



TMC-3

Assembly Language Programming – Logic/String

Target Course Outcome:

CO1: Understand the architecture and function of a microprocessor through assembly programs.

Create an assembly language program:

Logic/String instructions. Create an assembly language program that lets the user input a string. The program shall rotate in-place the characters from left to right.

OUTPUT:

```
Input a string: Hello
Output:
Hello
oHell
oHe
lloHe
elloH
Hello
```

CODE:

