

0. Write an assembly language program that will take an alphabet as an input (A~Z) or (a~z) and also take a given value N as input (0 to 9). Now, the output will show/display the N number character from the alphabet order starting from starting input alphabet (in the same case upper/lower as the given input).

Sample Input / Output:

Input Alphabet: B

Given Value N: 3

Output: E

org 100h

.data

character db "Enter the character: \$"

number db "Enter the number: \$"

counter db 0

.code

mov ax, @data

mov ds, ax

lea dx, character ; showing message

mov ah, 09h

int 21h

mov ah, 01 ;taking character input

int 21h

mov bl, al ; storing character in bl

; go to a new line with carriage return

MOV AH, 2

MOV DL, 0DH

INT 21h

MOV DL, 0AH

INT 21h

lea dx, number ; showing message

mov ah, 09h

int 21h

mov ah, 01 ; taking number input

int 21h

```
mov bh, al ; storing the number in bh

sub bh, 48    ; considering ascii value
add bh, bl    ; adding values to get output character
```

```
; go to a new line with carriage return
MOV AH, 2
MOV DL, 0DH
INT 21h
MOV DL, 0AH
INT 21h
```

```
mov ah, 02 ; printing the output
mov dl, bh
int 21h
```

```
ret
```

Write an assembly language program that will accept an input string of 5 (five) letters in LOWERCASE from the keyboard and displays the string in reverse order in UPPERCASE in a new line.

Sample Input / Output:

Input: abcdef

Output: FEDCBA

```
.data
lowercase db 5 dup(0)
uppercase db 5 dup(0)
```

```
.code
```

```
main proc
```

```
mov ax, @data
```

```
mov cl, 5
mov si, 0
```

```
loop1:
mov ah, 01h
int 21h
```

```
mov lowercase[si], al
```

```

    add si,1
    loop loop1

    mov cl,5
    mov si,0

loop2:
    mov di,cx
    sub di,1
    mov al,lowercase[si]
    mov uppercase[di],al
    add si,1

    loop loop2

    mov cx,5
    mov si,0

loop3:
    xor ax,ax
    xor dx,dx

    mov ah,02h
    mov dl,uppercase[si]
    sub dl,32
    int 21h

    add si,1

    loop loop3

    ret

main endp

```

Write an assembly language program that will accept an input string of 5 (five) letters in UPPERCASE from the keyboard and displays the string in reverse order in LOWERCASE in a new line.

Sample Input / Output:

Input: ABCDEF

Output: fedcba

.model small

.stack 100h

.data

.code

main proc

include 'emu8086.inc'

printn "enter string size& Input: "

MOV ah,01h

INT 21h

printn

MOV cl,al

SUB cl,48

MOV bl,0

MOV ah,01h

input:

INT 21h

MOV [bx],al

INC bl

CMP bl,cl

JL input

finish:

printn

printn "OUTPUT : "

MOV ah,02h

MOV bl,cl

DEC bl

rev:

MOV dx,[bx]

ADD dx,32

INT 21h

DEC bl

CMP bl,0

JGE rev

MOV ax, 4c00h

INT 21h

RET

MAIN ENDP

END MAIN

Write an assembly language program that will accept an input digit N (0 to 9) from the keyboard and finds the even digits up to that input and displays those in new lines.

Sample Input / Output:

Input: 9

Output: Even Digits: 0 2 4 6 8

org 0100h

.data

n db ?

arr db ?

print dw 'Even digits :','\$'

.code

main proc

mov ax,@data

mov ds,ax

mov si,offset print

;taking input from user

mov ah,01h

int 21h

sub al,48

mov n,al

mov cl,al

xor cl,cl

mov cl,n

mov bl,0

mov dl,0dh

mov ah,02h

int 21h

mov dl,0ah

```
int 21h
```

```
mov ah,09h
```

```
lea dx,print
```

```
int 21h
```

```
even:
```

```
mov dl,0h
```

```
mov ah,02h
```

```
int 21h
```

```
mov dl,bl
```

```
add dl,48
```

```
mov ah,02h
```

```
int 21h
```

```
add bl,2
```

```
cmp bl,cl
```

```
jle even
```

```
main endp
```

```
end main
```

```
ret
```

Write an assembly language program that will accept an input digit N (0 to 9) from the keyboard and finds the odd digits up to that input and displays those in new lines.

Sample Input / Output:

Input: 9

Output: Odd Digits: 1 3 5 7 9

ORG 0100h

.DATA

MSG DB 'Odd Digits : \$'

COUNT DB ?

.CODE

MAIN PROC

MOV AX, @DATA

MOV DS, AX

MOV AH, 1 ; TAKING THE INPUT
INT 21H

SUB AL, 48 ; CONVERTING ASCII TO INTEGER
MOV COUNT, AL ; STORING AL INTO COUNT VARIABLE

MOV AH, 2
MOV DL, 0AH ; PRINTING NEWLINE
INT 21H
MOV DL, 0DH ; PRINTING CARRIAGE RETURN
INT 21H

MOV AH, 9 ; PRINTING MSG
MOV DX, OFFSET MSG
INT 21H

MOV AH, 2 ; STARTED PRINTING OUTPUT

MOV BL, 1

LOOP0:

CMP BL, COUNT
JG EXIT
MOV DL, BL
ADD DL, 48
INT 21H
MOV DL, ''
INT 21H
ADD BL, 2
JMP LOOP0

EXIT:

RET

MAIN ENDP

Write an assembly language program that will accept an input of 5 (five) digits (0 to 9)

from the keyboard randomly and rearrange them in ascending order.

Sample Input / Output:

Input: 2 4 5 3 2

Output: Ascending: 2 2 3 4 5

```
include 'emu8086.inc'
```

```
org 100h
```

```
.data
```

```
arr db 5 dup(?)
```

```
input_array db 'Input:$'
```

```
output_array db 'Ascending:$'
```

```
.code
```

```
main proc
```

```
mov ah,9
```

```
lea dx,input_array ; output of the input string
```

```
int 21h
```

```
mov cx,5 ; takes the value 5 for the input loop
```

```
lea bx,arr; load effective address of arr taken in bx
```

```
mov ah,1
```

```
input:
```

```
int 21h
```

```
mov [bx],al; input taken into the arr array
```

```
inc bx
```

```
loop input
```

```
mov cx,5
```

```
dec cx
```

```
outerloop:
```

```
mov bx, cx
```

```
mov si,0
```

```
comloop:
```

```
mov al,arr[si]
```

```
mov dl,arr[si+1]
```

```
cmp al,dl
```

```
jc noSwap
```



```
mov arr[si],dl
mov arr[si+1],al
```

```
noSwap:
inc si
dec bx
jnz comploop
```

```
loop outerloop
```

```
mov ah,2
mov dl,10
int 21h
```

```
mov dl,13
int 21h
```

```
mov ah,9
lea dx,output_array
int 21h
```

```
mov cx,5
mov bx, offset arr
```

```
Outputs:
mov dl,[bx]
mov ah,2
int 21h
```

```
inc bx
loop Outputs
```

```
main endp
ret
```

Write an assembly language program that will accept an input of 5 (five) digits (0 to 9) from the keyboard randomly and sort-out the odd and even digits from them.

Sample Input / Output:

Input: 2 4 5 3 2

Output: Odd: 3 5

Even: 2 2 4

ORG 0100H

.DATA

```
input DB 'Input: $' ; define string to display
odd DB 0DH, 0AH, 'Odd: $'
even DB 0DH, 0AH, 'Even: $'
str DB 5 dup(0)
```

```
.CODE
```

```
MAIN PROC
```

```
mov ax, @DATA
```

```
mov ds, ax
```

```
xor ax, ax
```

```
mov si, OFFSET input
```

```
mov ah, 09h
```

```
int 21h
```

```
mov cl, 5
```

```
mov si, 0
```

```
mov ah, 01h
```

```
takeinput: int 21h
```

```
    sub al, 48
```

```
    mov str[si], al
```

```
    inc si
```

```
    loop takeinput
```

```
mov ah, 09h
```

```
lea dx, odd
```

```
int 21h
```

```
mov cl, 5
```

```
mov si, 0
```

```
l1: xor ax, ax
```

```
    call oddnum ; call procedure
```

```
    inc si
```

```
    loop l1
```

```
mov ah, 09h
```

```
lea dx, even
```

```
int 21h
```

```
mov cl, 5
```

```
mov si, 0
```

```
l3: xor ax,ax
    call evennum ; call procedure
    inc si
    loop l3
```

```
mov ah, 4Ch
mov al, 00h ; a code after procedure call and return
int 21h ; exit to DOS
MAIN ENDP
```

oddnum proc ; declare a procedure named oddnum

```
mov al,str[si]
mov bl,2
div bl
cmp ah, 0
jz exit
mov ah, 02h
mov dl, str[si]
add dl,48
int 21h
ret
```

exit: ret

oddnum ENDP ; end of procedure oddnum

evennum proc ; declare a procedure named evennum

```
mov al,str[si]
mov bl,2
div bl
cmp ah, 0
jnz exit2
mov ah, 02h
mov dl, str[si]
add dl,48
int 21h
ret
```

exit2: ret

evennum ENDP ; end of procedure evennum

END MAIN ; end of program

Write an assembly language program that will accept an input of 8 (eight) digits (0 to 9) from the keyboard randomly and sort-out the odd digits in ascending order.

