



Computer Organization & Assembly Language (CSC325) Course Instructor: Usman Rafique  
**COMSATS UNIVERSITY ISLAMABAD, Lahore Campus**  
**Department of Computer Engineering**

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

**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.

**START :**

```
ADD    SI, DI
ADC    SI, AX
ADC    SI, DX
MOV    SS, SI
END
```

**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 minimum number of instructions.

```
MOV    AX, CS
MOV    BX, DS
MOV    CX, ES
MOV    DX, SS
ADD    AX, BX
ADC    AX, CX
ADC    AX, DX
MOV    DL, 4
IDIV   DL
MOV    SP, AX
END
```

**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".

```
JMP    START

BIT_MASK:
    XOR    [BX], 482BH
    RET

START:
    MOV    BX, 52A8H
    MOV    DS, BX
    MOV    BX, 4122H
    CALL   BIT_MASK

    MOV    BX, 0AB44H
    MOV    DS, BX
    MOV    BX, 0C23FH
    CALL   BIT_MASK

    MOV    BX, 07CD0H
    MOV    DS, BX
    MOV    BX, 0B234H
    CALL   BIT_MASK

    END
```