

## Experiment No. 3

**Aim-** To perform arithmetic operations on 32-bit numbers.

### 32-bit operations

	N1	(32-bits)	12345678h	=	1234h	5678h
+			+		+	+
	N2	(32-bits)	11112222h	=	1111h	2222h
<hr/>						
	Result	(32-bit)	2345789Ah	=	2345h	789Ah
					(16-bits)	(16-bits)

### 1. Program for addition of two 32-bit numbers

```
data segment
n1    dd    12345678h
n2    dd    11112222h
result dd    00000000h
ends
code segment
start:
    mov     ax , data
    mov     ds , ax
    mov     es , ax
    mov     si , offset[n1]
    mov     di , offset[n2]
    mov     ax , [si]
    mov     cx , [di]
    add     ax , cx
    mov     bx , offset[result]
    mov     [bx] , ax
    mov     ax , [si+2]
    mov     cx , [di+2]
    adc     ax , cx
    mov     [bx+2] , ax
    mov     ax , 4c00h                ; exit to operating system.
    int     21h
    ends
    end     start                    ; set entry point and stop the assembler.
```

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### 2. Program for subtraction of two 32-bit numbers

```
data segment
n1    dd    12345678h
n2    dd    11112222h
result dd    00000000h
ends
code segment
```

start:

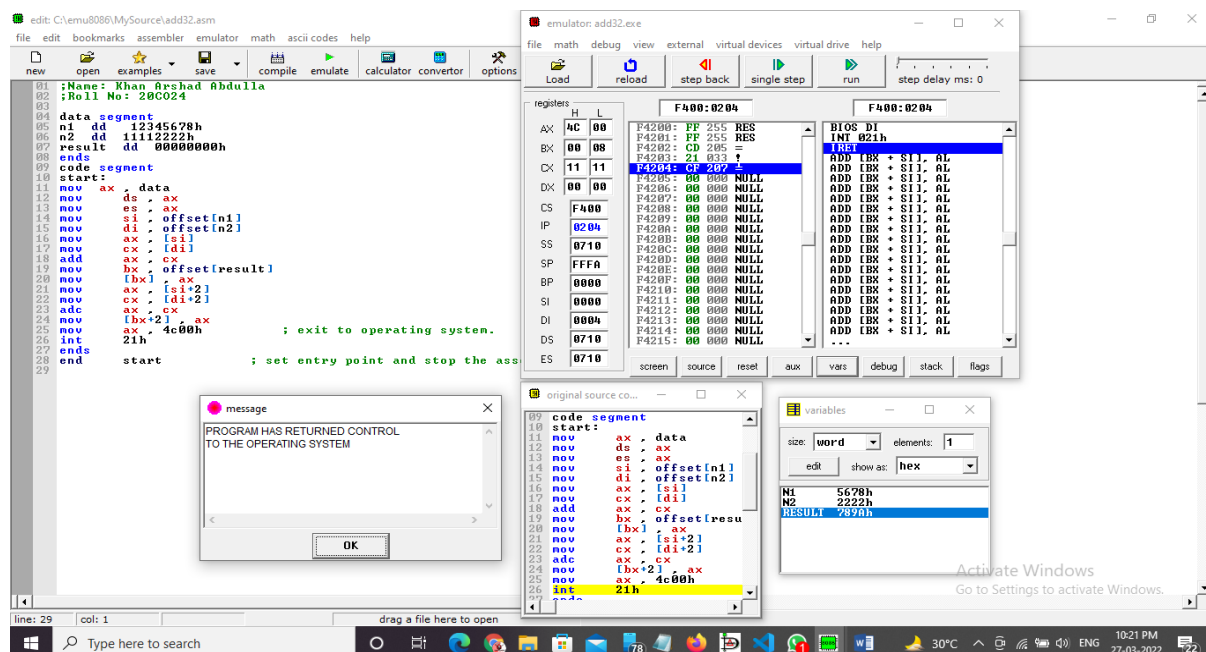
```
mov ax, data
mov ds, ax
mov es, ax
mov si, offset[n1]
mov di, offset[n2]
mov ax, [si]
mov cx, [di]
sub ax, cx
mov bx, offset[result]
mov [bx], ax
mov ax, [si+2]
mov cx, [di+2]
sbb ax, cx
mov [bx+2], ax
mov ax, 4c00h ; exit to operating system.
int 21h
ends
end start
```

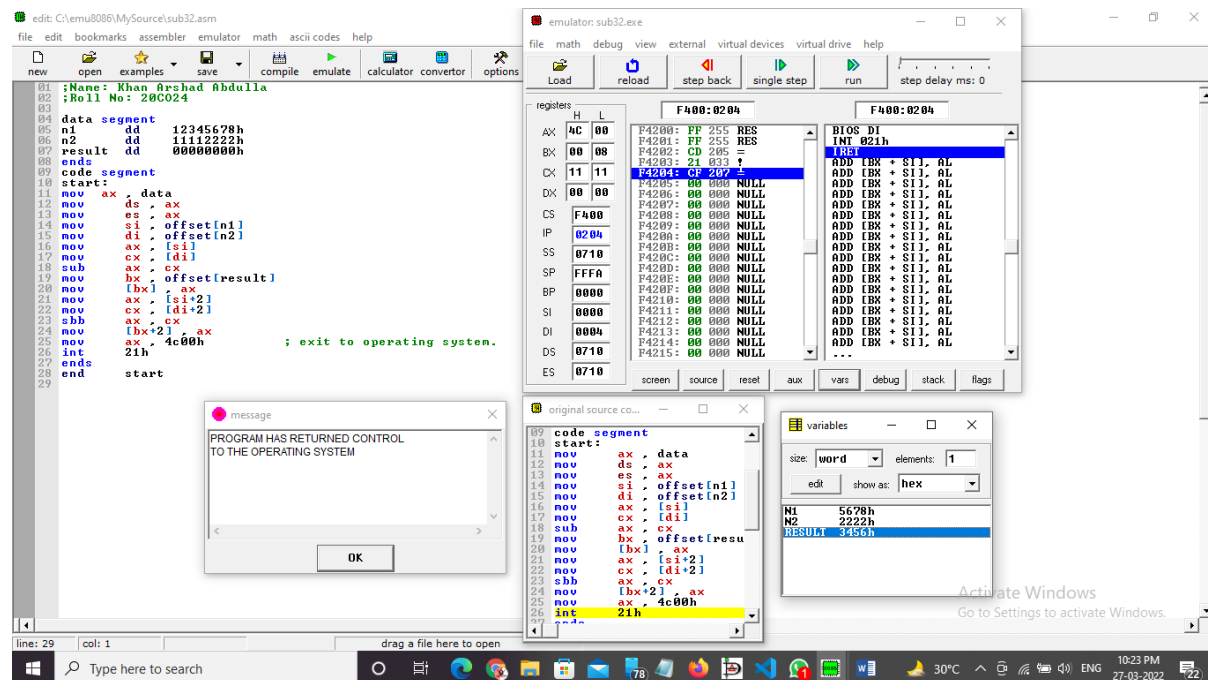
### Procedure –

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. Program for addition of two 32-bit numbers





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

END