Sample Input / Output:

Input: 2 4 7 5 6 1 8 3

Output: Odd Ascending: 1 3 5 7

; You may customize this and other start-up templates;

; The location of this template is c:\emu8086\inc\0_com_template.txt

org 100h

.model small

.data

arr db 8 dup(?)

odd_arr db 8 dup (?)

output_message db 'Output: Odd Ascending:\$'

input db 'Input:\$'

.code

main proc

mov ax, @data

mov ds,ax

mov cx,8

mov bx,offset arr

mov dx,offset input

mov ah,09h

int 21h

xor dx,dx

mov ah,1

inputs:

int 21h

mov [bx],al

inc bx

Loop inputs

```
mov cx,8
```

```
dec cx
```

```
Outerloop:
```

```
mov bx,cx
```

```
mov si,0
```

```
Comploop:
```

```
mov al,arr[si]
```

```
mov dl,arr[si+1]
```

```
cmp al,dl
```

```
jc noSwap
```

```
mov arr[si],dl
```

```
mov arr[si+1],al
```

```
noSwap:
```

```
inc si
```

```
dec bx
```

```
jnz Comploop
```

```
loop Outerloop
```

```
mov ah,2
```

```
mov dl,10
```

```
int 21h
```

```
mov dl,13
```

```
int 21h
```

```
mov dx,offset output_message
```

```
mov ah,09h
```

```
int 21h
```

```
xor si,si
```

```
xor dx,dx
```

```
mov cx,8
```

```
mov bx,offset arr
xor dx,dx
mov si,9
xor ax,ax
```

Outputs:

```
dec si
xor ax,ax
mov cx,si
mov al,[bx]
sub al,48
mov cl,02h
div cl
cmp ah,0
```

```
je continue
```

```
mov dl,[bx]
```

```
mov ah,2
int 21h
```

```
mov dl,' '
mov ah,2
int 21h
```

```
continue:
inc bx
```

```
mov cx,si
loop Outputs
```

```
main endp
ret
```

Write an assembly language program that will accept an input of 8 (eight) digits (0 to 9) from the keyboard randomly and sort-out the odd digits in descending order.

Sample Input / Output:

Input: 2 4 7 5 6 1 8 3

Output: Odd Descending: 7 5 3 1

```
INCLUDE 'emu8086.inc'
org 100h
```

```

.data
arr db 8 dup(?)

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

    mov cx, 8
    lea bx, arr
    mov ah, 1

; Taking inputs
inputs:
    int 21h
    mov [bx], al
    inc bx
    loop inputs

    mov cx, 8
    dec cx

    traverse:
        mov bx, cx
        mov si, 0

    compare:
        mov al, arr[si]
        mov dl, arr[si+1]
        cmp dl, al

    jc no
    mov arr[si], dl
    mov arr[si+1], al

    no:
        inc si
        dec bx
        jnz compare

    loop traverse

```

```
mov ah, 2
mov dl, 10
int 21h
```

```
mov dl, 13
int 21h
```

```
;Printing the sorted odds
mov cx, 8
lea si, arr
```

```
PRINT "Odd Descending: "
```

```
Outputs:
```

```
mov al, [si]
test al, 1
jz no_print
```

```
mov dl, [si]
mov ah, 2
int 21h
```

```
mov dl, 32
mov ah, 2
int 21h
```

```
no_print:
inc si
loop Outputs
```

```
main endp
ret
```

Write an assembly language program that will accept an input of 8 (eight) digits (0 to 9) from the keyboard randomly and sort-out the even digits in ascending order.

Sample Input / Output:

Input: 2 4 7 5 6 1 8 3

Output: Even Ascending: 2 4 6 8

```
INCLUDE 'emu8086.inc'
ORG 100H
```

```
.DATA
```


array DB 8 DUP(?)

