

## QUESTION 1

```
.model small
.stack 100h
.data
    alph db "A B C D E F G H I J K L M N O P Q R S T U V X Y Z $"
.code

main proc
    mov ax, @data
    mov ds, ax
    mov dx, offset alph
    mov ah, 09h
    int 21h

    mov ah, 2
    int 21h

    mov ah, 4ch
    int 21h
main endp

end main
```

## QUESTION 2

```
.model small
.stack 100h
.data
    numbers dw 0, 1, 2, 3, 4, 5, 6, 7, 8, 9 ; Array of numbers from 0 to 9
    count dw 10 ; Number of elements in the array
.code
main proc
```

; Initialize the data segment

mov ax, @data

mov ds, ax

; Initialize registers

xor bx, bx ; Clear BX to use it for the sum

mov cx, count ; Load the count of numbers into CX

lea si, numbers ; Load the address of the numbers array into SI

sum\_loop:

add bx, [si] ; Add the current number to BX

add si, 2 ; Move to the next number (each number is 2 bytes)

loop sum\_loop ; Repeat until CX is 0

; Calculate the average

mov ax, bx ; Move the sum into AX

xor dx, dx ; Clear DX before division

mov cx, count ; Load count into CX

div cx ; AX = AX / CX, quotient in AX (average), remainder in DX

; Store the result (average) in BX

mov bx, ax ; Store the average in BX

; Optional: Display the average (not part of the requirements)

; Convert the average to ASCII and print if needed...

; Exit program

mov ax, 4C00h ; DOS terminate program

int 21h

```
main endp
```

```
end main
```

### QUESTION 3

```
.model small
```

```
.stack 100h
```

```
.data
```

```
    alph db "z y x w v u t s r q p o n m l k j i h g f e d c b a $"
```

```
.code
```

```
main proc
```

```
    mov ax, @data
```

```
    mov ds, ax
```

```
    mov dx, offset alph
```

```
    mov ah, 09h
```

```
    int 21h
```

```
    mov ah, 2
```

```
    int 21h
```

```
    mov ah, 4ch
```

```
    int 21h
```

```
main endp
```

```
end main
```

### Question 4

```
.model small
```

```
.stack 100h
```

```
.data
```

```
numbers db 5 dup(0)
```

```
prompt db 'Enter a number (0-9): $'
```

```
newline db 0Dh, 0Ah, '$'
```

```
display_msg db 'You entered: $'
```

```
.code
```

```
main proc
```

```
    mov ax, @data
```

```
    mov ds, ax
```

```
    ; Input loop
```

```
    mov cx, 5
```

```
    mov si, 0
```

```
input_loop:
```

```
    ; Display prompt
```

```
    mov dx, offset prompt
```

```
    mov ah, 09h
```

```
    int 21h
```

```
    ; Read input
```

```
    mov ah, 01h
```

```
    int 21h
```

```
    sub al, '0'
```

```
    mov numbers[si], al
```

```
    ; Print newline
```

```
    mov dx, offset newline
```

```
    mov ah, 09h
```

```
    int 21h
```

```
inc si
```

```
loop input_loop
```

```
; Display numbers
```

```
mov dx, offset display_msg
```

```
mov ah, 09h
```

```
int 21h
```

```
mov cx, 5
```

```
mov si, 0
```

```
display_loop:
```

```
mov al, numbers[si]
```

```
add al, '0'
```

```
mov ah, 0Eh
```

```
int 10h
```

```
mov al, ' '
```

```
mov ah, 0Eh
```

```
int 10h
```

```
inc si
```

```
loop display_loop
```

```
; Print newline
```

```
mov dx, offset newline
```

```
mov ah, 09h
```

```
int 21h
```

```

; Exit program
mov ah, 4Ch
int 21h

main endp
end main

Create Adding 3 number using Macro
;ex1
;using macro
;macro

.model small
.stack 100h
.data
var1 dw 1 ; Declearing numbers
var2 dw 1
var3 dw 2
nextlinne db 0Dh, 0Ah, '$'
.code
display macro var1, var2, var3
    mov ax, var1 ;moving numbers to register ax
    add ax, var2 ;add 4 number in the reister
    add ax, var3 ;add 3 number in the reister

    mov dx, ax ; for the display
    add dx, 48 ; ASCII
    mov ah, 2 ; For display the result
    int 21h
endm

```

```
main proc
```

```
    mov ax,@data
```

```
    mov ds, ax        ;using ax
```

```
    display var1, var2,var3  ;calling macro
```

```
main endp
```

```
end main
```