



COMSATS University Islamabad, Lahore Campus

Department of Computer Engineering

Microprocessor Systems and Interacting (CPE342)

Course Instructor: Engr. Usman Rafique

Assignment __ONE__

Section: _FA22-BCE-B_

Submitted by: Abdullah Laeeq

Reg. number: FA22-BCE-026

Submitted on: _____

	Q1	Q2	Q3	Total
Marks Obtained				



Microprocessor Systems and Interfacing (CPE342) Course Instructor: Usman Rafique
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Subject: Microprocessor Systems and Interfacing (CPE342)		Batch: FA22-BCE-B
Assignment No. ONE		Total Marks: 30
Handed over on: 28th Feb. 2025	Submission Date: 7th March 2025 (In class)	
Student's Name: Abdullah Laeeq		
Registration Number: FA22-BCE-026		
Instructions: <ul style="list-style-type: none">• Provide your solution in the space provided against each problem• Back side of each leaf is for rough work only• Submission after the deadline will not be graded• Do not use lead pencil in your solution		

Note: The CPU referred to in this problem sheet is Intel 8086-88.

Problem 1

10 Marks

Write an assembly language program that computes the sum of four 16-bit numbers residing in SI, DI, AX, and DX. The sum must be stored in SS.

Solution:

```
mov si, 1234h
mov di, 5678h
mov ax, 9ABCh
mov dx, 0F012h

add ax, si
add ax, di
add ax, dx

mov ss, ax

mov bp, sp
sub bp, 2
mov [ss:bp], ax ;
```

Problem 2**10 Marks**

Write an assembly language program that computes the average of all the 16-bit numbers found in all the segment registers. The result must be stored in SP. Use the minimum number of instructions.

Solution:**mov ax, cs****mov bx, ds****add ax, bx****mov bx, es****add ax, bx****mov bx, ss****add ax, bx****mov cl, 2****shr ax, cl ; $AX = AX / 4$ (logical shift right)****mov sp, ax**

Problem 3**10 Marks**

Write an assembly language program that complements the bits with bit number 0, 1, 3, 5, 11 and 14 of the words stored at 52A8H:4122H, AB44H:C23FH and 7CD0H:B234H. Make use of a subroutine named "BIT_MASK".

Solution:

```
.data
; Bit mask for bits 0, 1, 3, 5, 11, 14
MASK dw 0100010000101011b

.code
; Set DS to point to data segment (to read MASK once)
mov ax, @data
mov ds, ax
; Save MASK in a register (since DS will change later)
mov cx, MASK ; CX now holds the bit mask
; Complement bits in first word: 52A8:4122
mov ax, 052A8h
mov es, ax ; Set ES to target segment
mov di, 04122h ; Offset within segment
call BIT_MASK
; Complement bits in second word: AB44:C23F
mov ax, 0AB44h
mov es, ax ; Set ES to target segment
mov di, 0C23Fh ; Offset within segment
call BIT_MASK
; Complement bits in third word: 7CD0:B234
mov ax, 07CD0h
mov es, ax ; Set ES to target segment
mov di, 0B234h ; Offset within segment
call BIT_MASK

; ===== Subroutine to complement bits =====
BIT_MASK proc
; Load the word from memory (ES:DI)
mov bx, es:[di]

; Complement only the selected bits using CX (which holds MASK)
xor bx, cx

; Store the modified word back to memory
mov es:[di], bx

; Return to caller
ret
BIT_MASK endp
```