.CODE

MAIN PROC

PRINT "Enter 8 digits: "

MOV AH, 02H

MOV DL, 0DH

INT 21H

MOV DL, 0AH

INT 21H

MOV SI, OFFSET array

MOV CX, 8

MOV BX, 0H

LOOP1:

MOV AH, 01H

INT 21H

MOV [SI], AL

MOV DL, 32

MOV AH, 02H

INT 21H

INC SI

LOOP LOOP1

MOV AH, 02H

MOV DL, 0DH

INT 21H

MOV DL, 0AH

INT 21H

MOV CX, 7

LOOP2:

MOV BX, CX

MOV SI, 0

LOOP3:

MOV AL, array[SI]

MOV DL, array[SI+1]

CMP AL, DL

JC NoSWAP

MOV array[SI], DL

```
MOV array[SI+1], AL
```

```
NoSWAP:
```

```
INC SI
```

```
DEC BX
```

```
JNZ LOOP3
```

```
LOOP LOOP2
```

```
MOV CX, 8
```

```
MOV SI, OFFSET array
```

```
PRINT "Even Ascending: "
```

```
LOOP4:
```

```
MOV AL, [SI]
```

```
TEST AL, 1
```

```
JNZ EVEN
```

```
MOV DL,[SI]
```

```
MOV AH, 02H
```

```
INT 21H
```

```
MOV DL, 32
```

```
MOV AH, 02H
```

```
INT 21H
```

```
EVEN:
```

```
INC SI
```

```
LOOP LOOP4
```

```
MAIN ENDP
```

```
RET
```

Write an assembly language program that will accept an input of 8 (eight) digits (0 to 9) from the keyboard randomly and sort-out the even digits in descending order.

Sample Input / Output:

Input: 2 4 7 5 6 1 8 3

Output: Even Descending: 8 6 4 2

```
include 'emu8086.inc'
```

```
org 100h
```

.data

arr db 8 dup(?)
even_checker db 2

.code
main proc

print "Enter 8 number in array:"

mov cx,8
mov bx,offset arr
mov ah,1

inputs:
int 21h
mov [bx],al
inc bx
loop inputs

mov cx,8
dec cx

outerloop:
mov bx, cx
mov si,0

comloop:
mov al,arr[si]
mov dl,arr[si+1]
cmp dl,al

jc noSwap
mov arr[si],dl
mov arr[si+1],al

noSwap:

```

    inc si
    dec bx
    jnz comploop

    loop outerloop

mov ah,2
mov dl,10
int 21h

mov dl,13
int 21h

print "After Sorting Array: "

mov cx,8
mov si, offset arr

```

Outputs:

```

    mov al,[si]
    test al,1
    jnz even

    mov dl,[si]
    mov ah,2
    int 21h

    mov dl,32
    mov ah,2
    int 21h
even:
    inc si
    loop Outputs

main endp
ret

```

Write an assembly language program that will accept an input of 8 (eight) digits (0 to 9) from the keyboard randomly and finds the prime digits in descending order.
Sample Input / Output:

Input: 2 4 7 5 6 1 8 3

Output: Primes Digits Descending: 7 5 3 2

ORG 0100H

.DATA

input DB 'Input: \$'

outputp DB 'Prime Digits Descending: \$'

arr DB 8 dup(0)

.CODE

MAIN PROC

mov ax,@DATA

mov ds,ax

xor ax,ax

mov dx,OFFSET input

mov ah,09h

int 21h

mov cx,8

mov si,0

mov ah,01h

l1: int 21h

sub al,48

mov arr[si],al

inc si

loop l1

mov ah,2

mov dl,0Ah

int 21h

mov dl,0Dh

int 21h

mov cx,8

dec cx

continue:

mov bx,cx

mov si,0

compare:

mov al,arr[si]

mov dl,arr[si+1]

cmp al,dl

jg unchanged

mov arr[si],dl

mov arr[si+1],al

unchanged:

inc si

dec bx

```
jnz compare
loop continue
mov bx,offset arr
mov ah,09h
lea dx,outputp
int 21h
mov cl,8
mov si,0
l2: xor ax,ax
    call prime
    inc si
    loop l2
MOV AH,4Ch
MOV AL,00h
INT 21h
MAIN ENDP
prime proc
cmp arr[si],0
jz exit
cmp arr[si],1
jz exit
cmp arr[si],2
jz exit2
cmp arr[si],3
jz exit2
cmp arr[si],4
jz exit
cmp arr[si],5
jz exit2
cmp arr[si],6
jz exit
cmp arr[si],7
jz exit2
cmp arr[si],8
jz exit
cmp arr[si],9
jz exit
exit2: mov ah,02h
        mov dl,arr[si]
        add dl,48
        int 21h
        ret
exit: ret
prime ENDP
```

END MAIN

Write an assembly language program that will accept an input of 8 (eight) digits (0 to 9) from the keyboard randomly and sort-out the odd prime digits in ascending order.

