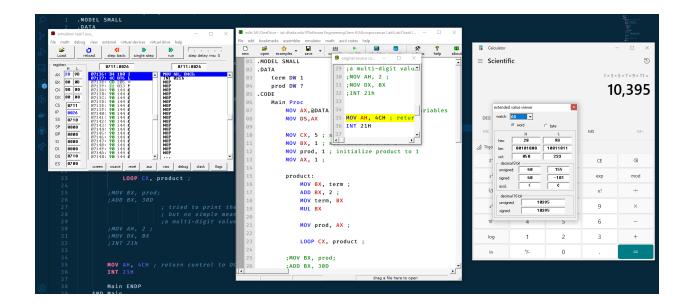
Task 1:

I had a counter and a loop called product. I stored the initial value 1 in term and also 1 in AX. In each iteration of the loop, I set BX as term, incremented BX by 2 and stored it in term then multiplied BX with AX. Then stored the multiplication value to prod.

```
E.g: BX = 3, AX = 1, prod = 1*3 = 3.
```

```
.MODEL SMALL
.DATA
   term DW 1
   prod DW ?
.CODE
   Main Proc
       MOV AX, add to use declared variables
       MOV DS, AX
       MOV CX, 5 ; set loop counter to 6
       MOV BX, 1 ; set first term to 1
       MOV prod, 1 ; initialize product to 1
       MOV AX, 1 ;
       product:
           MOV BX, term ;
           ADD BX, 2 ;
           MOV term, BX
           MUL BX
           MOV prod, AX ;
```



<u>Task 2:</u>

I stored the display lines in strings. Displayed them using LEA and called INHEX proc to take input. After storing them, I calculated the sum and called OUTHEX proc to output their sum.

INHEX: I cleared BX, took input, checked for '9', or if between 'A' and 'F'. Converted it's value correspondingly. Then shifted BX by left by one nibble to put that digit in a higher place.

OUTHEX: I separate the upper 4 bits of the BH into a different register by shifting BH to the right by 4 bits. Now this value will represent a single hexadecimal value. Then I convert it to ascii corresponding to its value in hexadecimal. Then I display the character. Then check if count equals 4 (because working with max 4 hex bits). If count not 4 then rotate BH by 4 bits to get digit and repeat.

```
.MODEL small ; specify the memory model
.STACK 100h ; set the stack size
                 ; declare the data segment
.DATA
   Line1 DB 'Type a Hex Number, 0-FFEF: $' ; prompt for user
input
   COUNT DB ? ; counter variable
   Line2 DB 'Type a Hex Number, 0-FFFF: $' ; prompt for user
input
   NUM1 DW ? ; first hexadecimal number entered by the
user
   NUM2 DW ? ; second hexadecimal number entered by the
user
   Line3 DB 'The sum is: $' ; output message for sum of two
numbers
.CODE ; declare the code segment
  Main PROC ; main program
       MOV AX, @DATA ; initialize DS register with the address
of the data segment
       MOV DS, AX
       ; Prompt user to enter first hexadecimal number
       LEA DX, Line1
       MOV AH, 9
       INT 21H
```

```
CALL INHEX ; call procedure to read user input as
hexadecimal value
       MOV NUM1, BX ; store input in NUM1
       MOV AH, 2 ; carriage return
       MOV DL, 0DH
       INT 21H
       MOV DL, 0AH ; line feed
       INT 21H
       LEA DX, Line2
       MOV AH, 9
       INT 21H
       CALL INHEX ; call procedure to read user input as
hexadecimal value
       MOV NUM2, BX ; store input in NUM2
       MOV AH, 2 ; carriage return
       MOV DL, 0DH
       INT 21H
       MOV DL, 0AH ; line feed
       INT 21H
       ; Display output message
       LEA DX, Line3
       MOV AH, 9
       INT 21H
```

