

1. Write an assembly language program to perform division of 8-bit data.

CODE

```
.model small
.stack 100h

.data
    dividend db 0C9h
    divisor db 20h
    quotient db ?
    remainder db ?
    msg1 db 'The output for the Quotient: $'
    msg2 db 0Dh, 0Ah, 'The output for the Remainder: $'

.code
main proc
    mov ax, @data
    mov ds, ax
    mov al, dividend
    mov bl, divisor
    xor ah, ah
    div bl
    mov quotient, al
    mov remainder, ah

    mov ah, 09h
    lea dx, msg1
    int 21h

    mov al, quotient
    call display_number

    mov ah, 09h
    lea dx, msg2
    int 21h

    mov al, remainder
    call display_number

    mov ah, 4ch
    int 21h
main endp

display_number proc
    cmp al, 10
    jb single_digit

    mov ah, 0
    mov bl, 0Ah
    div bl

    add al, 30h
```

```

mov dl, al
mov ah, 02h
int 21h

```

```

mov al, ah
add al, 30h
mov dl, al
mov ah, 02h
int 21h
ret

```

```

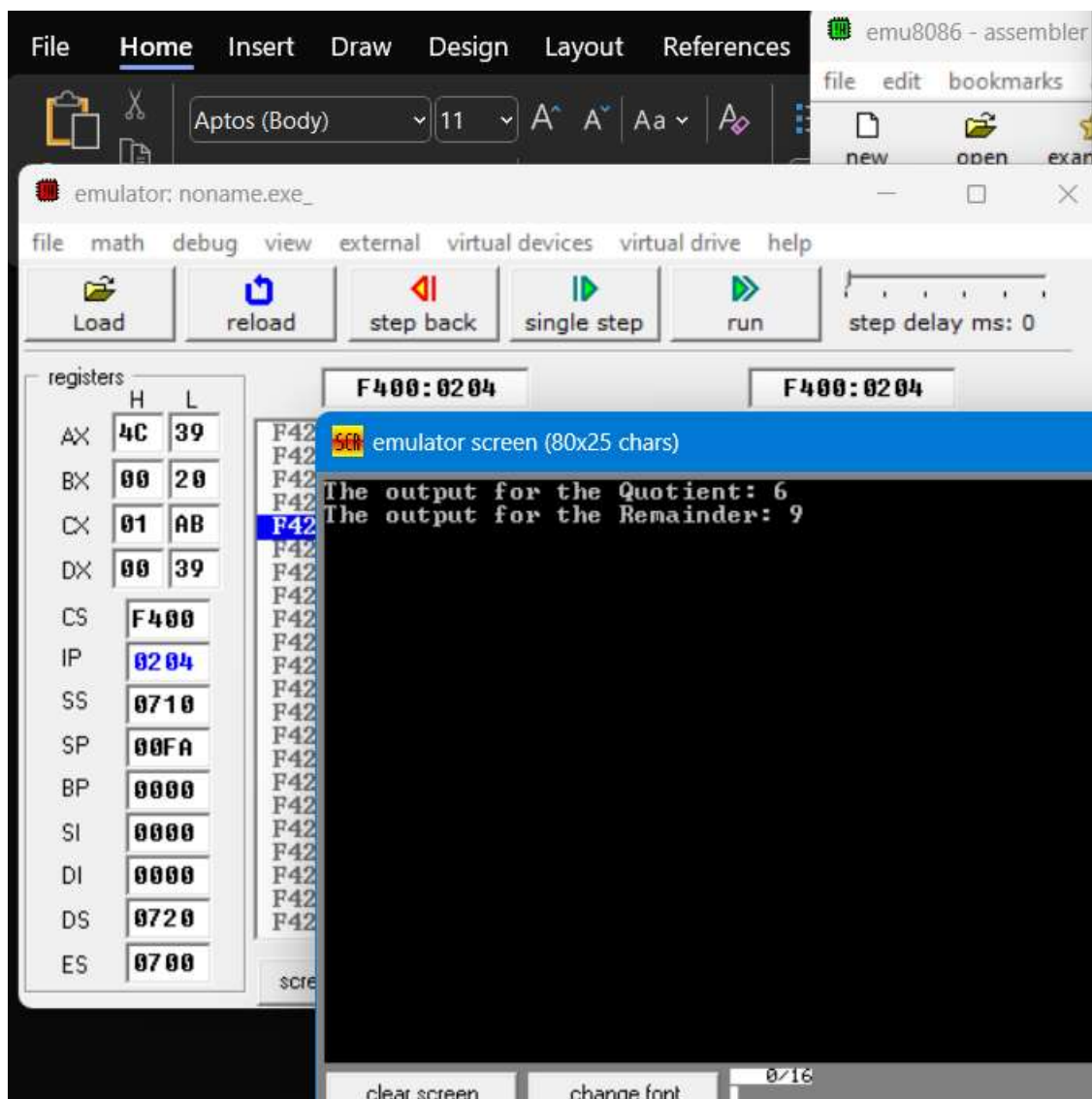
single_digit:
    add al, 30h
    mov dl, al
    mov ah, 02h
    int 21h
    ret
display_number endp

```

```

end main

```



2. Write a program in assembly language to perform division of 16-bit data.

CODE

```
.model small
.stack 100h
.data
    dividend dw 1020h
    divisor dw 0022h
    quotient dw ?
    remainder dw ?
    msg1 db 'Quotient: $'
    msg2 db 0Dh, 0Ah, 'Remainder: $'
.code
main proc
    mov ax, @data
    mov ds, ax

    mov ax, dividend
    mov bx, divisor
    xor cx, cx
    xor dx, dx

division_loop:
    cmp ax, bx
    jb division_done
    sub ax, bx
    inc cx
    jmp division_loop

division_done:
    mov quotient, cx
    mov remainder, ax

    mov ah, 09h
    lea dx, msg1
    int 21h

    mov ax, quotient
    call display_number_16

    mov ah, 09h
    lea dx, msg2
    int 21h

    mov ax, remainder
    call display_number_16

    mov ah, 4ch
    int 21h
main endp

display_number_16 proc
    push ax
```

```

push bx
push dx

mov bx, 10
xor cx, cx

convert_loop:
xor dx, dx
div bx
push dx
inc cx
test ax, ax
jnz convert_loop

print_digits:
pop dx
add dl, '0'
mov ah, 02h
int 21h
loop print_digits

pop dx
pop bx
pop ax
ret
display_number_16 endp
end main

```

The screenshot shows an x86-64 emulator interface. In the background, assembly code is listed with addresses from F4207 to F4228. A window titled "emulator screen (80x25 chars)" is open, displaying the output of the program: "Quotient: 121" and "Remainder: 14". The window has a blue title bar and standard window controls. At the bottom of the window, there are buttons for "clear screen" and "change font", and a small status bar showing "0/16".