```
%macro write 2
      mov rax,01
      mov rdi,01
      mov rsi, %1
      mov rdx, %2
       syscall
    %endmacro
%macro read 2
     mov rax,0
     mov rdi,0
     mov rsi, %1
      mov rdx, %2
     syscall
%endmacro
section .data
    msg1 db 0x0A,'1: Hex to BCD',0x0A,'2: BCD to Hex',0x0A,'3: Exit',0x0A
    len1 equ $-msg1
    msg2 db 10,10,'Enter 4 digit HEX number - '
    len2 equ $-msg2
    msg3 db 10,10, 'BCD Equivalent - '
    len3 equ $-msg3
    msg4 db 10,10, 'Enter 5 digit BCD number - '
    len4 equ $-msg4
    msg5 db 10,10,'HEX Equivalent - '
    len5 equ $-msg5
section .bss
    noascii resb 06
    opbuff resb 02
    buff resb 08
section .text
    global _start
start:
menu:
   write msg1,len1
    read noascii,2
    cmp byte [noascii],'1'
    je HtoB
    cmp byte [noascii],'2'
    je BtoH
    cmp byte [noascii],'3'
    je exit
```

```
jmp _start
exit:
   mov rax,60
    mov rbx,0
    syscall
HtoB:
    write msg2,len2
    read noascii,5
    call packnum
    mov ax,bx
    mov rcx,0
    mov bx,10
h2bup1: mov dx,0
    div bx
    push rdx
    inc rcx
    cmp ax, 0
    jne h2bup1
    mov rdi,opbuff
          pop rdx
h2bup2:
    add dl,30h
    mov [rdi],dl
    inc rdi
    loop h2bup2
    write msg3,len3
    write opbuff,5
    jmp menu
BtoH:
   write msg4,len4
    read noascii,6
    write msg5,len5
    mov rsi, noascii
    mov rcx,05
    mov rax, 0
    mov ebx,0ah
          mov rdx,0
b2hup1:
    mul ebx
    mov dl,[rsi]
    sub dl,30h
    add rax, rdx
    inc rsi
    loop b2hup1
    mov ebx, eax
    call disp32 num
    jmp menu
packnum:
```

```
mov bx,0
   mov ecx,04
   mov esi, noascii
up1:
   rol bx,04
   mov al,[esi]
   cmp al,39h
   jbe skip1
   sub al,07h
skip1:
         sub al,30h
   add bl,al
   inc esi
   loop up1
   ret
disp32_num:
   mov rdi, buff
   mov rcx,08
dispup1:
   rol ebx,4
   mov dl,bl
   and dl,0fh
   add dl,30h
   cmp d1,39h
   jbe dispskip1
   add dl,07h
dispskip1:
   mov [rdi],dl
   inc rdi
   loop dispup1
   write buff+3,5
   ret
```