

Experiment No. 2

AIM – To implement arithmetic operations (ADD, SUB, MUL, DIV) on 16-bit numbers.

Software required – emu8086

Programs-

1. Addition of two 16-bit numbers.

```
data segment
    n1 dw 1111h           ; add your data here!
    n2 dw 2222h
    result dw 0000h
ends
stack segment
    dw 128 dup(0)
ends
code segment
start:
    mov ax, data           ; set segment registers
    mov ds, ax
    mov ax, n1
    mov bx, n2
    add ax, bx
    mov result, ax
    INT 03H
ends
end start                 ; set entry point and stop the assembler.
```

2. Subtraction of two 16-bit numbers.

```
data segment
    n1 dw 3333h           ; add your data here!
    n2 dw 1111h
    result dw 0000h
ends
stack segment
    dw 128 dup(0)
ends
code segment
start:
    mov ax, data           ; set segment registers
    mov ds, ax
    mov ax, n1
    mov bx, n2
    sub ax, bx
    mov result, ax
    mov ah, 4ch           ; exit to operating system.
```

```
int 21h
ends
end start ; set entry point and stop the assembler.
```

3. Multiplication of two 16-bit numbers.

```
data segment
    n1 dw 1111h ; add your data here!
    n2 dw 2222h
    result_low dw 0000h
    result_high dw 0000h
ends
stack segment
    dw 128 dup(0)
ends
code segment
start:
    mov ax, data ; set segment registers
    mov ds, ax
    mov ax, n1
    mov bx, n2
    mul bx
    mov result_l, ax
    mov result_h, dx
    mov ax, 4c00h ; exit to operating system.
    int 21h
ends
end start ; set entry point and stop the assembler.
```

4. Division of two 16-bit numbers.

```
data segment
    n1 dw 2222h ; add your data here!
    n2 db 1111h
    quo db 00h
    rem db 00h
ends
stack segment
    dw 128 dup(0)
ends
code segment
start:
    mov ax, data ; set segment registers
    mov ds, ax
    mov ax, n1
    mov bx, n2
    div bx
    mov quo, al
    mov rem, ah
    mov ax, 4c00h ; exit to operating system.
    int 21h
ends
```

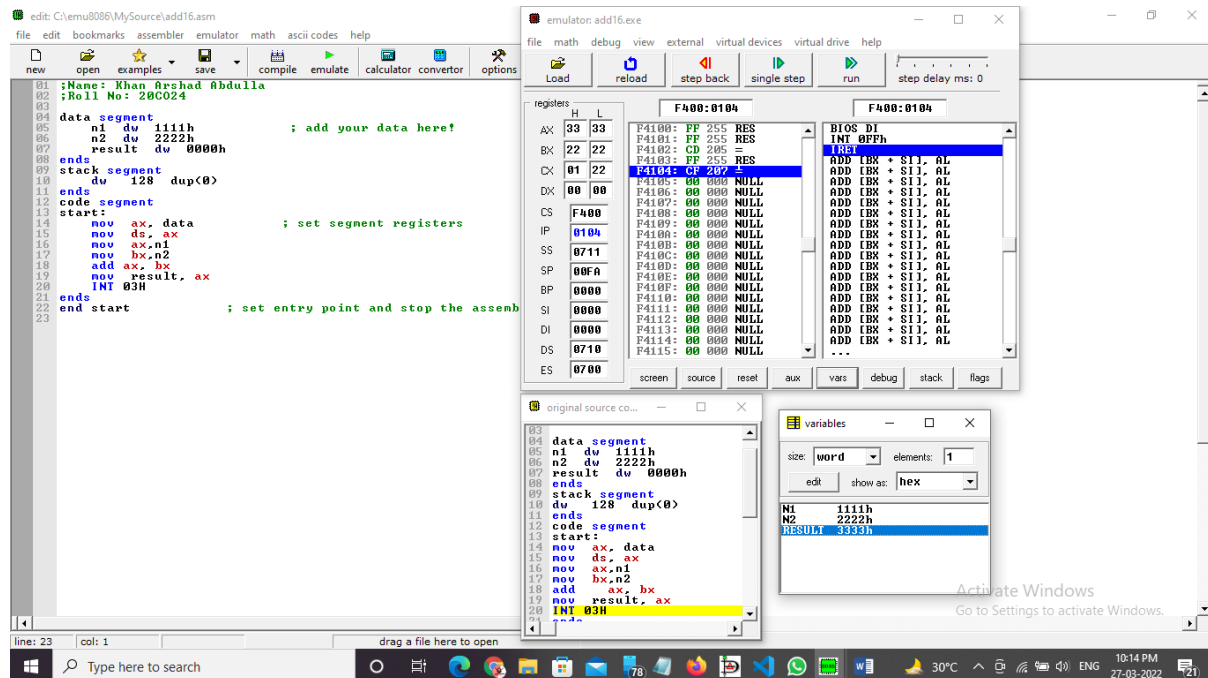
end start ; set entry point and stop the assembler.