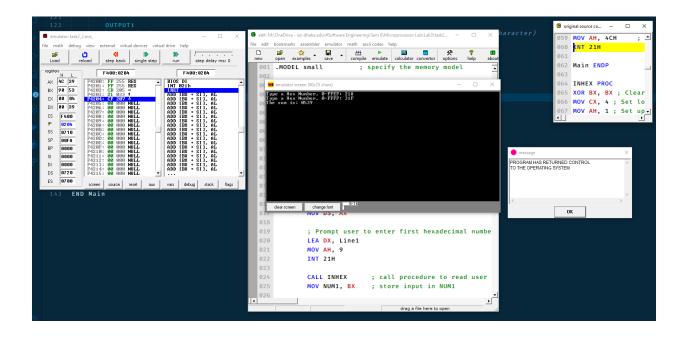
```
; Calculate sum of NUM1 and NUM2
       MOV BX, 0
       ADD BX, NUM2
       ADD BX, NUM1
       CALL OUTHEX ; call procedure to output sum as
hexadecimal value
       MOV AH, 4CH ; return control to DOS
       INT 21H
  Main ENDP
   INHEX PROC
   XOR BX, BX ; Clear BX
   MOV CX, 4 ; Set loop counter
   MOV AH, 1 ; Set up for character input
   LOOP1:
       INT 21H ; Input character
       CMP AL, ODH ; Check for carriage return
       JE END1
       CMP AL, '9'; Check if input is within '0'-'9'
       JBE IS_NUMERIC
       CMP AL, 'A'; Check if input is within 'A'-'F'
       JB REPEAT1
       CMP AL, 'F'
       JA REPEAT1
```

```
the range 10-15
       SUB AL, 7
   IS_NUMERIC:
       AND AL, OFH; Convert ASCII character to hex digit
    REPEAT1:
       SHL BX, 4 ; Shift BX left by one nibble
       OR BL, AL ; OR the lower nibble of BX with the input
digit
        LOOP LOOP1
   END1:
        RET
   INHEX ENDP
  OUTHEX PROC
        ; Initialize count
       MOV COUNT, 0
        L00P2:
register DL
            MOV CX, 0
```

```
MOV DL, BH
            MOV CL, 4
            SHR DL, CL
            ; Display the hexadecimal digit represented by the
value in DL
            CMP DL, 9
            JG SHOW_A_TO_F
            ADD DL, 48D
            JMP OUTPUT
        SHOW_A_TO_F:
            ; Display the alphabetic character (A to F)
corresponding to the value in DL
            ADD DL, 55D
        OUTPUT:
21h with function code 2 (display character)
            MOV AH, 2
            INT 21H
            INC COUNT
            CMP COUNT, 4
            JGE END2
            MOV CL, 4
            ROL BX, CL
            JMP LOOP2
```

```
END2:
RET
OUTHEX ENDP

END Main
```



Task 3:

Similar to previous code, I displayed the message lines. Then called INBIN and OUTBIN to take input and display output.

INBIN: This time I check if input is between '0' or '1'. If it is, then convert it from ascii. Then shift BX left by 1 bit to take next input digit.

OUTBIN: Conver the digit to ascii '0' or '1' then shift the value in BL by 1. This time use a counter of initial value 8.

```
.MODEL small ; specify the memory model

.STACK 100h ; set the stack size

.DATA ; declare the data segment

    MESSAGE1 DB 'Type an 8-digit Binary Number: $' ; prompt for user input

    BIT DB ? ; binary digit entered by the user

    COUNT DB ? ; counter variable

    MESSAGE2 DB 'Type an 8-digit Binary Number: $' ; prompt for user input

    NUM1 DW ? ; first binary number entered by the user

    NUM2 DW ? ; second binary number entered by the user

    MESSAGE3 DB 'The sum is: $' ; output message for sum of two numbers

    CR DB 0DH ; carriage return character

    LF DB 0AH ; line feed character
```

```
.CODE ; declare the code segment
   Main PROC ; main program
       MOV AX, address; initialize DS register with the address
of the data segment
       MOV DS, AX
       ; Prompt user to enter first binary number
       LEA DX, MESSAGE1
       MOV AH, 9
       INT 21H
       CALL INBIN ; call procedure to read user input as
binary value
       MOV NUM1, BX ; store input in NUM1
       ; Output line break
       MOV AH, 2
       MOV DL, CR
       INT 21H
       MOV AH, 2
       MOV DL, LF
       INT 21H
       ; Prompt user to enter second binary number
       LEA DX, MESSAGE2
       MOV AH, 9
       INT 21H
       CALL INBIN ; call procedure to read user input as
binary value
```

```
MOV NUM2, BX ; store input in NUM2
       ; Output line break
       MOV AH, 2
       MOV DL, CR
       INT 21H
       MOV AH, 2
       MOV DL, LF
       INT 21H
       ; Display output message
       LEA DX, MESSAGE3
       MOV AH, 9
       INT 21H
       ; Calculate sum of NUM1 and NUM2
       MOV BX, 0
       ADD BX, NUM2
       ADD BX, NUM1
       CALL OUTBIN ; call procedure to output sum as binary
value
       MOV AH, 4CH
       INT 21H
  Main ENDP
  INBIN PROC
```

```
XOR BX, BX ; Clear BX
       MOV CX, 8 ; Set loop counter for 8 digits
       MOV AH, 1 ; Set up for character input
       L00P1:
       INT 21H ; Input character
       CMP AL, ODH; Check for carriage return
       JE END1
       CMP AL, '0'; Check if input is within '0'-'1'
       JB REPEAT1
       CMP AL, '1'
       JA REPEAT1
the range 0-1
       SUB AL, 30H
       REPEAT1:
           SHL BX, 1 ; Shift BX left by one bit
           OR BL, AL; OR the lower bit of BX with the input
digit
           LOOP LOOP1
       END1:
           RET
  INBIN ENDP
```

```
OUTBIN PROC
   MOV COUNT, 0
   L00P3:
        ; Separate the upper bit of BL into a separate register
DL
        MOV CX, 0
        MOV DL, BL
        AND DL, 80H
        SHR DL, 7
        ; Display the binary digit represented by the value in DL
        ADD DL, 48D
        MOV AH, 2
        INT 21H
        SHL BL, 1
        INC COUNT
        CMP COUNT, 8
        JGE END3
        JMP LOOP3
    END3:
        RET
```

OUTBIN ENDP

END Main

