ASM Laboratory

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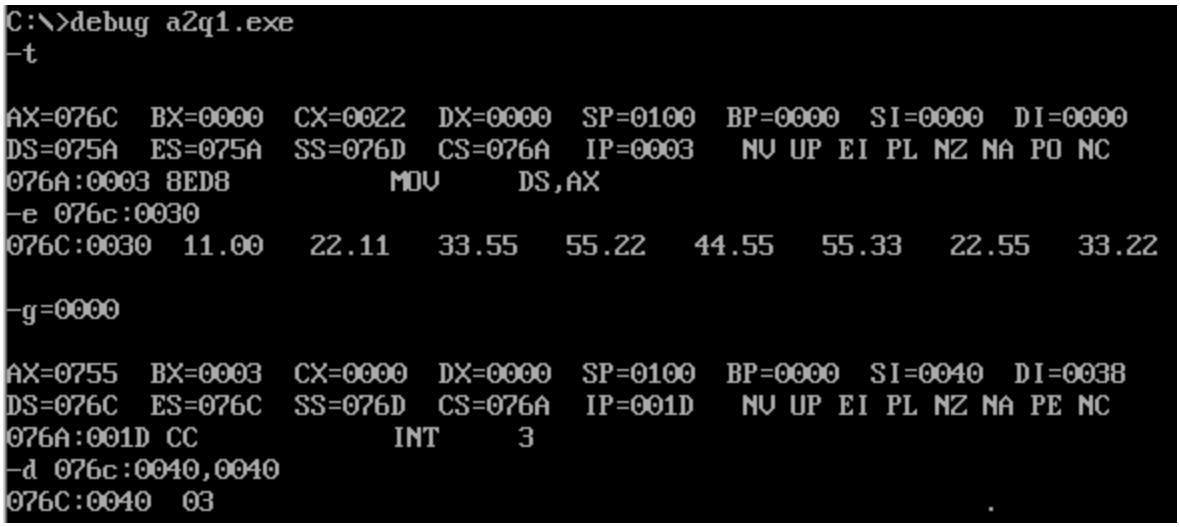
IT-UG2

1. Write an Assembly Language Program to count the number of occurrence of 55H in a string of eight data bytes. The starting address of string is DS: 0030H. Store the count value in DS:0040H.

Code:

```
.model small
.stack 100h
.data
.code

main proc

mov ax, @data
mov ds, ax
mov es, ax

mov al, 55h
mov cx, 0008h
mov di, 0030h
mov bl, 00h

l1:
scasb
jnz l2
inc bl
l2:
loop l1

mov si, 0040h
mov [si], bl

int 03h
mov ah, 4ch
int 21h

main endp
end main
```

Output:



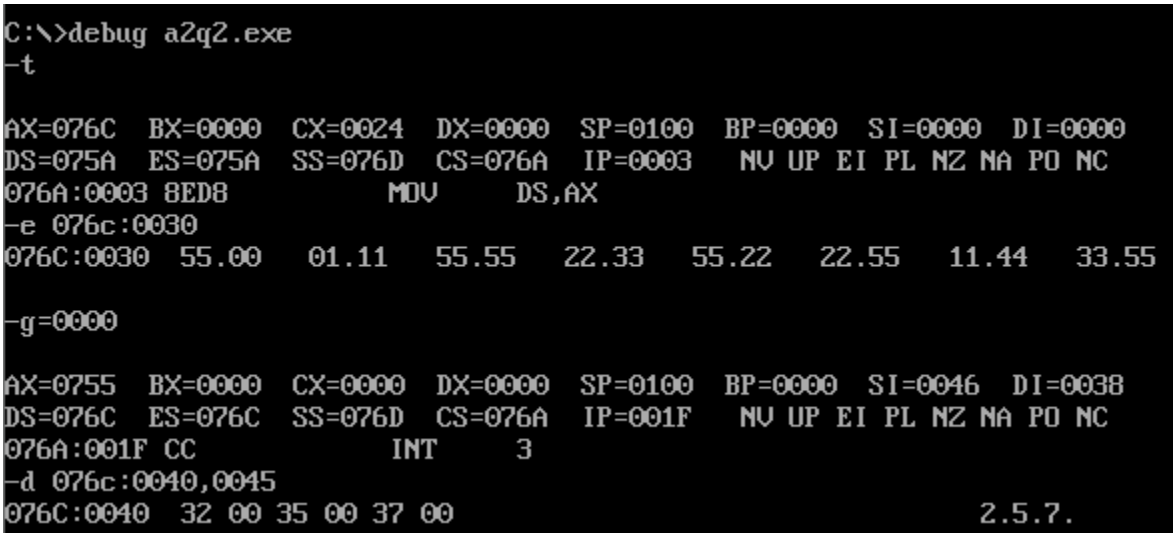
2. Write an Assembly Language Program to find out the location where 55H is placed in a string of eight data bytes. The starting address of string is DS: 0030H.