Procedure –

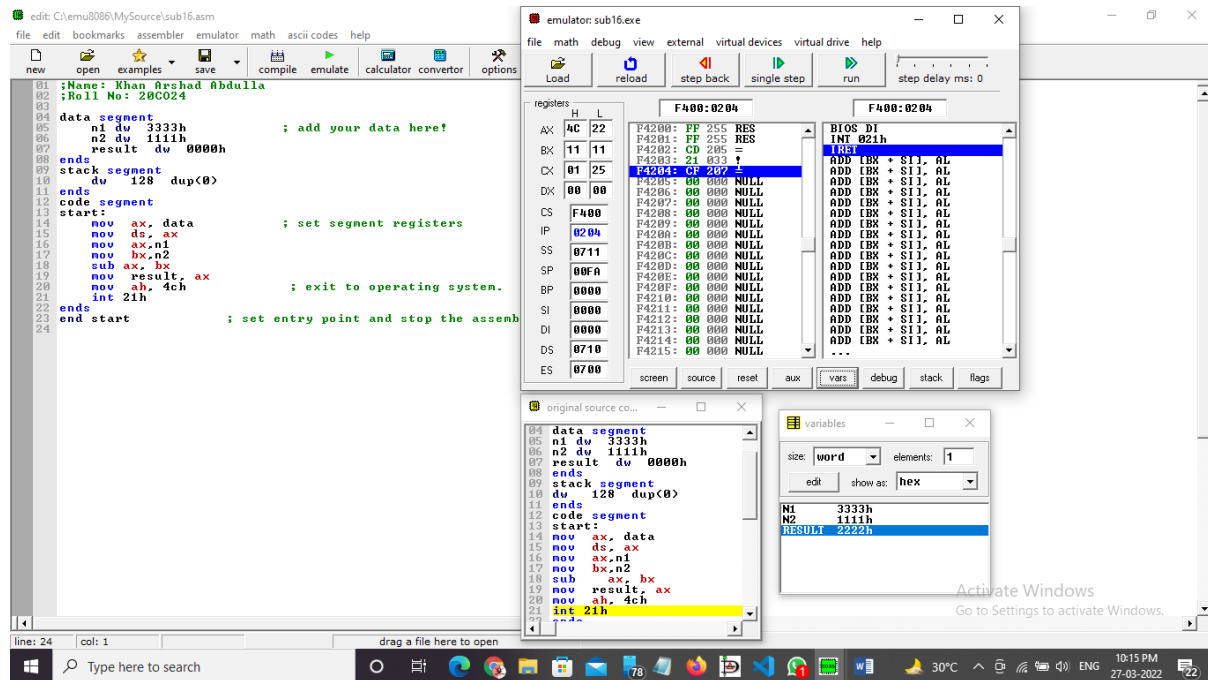
1. Launch emu8086 IDE from menu.
2. Edit your program , save as file_name.asm
3. Compile your program to check for syntax errors, rectify if any error is present. Save and recompile your program.
4. Run to observe output of your program.