Sample Input / Output:

Input: 2 4 7 5 6 1 8 3

Output: Odd Primes Ascending: 3 5 7

; Done by Nahian_180041136

org 0100h

.data

InputMsg DB 'Input: \$' ; Showing Input message => 'Input: '

OutputMsg DB 'Output: Odd Primes Ascending: \$' ; Showing Output message => 'Output: Odd Primes Ascending: '

OddPrimeMsg DB 'Prime: \$' ; Showing Odd Prime message => 'Prime: '

OddPrimeArr DB 8 DUP(0,20h),'\$' ; Initializing array for prime digits
;20h is inserted in array for space

count_3 db 0

count_5 db 0

count_7 db 0

.code

main proc

lea dx, InputMsg ; set DX to point to 1st element of string array InputMsg

mov ah, 09h

int 21h

xor cl, cl ; clearing for counter

mov cl, 8 ; intializing counter value 5 to take 5 inputs

Loop_1:

mov ah, 01h ; taking singe-key input

int 21h

; only 3, 5, 7 are odd prime from 0~9

cmp al, 33h

jz inc_3_call

```
cmp al, 35h
jz inc_5_call
```

```
cmp al, 37h
jz inc_7_call
```

```
jmp NextLoop
```

```
inc_3_call:
    call inc_3      ; calling inc_3 procedure to assign prime digits
    jmp NextLoop    ; skipping other procedure call
```

```
inc_5_call:
    call inc_5
    jmp NextLoop
```

```
inc_7_call:
    call inc_7
    jmp NextLoop
```

```
NextLoop:
    mov ah, 2      ; display character function
    mov dl, ' '    ; character is a space
    int 21h
    loop Loop_1
```

```
mov ah, 2
mov dl, 0DH ; carriage return (start of a line)
int 21h
mov dl, 0AH ; line feed (new line)
int 21h
```

```
lea dx, OutputMsg ; set DX to point to 1st element of string array OutputMsg
mov ah, 09h
int 21h
```

```
xor cx,cx
cmp count_3,0
jz work_with_5
mov cl, count_3
```

```
Loop_print_3:
```



```
mov ah, 2    ; display character function
mov dl, '3'  ; character is a space
int 21h
mov ah, 2    ; display character function
mov dl, ' '  ; character is a space
int 21h
loop Loop_print_3
```

```
work_with_5:
    cmp count_5,0
    jz work_with_7
    mov cl, count_5
```

```
Loop_print_5:
    mov ah, 2    ; display character function
    mov dl, '5'  ; character is a space
    int 21h
    mov ah, 2    ; display character function
    mov dl, ' '  ; character is a space
    int 21h
    loop Loop_print_5
```

```
work_with_7:
    cmp count_7,0
    jz work_done
    mov cl, count_7
```

```
Loop_print_7:
    mov ah, 2    ; display character function
    mov dl, '7'  ; character is a space
    int 21h
    mov ah, 2    ; display character function
    mov dl, ' '  ; character is a space
    int 21h
    loop Loop_print_7
```

```
work_done:
    mov ah, 4ch
    mov al, 00h ; a code after procedure call and return
    int 21h
```

```
main endp
```

```
inc_3 proc
```

```
    inc count_3    ; if input digit is equal to 3, increasing count_3 counter value
    ret
inc_3 endp
```

```
inc_5 proc
    inc count_5    ; if input digit is equal to 5, increasing count_5 counter value
    ret
inc_5 endp
```

```
inc_7 proc
    inc count_7    ; if input digit is equal to 7, increasing count_7 counter value
    ret
inc_7 endp
```

Write an assembly language program that will accept an input of 8 (eight) digits (0 to 9) from the keyboard randomly and sorts them in ascending order.

