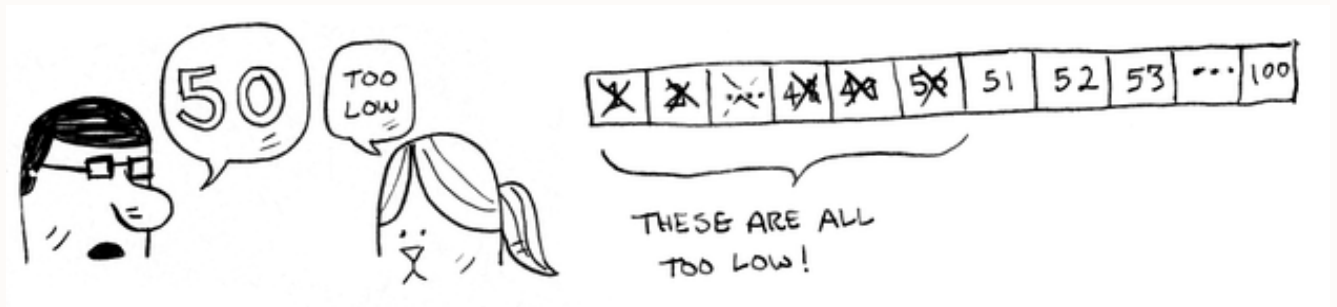
- Binary search is an algorithm; its input is a sorted list of elements. If an element you're looking for is in that list, binary search returns the position where it's located. Otherwise, binary search returns null.



Binary Search

- Here's an example of how binary search works. I'm thinking of a number between 1 and 100.

Start with 50.



Too low, but you just eliminated *half* the numbers! Now you know that 1–50 are all too low. Next guess: 75.

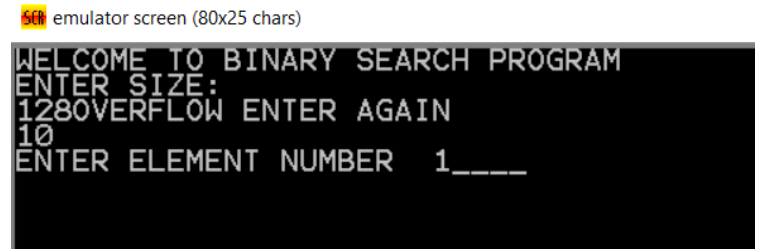


Too high, but again you cut down half the remaining numbers! *With binary search, you guess the middle number and eliminate half the remaining numbers every time.* Next is 63 (halfway between 50 and 75).



How our program work #1

- Firstly, our program can save an array up to 127 elements.
- When the user enters size greater than 127, the program shows error message “overflow try again” which gives the opportunity to user to enter right value.

 emulator screen (80x25 chars)

```
WELCOME TO BINARY SEARCH PROGRAM
ENTER SIZE:
128OVERFLOW ENTER AGAIN
10
ENTER ELEMENT NUMBER 1_____
```

How our program work #2

- The user should fill the array list sorted within certain range 0 to 127.
- Case1: If the user enters number outside that range the program will display error message and let the user enter the number again.
- Case2: If the user enters number lower than the last previous number that's not allowed, and the program displays that number is not sorted and let the user sorted number again.

```
10
ENTER ELEMENT NUMBER 1____
255OVERFLOW ENTER AGAIN____
1
ENTER ELEMENT NUMBER 2____
2
ENTER ELEMENT NUMBER 3____
3
ENTER ELEMENT NUMBER 4____
4
ENTER ELEMENT NUMBER 5____
5
ENTER ELEMENT NUMBER 6____
6
ENTER ELEMENT NUMBER 7____
7
ENTER ELEMENT NUMBER 8____
89
ENTER ELEMENT NUMBER 9____
90
ENTER ELEMENT NUMBER 10____
95
```

How our program work #3

- After filling the sorted list, the program let the user search on certain key to know its position and how much its occurrences.
- The program displays the first position that the key appears at.

```
Enter Key  
Invalid Character  
5  
KEY IS FOUND AT POSITION 5  
NUMBER OF OCURRENCES IS 4
```

Team Members

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**Thanks for your
attention**