# Lab Week 7 – Conditional and unconditional Jumps

## Objectives

The objective of this lab is to practice an exercise on how to use conditional and unconditional jumps in an assembly language program.

## Lab Tasks

**Task 1:** Write the assembly code for each of the following decision structures:

|  |  |
| --- | --- |
| 1. | IF AX < 0  THEN  PUT -1 IN BX  END\_IF |
| 2. | IF AL < 0  THEN  PUT FFh IN AH  ELSE  PUT 0 IN AH  END\_IF |
| 3. | Suppose DL contains a character which is input by user:  IF (DL >= “A”) AND (DL <= “Z”)  THEN  DISPLAY DL  END\_IF |
| 4. | IF ( AX < BX) OR (BX < CX)  THEN  PUT 0 IN DX  ELSE  PUT 1 IN DX  END\_IF |
| 5. | IF (AX < BX)  THEN  IF ( BX < CX )  THEN  PUT 0 IN AX  ELSE  PUT 0 IN BX  END\_IF  END\_IF |
| 6. | IF (AX < BX)  THEN  PUT O IN AX  ELSE  IF ( BX < CX )  THEN  PUT 0 IN BX  ELSE  PUT 0 IN CX  END\_IF  END\_IF |