Code:

```
.model small
.stack 100h
.data
.code

main proc

mov ax, @data
mov ds, ax
mov es, ax

mov di, 0030h
mov al, 55h
mov cx, 0008h
mov si, 0040h
cld

l1:
scasb
jnz l2
dec di
mov [si], di
add si, 0002h
```

```
inc di
l2:
loop l1

int 03h
mov ah, 4ch
int 21h

main endp
end main
```

Output:



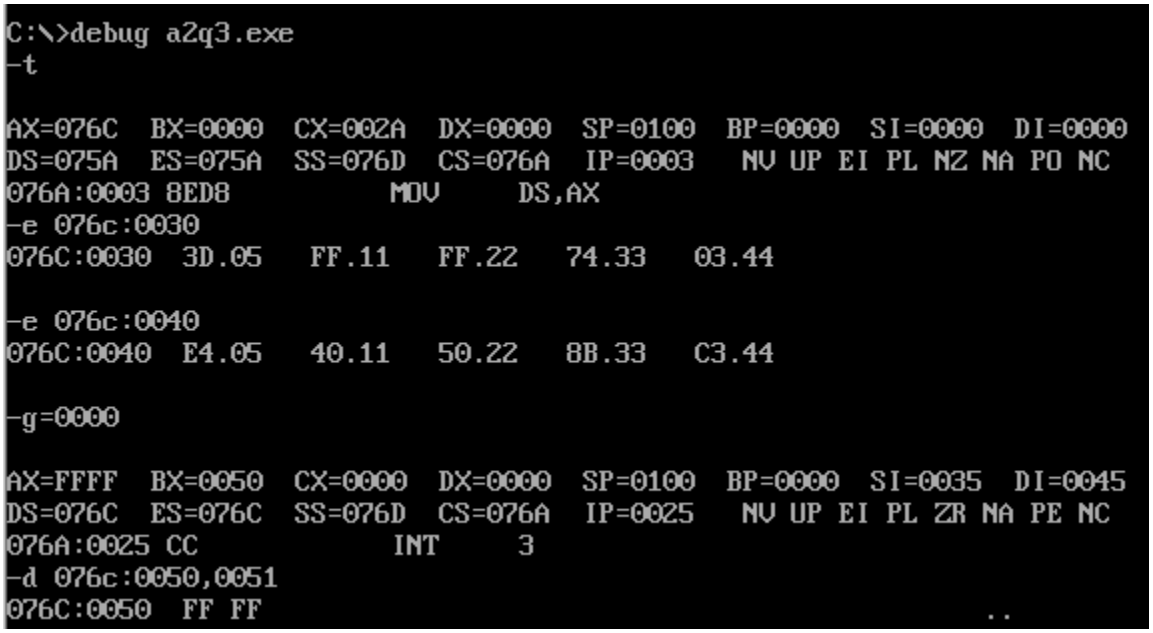
3. Write an Assembly Language Program to compare two strings. The first string is stored from memory location DS: 0030H and the second sting is stored from DS: 0040H. Consider that the first byte of both strings contain the number of bytes contained in that string. If both strings are found equal, then show a value FFFFH in address DS: 0050H, otherwise show 1111H.