Output –

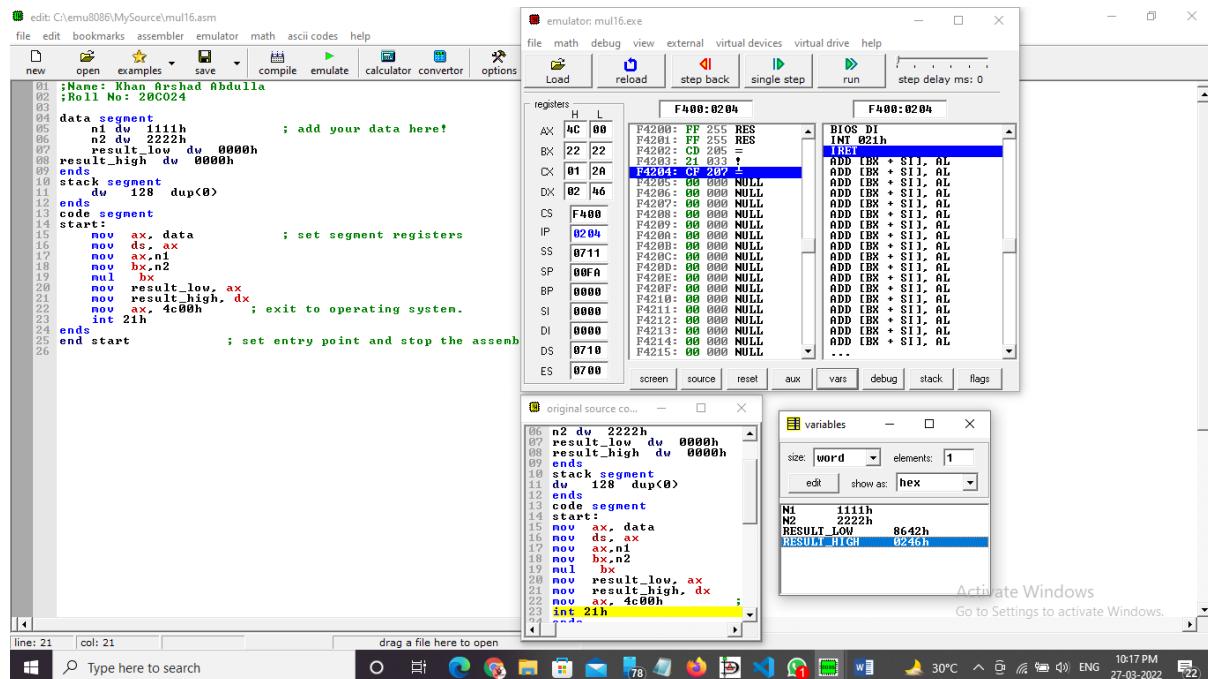
1. Addition of two 16-bit numbers.



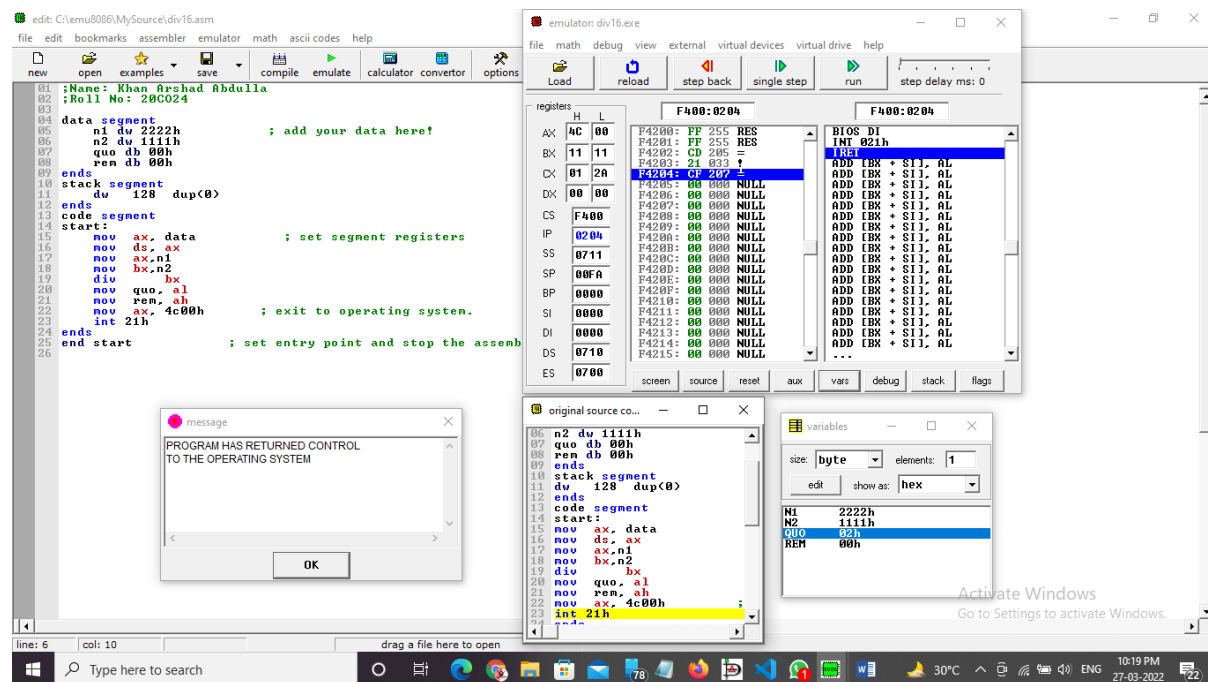
2. Subtraction of two 16-bit numbers.



3. Multiplication of two 16-bit numbers.



4. Division of two 16-bit numbers.



Conclusion - To perform arithmetic operations we have to use ADD , SUB , MUL , DIV instructions.

END