Sample Input / Output:

Input: 2 4 3 5 6 1 8 3

Output: 1 2 3 3 4 5 6 8

```
include 'emu8086.inc'
org 100h
```

```
.data
```

```
arr db 5 dup(?)
```

```
.code
```

```
main proc
```

```
    print "Enter 5 number in array:"
```

```
    mov cx,5
    mov bx,offset arr
    mov ah,1
```

```
inputs:
    int 21h
    mov [bx],al
    inc bx
    loop inputs
```

```
    mov cx,5
    dec cx
```

```
outerloop:
mov bx, cx
mov si,0
```

```
comloop:
mov al,arr[si]
mov dl,arr[si+1]
cmp al,dl
```

```
jc noSwap
mov arr[si],dl
mov arr[si+1],al
```

```
noSwap:
inc si
dec bx
jnz comloop
```

```
loop outerloop
```

```
mov ah,2
mov dl,10
int 21h
```

```
mov dl,13
int 21h
```

```
print "After Sorting Array: "
```

```
mov cx,5
mov bx, offset arr
```

```
Outputs:
mov dl,[bx]
mov ah,2
int 21h
```

```
mov dl,32
mov ah,2
int 21h
```

```
inc bx
loop Outputs
```

```
main endp
ret
```

Write an assembly language program that will accept an input of 8 (eight) digits (0 to 9) from the keyboard randomly and sorts them in descending order.

Sample Input / Output:

Input: 2 4 3 5 6 1 8 3

Output: 8 6 5 4 3 3 2 1

```
include 'emu8086.inc'
org 100h
.model small
.data
```

```
arr db 8 dup(?)
```

```
.code
```

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

```
    print "Input:"
```

```
    mov cx,8
    mov bx, offset arr
    mov ah,1
```

```
inputs:
int 21h
mov [bx],al
inc bx
Loop inputs
```

```
    mov cx, 8
    dec cx
```

```
OuterLoop:
    mov bx,cx
    mov si, 0
```

```
CompLoop:
    mov al, arr[si]
```

```
mov dl, arr[si+1]
cmp al,dl
```

```
jnc noSwap
```

```
mov arr[si], dl
mov arr[si+1], al
```

```
noSwap:
inc si
dec bx
jnz CompLoop
```

```
loop OuterLoop
```

```
mov ah,2
mov dl,10
int 21h
```

```
mov dl,13
int 21h
```

```
print "Output:"
mov cx,8
mov bx, offset arr
```

Outputs:

```
mov dl, [bx]
mov ah,2
int 21h
```

```
inc bx
loop Outputs
```

```
main endp
ret
```

Write an assembly language program that will accept an input of 5 (five) digits (0 to 9) from the keyboard and finds the summation of the digits and displays the result in HEX digit.

Sample Input / Output:

Input: 1 2 3 4 5

Output: Sum: F

ORG 100h

.DATA ; Data segment starts

sum DB 0

flag DB 33 DUP(0)

hexdigit1 DB ?

hexdigit2 DB ?

inputMessage DB 'Enter 5 decimal digits: \$'

outputMessage DB 'Hex Sum: \$'

.CODE ; Code segment starts

MAIN PROC

MOV AX, @DATA

MOV DS, AX

XOR AX, AX

; Print Message to enter values

MOV DX, OFFSET inputMessage

MOV AH, 09h

INT 21h

CALL TAKE_INPUT

CALL CALC_SUM

CALL DISPLAY_OUTPUT

RET

MAIN ENDP

TAKE_INPUT PROC

XOR CX, CX ; Clear count register

MOV CL, 5 ; To take 5 inputs

MOV SI, 0 ; Initialize SI

input_digits:

MOV AH, 01h

INT 21h

```
SUB AL, 48                ; To get decimal value of the inputs
ADD sum, AL
INC SI
LOOP input_digits

RET
```

TAKE_INPUT ENDP

CALC_SUM PROC

```
CMP sum,32
JL less32
MOV flag[32],1
SUB sum,32
```

```
less32:
CMP sum,16
JL less16
MOV flag[16],1
SUB sum,16
```

```
less16:
CMP sum,8
JL less8
MOV flag[8],1
SUB sum,8
```

```
less8:
CMP sum,4
JL less4
MOV flag[4],1
SUB sum,4
```

```
less4:
CMP sum,2
JL less2
MOV flag[2],1
SUB sum,2
```

```
less2:  
CMP sum,1  
JL less1  
MOV flag[1],1  
SUB sum,1
```

```
less1:
```

```
XOR AX,AX  
MOV AL,2  
MUL flag[32]  
ADD hexdigit1,AL
```

```
MOV AL,1  
MUL flag[16]  
ADD hexdigit1,AL
```

```
MOV AL,8  
MUL flag[8]  
ADD hexdigit2,AL
```

```
MOV AL,4  
MUL flag[4]  
ADD hexdigit2,AL
```

```
MOV AL,2  
MUL flag[2]  
ADD hexdigit2,AL
```

```
MOV AL,1  
MUL flag[1]  
ADD hexdigit2,AL
```

```
CMP hexdigit1,10  
JL notChar1  
ADD hexdigit1,7
```

```
notChar1:  
CMP hexdigit2,10  
JL notChar2  
ADD hexdigit2,7
```

```
notChar2:
```


