Note for all questions: You can make as many memory variables, subroutines as you need. Must read all the manual before starting.

ACTIVITY 1:

Write a program that prints and prints the following messages: one message per keypress.

```
'msg1: Hi! I am YourName.'
'msg2: I am YourMode(Happy, Sad, etc).'
'msg3: I Study at FAST.'
'msg4: My Roll No is YourRoll#.'
Expected output after 4 key presses
```

```
DOSBox 0.74, Cpu speed: 3000 cycles, Frameskip 0, Program: DOSBOX

Hi! I'm Hazoor
I'm Happy
I am from FAST
My Roll # is 16L-4195
```

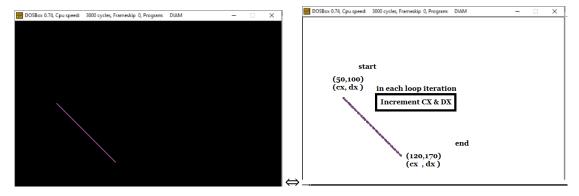
ACTIVITY 2:

```
[org 0x0100]
jmp code
w equ 70 ; width offset x equ 50 ; starting x coordinate of line
y equ 100
               ; starting y coordinate of line
c equ 60
          ; color
code: mov ah, 0
    mov al, 13h
    int 10h
; draw diagonal 11:
        mov cx, x
       mov dx, y
       mov al, c
u1:
       inc dx
        mov ah, Och ; put pixel
```

```
int 10h
inc cx
cmp cx, x+w
jbe u1
;wait for keypress
mov ah,00
int 16h
mov ax, 0x4c00
int 21h
```

Given:

Start with given (x, y) = (50, 100) and in every loop iteration increment both Cx and Dx to reach (x + w, y + w) = (120, 170).



Required:

Similarly, you need to draw 4 lines as above satisfying the coordinates and increment or decrement as per requirement of the line as shown below.