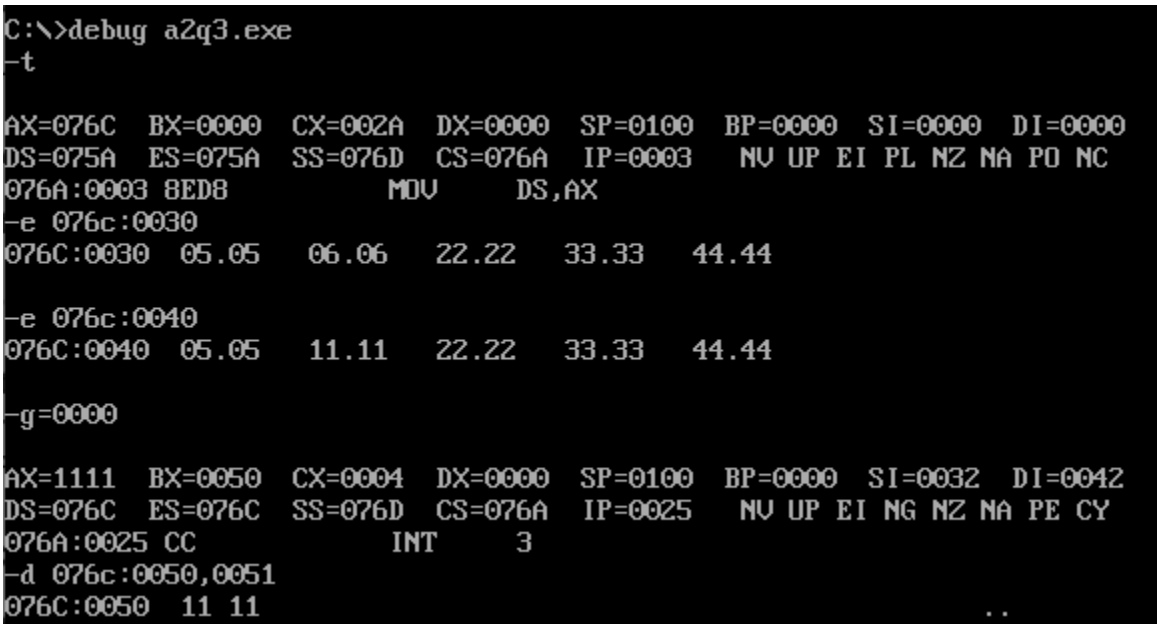
Code:

```
.model small
.stack 100h
.data
.code

main proc

mov ax, @data
```

```
mov ds, ax
mov es, ax

mov si, 0030h
mov di, 0040h

mov cl, [si]
mov ch, 00h
cld

l1:
cmpsb
jnz l2
loop l1

mov ax, 0ffffh
jmp l3

l2:
mov ax, 01111h

l3:
mov bx, 0050h
mov [bx], ax

int 03h
mov ah, 4ch
int 21h

main endp
end main
```

Output:





4. Write an Assembly Language Program to check if a string of five data bytes is palindrome or not. The string is stored from memory location DS: 0030H. If the string is found to be palindrome then place FFFFH in addresses DS: 0040H otherwise place 1111H.