RET

CALC_SUM ENDP

DISPLAY_OUTPUT PROC

MOV AH, 02h

MOV DL, 0Ah ; to print new line

INT 21h

MOV DL, 0Dh ; carriage return

INT 21h

MOV DX, OFFSET outputMessage

MOV AH, 09h

INT 21h

XOR DX,DX

XOR AX,AX

MOV AH, 02h

MOV DL, hexdigit1

CMP DL, 0

JE dontPrint:

ADD DL, 48

INT 21h

dontPrint:

MOV DL, hexdigit2

ADD DL, 48

INT 21h

RET

DISPLAY_OUTPUT ENDP

Write an assembly language program that will display an array inputted string “Islamic University of Technology” and it’s reverse string one after another for 10 times each (forward and reverse print) in total 20 (twenty times) in different lines with line feed..

ORG 0100h

.DATA

Forward DW 'ISLAMIC UNIVERSITY OF TECHNOLOGY \$'

Reverse DW 'YGOLONHCET FO YTISREVINU CIMALSI \$'

.CODE

MAIN PROC

MOV CX,10 ;each string for 10 times

Level:

MOV AH,9

MOV DX,OFFSET Forward ; for geetting the forward string

INT 21H

MOV AH, 2

MOV DL, 0DH

INT 21h

MOV DL, 0AH

INT 21h

MOV AH,9

MOV DX,OFFSET Reverse ; then for getting the reverse string next

INT 21H

MOV AH, 2

MOV DL, 0DH

INT 21h

MOV DL, 0AH

INT 21h

LOOP Level ; for repeating the 2 strings again in the same order

MAIN ENDP

END MAIN

RET

END MAIN

Write an assembly language program that will display all the ASCII characters at REVERSE ORDER.

```

.DATA
Message DB '128 ASCII char in reverse order:',13,10,'$'

.CODE
MAIN PROC

    MOV AX, @DATA
    MOV DS, AX

    LEA DX, Message
    MOV AH, 9
    INT 21H

    MOV CX, 128          ; initialize CX

    MOV AH, 2
    MOV DL, 127          ; initialize DL with last ASCII character

top:      ; loop label
    INT 21H          ; print ASCII character

    DEC DL          ; decrement DL to next ASCII character
    DEC CX          ; decrement CX
    JNZ top          ; jump to label @LOOP if CX is 0

    MOV AH, 4CH
    INT 21H

MAIN ENDP
END MAIN

```

Write an assembly language program that will display only the ASCII characters of all DIGITS, ALPHABETS (upper and lower) at FORWARD and REVERSE ORDER (in different lines).

```

.MODEL SMALL
.STACK 100H

.DATA
PROMPT DB 'The ASCII values are : $'

.CODE
MAIN PROC

```

```
MOV AX, @DATA  
MOV DS, AX
```

```
LEA DX, PROMPT  
MOV AH, 9  
INT 21H
```

```
MOV CX, 10
```

```
MOV AH, 2  
MOV DL, 48
```

```
myLOOP_1:  
INT 21H
```

```
INC DL  
DEC CX  
JNZ myLoop_1
```

```
MOV CX, 26
```

```
MOV AH, 2  
MOV DL, 65
```

```
myLOOP_2:  
INT 21H
```

```
INC DL  
DEC CX  
JNZ myLoop_2
```

```
MOV CX, 26
```

```
MOV AH, 2  
MOV DL, 97
```

```
myLOOP_3:  
INT 21H
```

```
INC DL
DEC CX
JNZ myLoop_3
```

```
MOV CX, 10
```

```
MOV AH, 2
MOV DL, 57
```

```
myLOOP_4:
INT 21H
```

```
DEC DL
DEC CX
JNZ myLoop_4
```

```
MOV CX, 26
```

```
MOV AH, 2
MOV DL, 90
```

```
myLOOP_5:
INT 21H
```

```
DEC DL
DEC CX
JNZ myLoop_5
```

```
MOV CX, 26
```

```
MOV AH, 2
MOV DL, 122
```

```
myLOOP_6:
INT 21H
```

```
DEC DL
```

```
DEC CX
JNZ myLoop_6
```

```
MOV AH, 4CH
INT 21H
MAIN ENDP
END MAIN
```

Write an assembly language program that will accept an input of 5 (five) digits (0 to 9) from the keyboard randomly and rearrange them in descending order.

