## 1.a. Write a program in assembly language to print the numbers from 0 to 9.

#### **CODE:**

org 100h ; Start at offset 100h

mov cx, 10 ; Set loop counter to 10

mov dl, '0' ; Start with ASCII code of '0'

print\_loop:

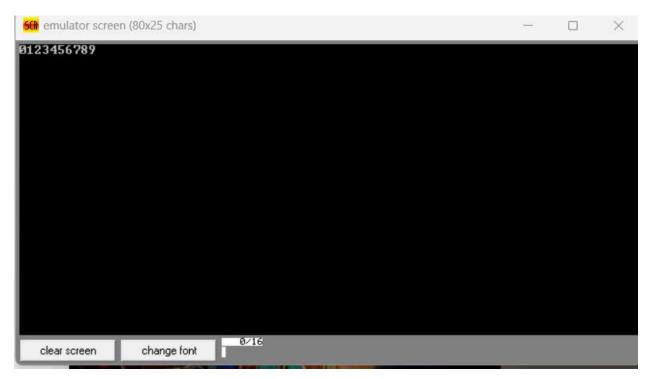
mov ah, 2 ; DOS interrupt for character output int 21h ; Print character in DL

inc dl ; Increment DL to next character

loop print\_loop

mov ah, 4Ch ; DOS terminate program function

int 21h ; Terminate the program



# (b) Write an assembly language program to print the characters from A to Z in reverse order.

#### CODE:

```
ORG 100h ; Start at offset 100h for .COM file format mov cx, 26 ; Set loop counter to 26 (for letters A to Z) mov dl, 'Z' ; Start with ASCII code of 'Z' print_loop:

mov ah, 2 ; DOS interrupt for character output int 21h ; Print character in DL dec dl ; Decrement DL to get the previous character loop print_loop; Loop until CX reaches 0

mov ah, 4Ch ; DOS terminate program function int 21h ; Terminate the program
```



#### **Practice set:**

2. (a) Write a program in assembly language to print the numbers from 0 to 9 in reverse order.

#### CODE:

```
ORG 100h ; Start at offset 100h for .COM file format mov cx, 10 ; Set loop counter to 10 (for numbers 9 to 0) mov dl, '9' ; Start with ASCII code of '9' print_loop:

mov ah, 2 ; DOS interrupt for character output int 21h ; Print character in DL dec dl ; Decrement DL to get the previous character
```

loop print\_loop ; Loop until CX reaches 0

mov ah, 4Ch ; DOS terminate program function

int 21h ; Terminate the program



### (b) Write an assembly language program to print the characters from A to Z.

#### CODE:

ORG 100h ; Start at offset 100h for .COM file format

mov cx, 26; Set loop counter to 26 (for letters A to Z)

mov dl, 'A'; Start with ASCII code of 'A'

print\_loop:

mov ah, 2 ; DOS interrupt for character output

int 21h; Print character in DL

inc dl ; Increment DL to next character

loop print loop; Loop until CX reaches 0

mov ah, 4Ch ; DOS terminate program function

int 21h ; Terminate the program