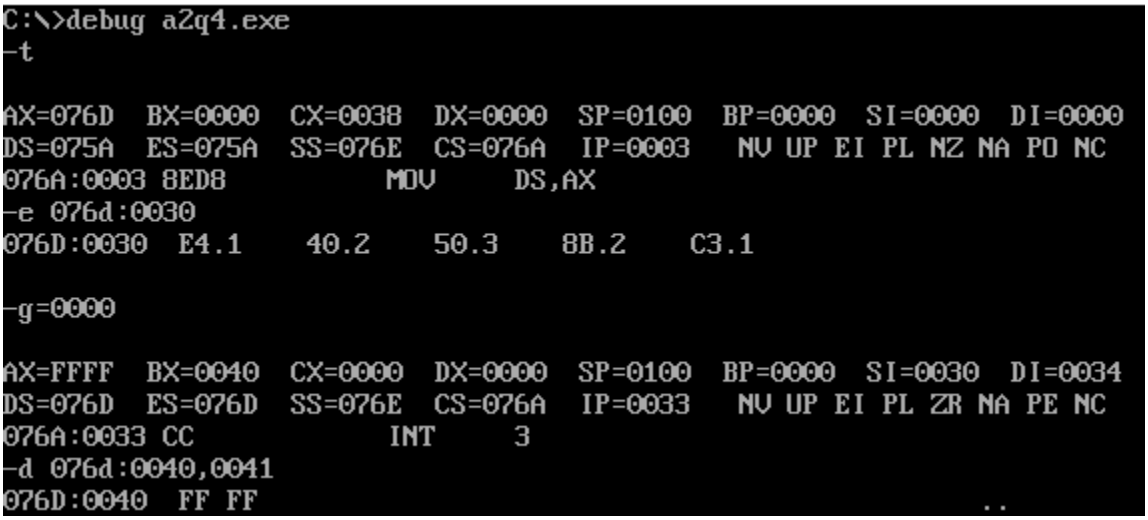
Code:

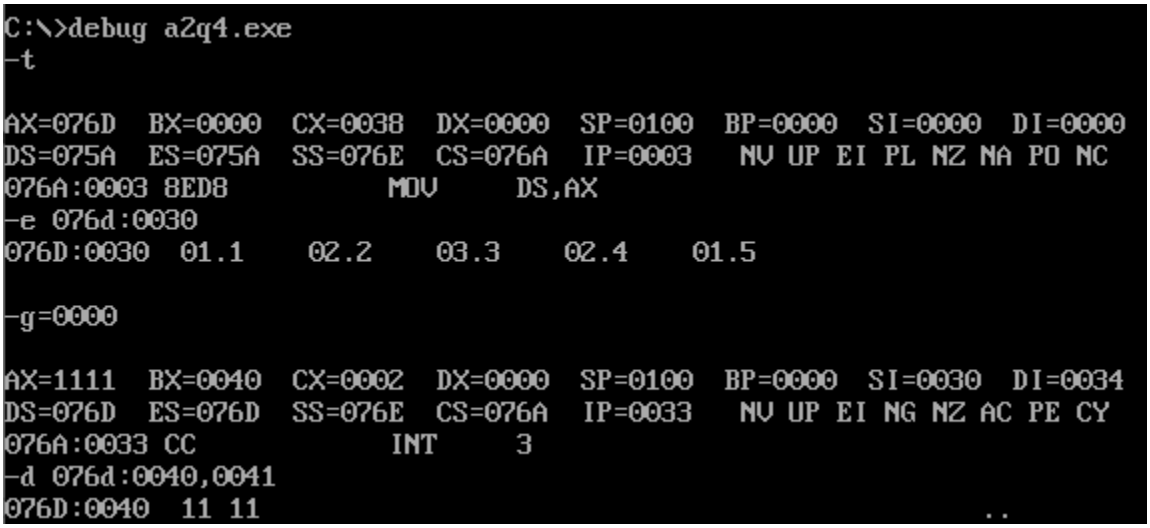
```
.model small
.stack 100h
```

```
.data
.code

main proc

mov ax, @data
mov ds, ax
mov es, ax

mov ax, 0005h

mov si, 0030h
mov di, 0030h
add di, ax
dec di

mov bl, 02h
div bl
mov cl, al
mov ch, 00h

l1:
mov al, [si]
mov bl, [di]
cmp al, bl
jnz l2
loop l1

mov ax, 0ffffh
jmp l3

l2:
mov ax, 01111h

l3:
mov bx, 0040h
mov [bx], ax


int 03h
mov ah, 4ch
int 21h
```

main endp
end main

Output:



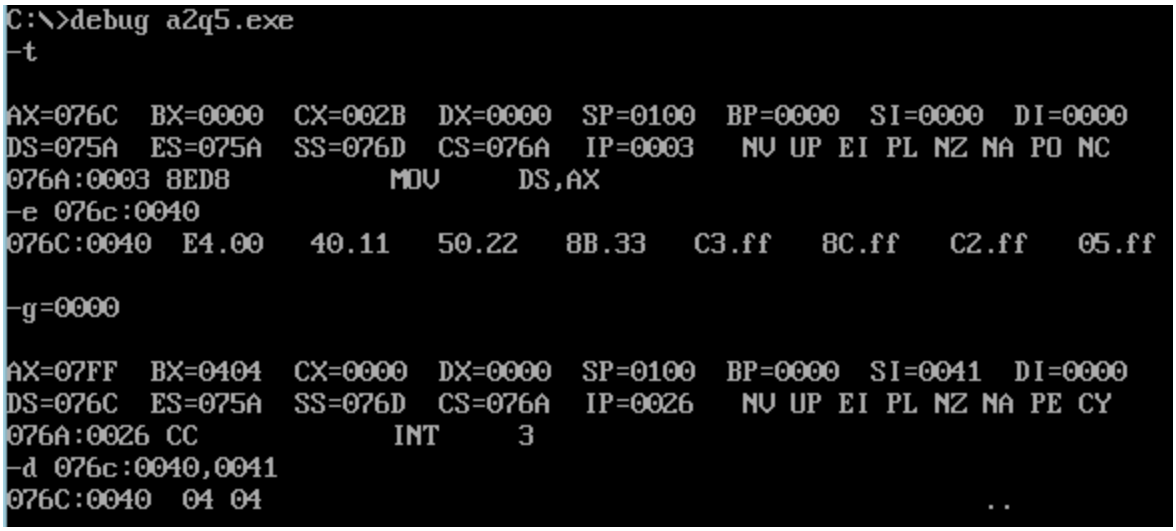


5. Write an Assembly Language Program to count the number of positive and negative numbers present in a series of eight data bytes. The starting address of the series is DS: 0040H. Store the count value of positive number in DS: 0040H and count value of negative number in DS: 0041H.

Code:

```
.model small
.stack 100h
.data
.code

main proc

mov ax, @data
mov ds, ax

mov bx, 0000h ; storing +ve in bh, -ve in bl
mov si, 0040h
mov cx, 0008h

l1: mov al, [si]
rol al, 01h
inc si
jc l2
inc bh
jmp l3
l2: inc bl
l3: loop l1

mov si, 0040h
mov [si], bh
inc si
mov [si], bl

int 03h
mov ah, 4ch
int 21h

main endp
end main
```

Output:



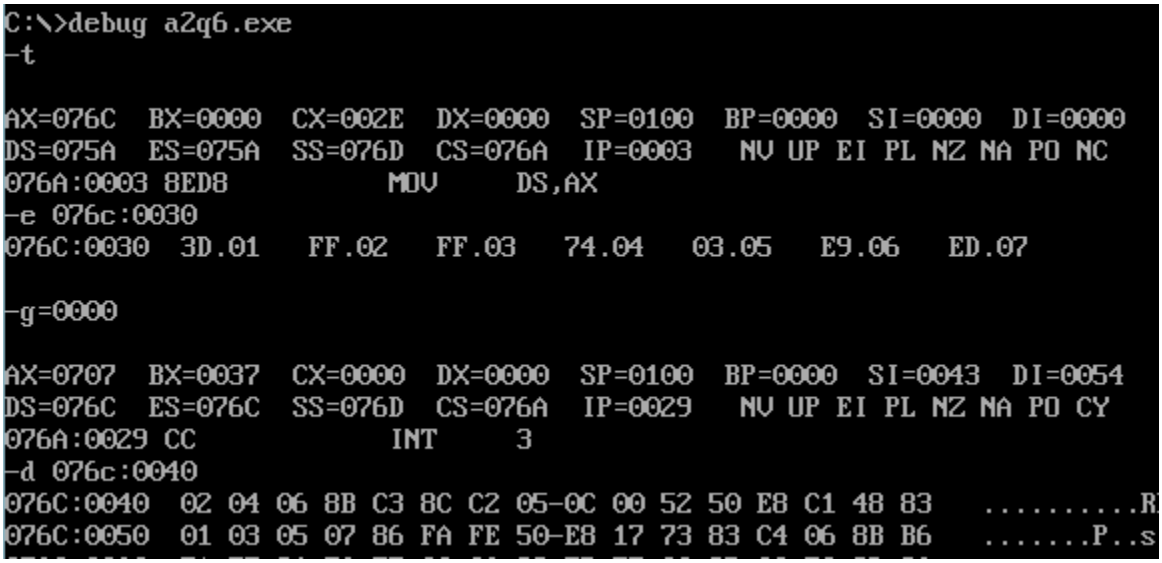
6. Write an Assembly Language Program to separate the odd and even numbers from a series of 7 data bytes. The starting address of the series is DS: 0030H. Store the even numbers from DS: 0040H and the odd numbers from DS: 0050H.