Sample Input / Output:

Input: 2 4 5 3 2

Output: Descending: 5 4 3 2 2

;180041128

org 100h

.DATA

```
input db 5 dup(0)
prompt db 10,13,'Enter 5 digits to be sorted in DESCENDING order: $'
answer db 10,13,'Descending: $'
SPACE db ' $'
```

.CODE

MAIN PROC

```
mov ax, @DATA
mov ds, ax
xor ax, ax
```

```
mov ah, 09h                                ;Character string output
lea dx, prompt                             ;asking for 5 digits to be sorted
int 21h
```

```
mov ah, 01h
mov cx, 5
mov si, OFFSET input                       ;input array address
```

```
inploop:
    int 21h
    mov [si], al
    inc si
    Loop inploop
```

Call Sort	;calling the sorting procedure.
mov ah, 09h lea dx, answer int 21h	;outputting "Descending"
mov cx, 5 mov si, OFFSET input	
outloop:	
mov ah, 02h	;for Character output
mov dx, [si]	
int 21h	
mov ah, 09h	;for String output to print SPACE
lea dx, SPACE	
int 21h	
inc si	
Loop outLoop	
mov ah, 4ch	;return
mov ah, 00h	
int 21h	
MAIN ENDP	
; the sort is a bubble sort algorithm	
Sort PROC	
mov cx, 5	
dec cx	;The outer loop will spin 4 times as
after each loop, the last element of the array will be the smallest.	
outerloop:	
mov bx, cx	;bx will be used as the counter for
the inner loop	
mov si,0	
compLoop:	;inner loop for comparison
mov al, input[si]	
mov dl, input[si+1]	
cmp al,dl	
jnc noSwap	;if there is no carry in after
comparison, no swap will happen	
mov input[si], dl	

```

                                mov input[si+1], al

                                noSwap:
                                    inc si
                                    dec bx
                                jnz comploop           ;the comparison loop will repeat if bx is not
0
                                Loop outerLoop
                                ret                   ;return to main
                                Sort ENDP
                                END MAIN

```

Write an assembly language program that will accept an input of 2 (two) digits (0 to 9) from the keyboard randomly and finds the Greatest Common Divisor of two digits.

Sample Input / Output:

Input: 2 3 Input: 2 4

Output: GCD: 1 Output: GCD: 2

ORG 0100H

.DATA

A DB ?

B DB ?

PROMPT_1 DB 'Input 2 Numbers: ', '\$'

PROMPT_2 DB 'GCD: ', '\$'

.CODE

MAIN PROC

LEA DX, PROMPT_1

MOV AH, 9

INT 21h

MOV AH, 1

INT 21H

MOV A, AL

MOV AH, 2

MOV DL, ''

INT 21H

MOV AH, 1

INT 21H

MOV B, AL


```
MOV AH, 2
MOV DL, ''
INT 21H
```

```
SUB A, 48
SUB B, 48
```

```
MOV AL, A
MOV BL, B
```

```
CMP AL, BL
JG GREATER
JMP LESS
```

```
GREATER:
    XOR CX, CX
    MOV CL, B
    JMP EXIT
```

```
LESS:
    XOR CX, CX
    MOV CL, A
```

```
EXIT:
```

```
LOOP0:
    XOR AX, AX
    MOV AL, A
    DIV CL
    CMP AH, 0
    JNE NO
    MOV AL, B
    DIV CL
    CMP AH, 0
    JNE NO
    JMP PRINT
```

```
NO:
    LOOP LOOP0
```

```
PRINT:
    MOV AH, 2
    mov dl,0Ah ;carriage return
```

```
int 21h
mov dl,0Dh ;new line
int 21h
```

```
LEA DX, PROMPT_2
MOV AH, 9
INT 21h
```

```
MOV AH, 2
MOV DL, CL
ADD DL, 48
INT 21H
```

```
RET
MAIN ENDP
END MAIN
```