

**1).Write an assembly language program to perform multiplication of 8-bit data.**

**Code:-**

```
.model small
.stack 100h
.data
    num1 db 5h
    num2 db 4h
    result dw 0
    msg db 'Your final Product is: $'

.code
main proc
    mov ax, @data
    mov ds, ax

    mov al, num1
    mov bl, num2
    xor cx, cx
    xor dx, dx

multiply:
    test bl, 1
    jz skip_add

    add cx, ax

skip_add:
    shl ax, 1
    shr bl, 1

    inc dx
    cmp dx, 8
    jl multiply

    mov result, cx

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

    mov ax, result
    call DisplayResult

    mov ah, 4Ch
    int 21h
```

```
main endp
```

```
DisplayResult proc
```

```
    mov bx, 10
```

```
    xor cx, cx
```

```
convert_digit:
```

```
    xor dx, dx
```

```
    div bx
```

```
    add dl, '0'
```

```
    push dx
```

```
    inc cx
```

```
    test ax, ax
```

```
    jnz convert_digit
```

```
display_digit:
```

```
    pop dx
```

```
    mov ah, 02h
```

```
    int 21h
```

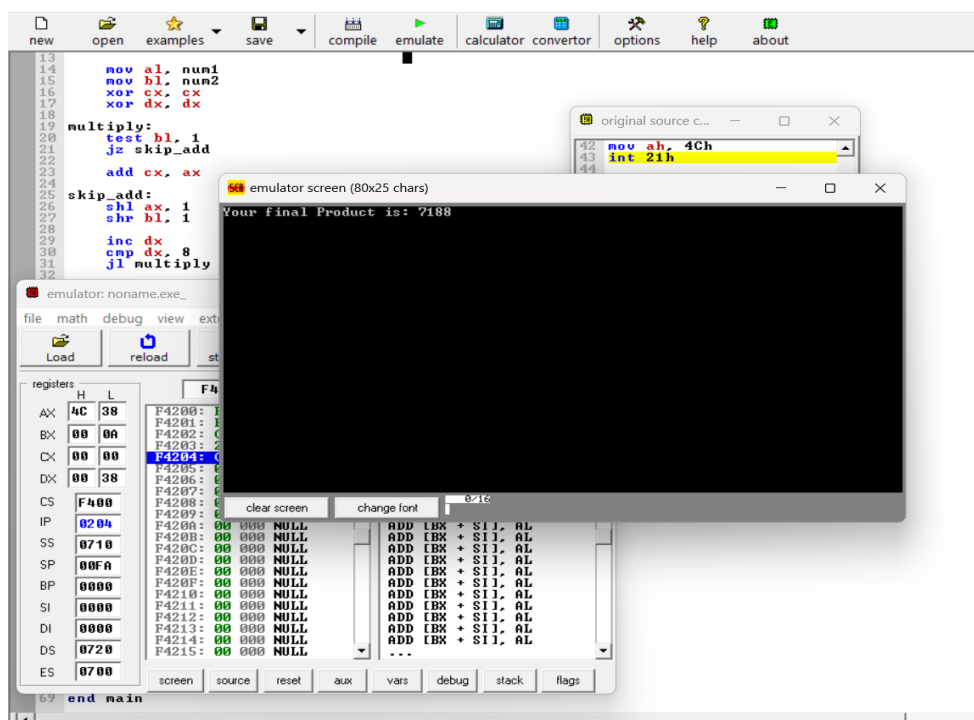
```
    loop display_digit
```

```
    ret
```

```
DisplayResult endp
```

```
end main
```

Output:-



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

### Code:-

```
.model small
.stack 100h
.data
    msg db 'Your output is: $'
    num1 dw 4321h
    num2 dw 1234h
    result dw 0
    result_hi dw 0
```

```
.code
main proc
    mov ax, @data
    mov ds, ax

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

    mov ax, num1
    mov dx, num2

    mul dx

    mov result, ax
    mov result_hi, dx

    call DisplayHex32

    mov ah, 4Ch
    int 21h
```

```
main endp
```

```
DisplayHex32 proc
    mov ax, result_hi
    call DisplayHex16
    mov ax, result
    call DisplayHex16
```

```

ret
DisplayHex32 endp

```

```

DisplayHex16 proc

```

```

    push ax
    mov cx, 4

```

```

next_digit:

```

```

    rol ax, 4
    mov dx, ax
    and dx, 0Fh
    cmp dx, 0Ah
    jl display_digit
    add dl, 7h

```

```

display_digit:

```

```

    add dl, '0'
    mov ah, 02h
    int 21h
    loop next_digit
    pop ax
    ret

```

```

DisplayHex16 endp

```

```

end main

```

Output:-