Code:

```
.model small
.stack 100h
.data
.code

main proc

mov ax, @data
mov ds, ax
mov es, ax

mov bx, 0030h
mov si, 0040h ;even
mov di, 0050h ;odd
mov cx, 0007h

l1: mov al, [bx]
ror al, 01h
inc bx
jnc l2
rol al, 01h
mov [di], al ;storing odd in si
inc di
```

```
jmp l3
l2: rol al, 01h
mov [si], al
inc si
l3: loop l1

int 03h
mov ah, 4ch
int 21h

main endp
end main
```

Output:



7. Write an Assembly Language Program to convert an 8-bit number stored in DS:0030H into its equivalent ASCII value. Store the converted code from DS: 0050H.

Code:

```
.model small
.stack 100h
.data
.code

main proc

mov ax, @data
mov ds, ax
```

```
mov si, 0030h
mov al, [si]
mov ah, al

and al, 0fh
cmp al, 09h
jc l2
add al, 07h
l2: add al, 30h

mov si, 0050h
mov [si], al
inc si

mov al, ah
and al, 0f0h
mov cl, 04h
rol al, cl
cmp al, 09h
jc l3
add al, 07h
l3: add al, 30h

mov [si], al

int 03h
mov ah, 4ch
int 21h

main endp
end main
```

Output:

```
C:\>debug a2q7.exe
-t

AX=076D  BX=0000  CX=0033  DX=0000  SP=0100  BP=0000  SI=0000  DI=0000
DS=075A  ES=075A  SS=076E  CS=076A  IP=0003   NV UP EI PL NZ NA PO NC
076A:0003 8ED8          MOV     DS,AX
-e 076d:0030
076D:0030  E4.a2

-g=0000

AX=A241  BX=0000  CX=0004  DX=0000  SP=0100  BP=0000  SI=0051  DI=0000
DS=076D  ES=075A  SS=076E  CS=076A  IP=002E   NV UP EI PL NZ NA PE NC
076A:002E CC            INT     3
-d 076d:0050,0051
076D:0050  32 41                                              2A
```

8. Write an Assembly Language Program to find out the square root of a number stored in DS: 0030H. Store the result in DS: 0040H.

Code:

```
.model small
.stack 100h
.data
.code

main proc

mov ax, @data
mov ds, ax
mov si, 0030h

mov al, [si]
mov bl, 01h
mov cl, 00h

l1: sub al, bl
das
add bl, 02h
daa
inc cl
cmp al, 00h
jz l2
```

```
jmp l1

l2: mov si, 0040h
mov [si], cl

int 03h
mov ah, 4ch
int 21h

main endp
end main
```

Output:

9. Fibonacci series is defined as:
   F(i) = F(i-1) + F(i-2); for all i>2 with F(1) = F(2) = 1

   Write an Assembly language Program to generate the first ten elements of this sequence and store them from DS: 0030H.

Code:

```
.model small
.stack 100h
.data
.code

main proc
```

```
mov ax, @data
mov ds, ax

mov cx, 000ah
mov al, 01h
mov bl, 01h
mov si, 0030h

l1:
mov [si], al
inc si
mov [si], bl
inc si
add al, bl
daa
xchg al, bl
add al, bl
daa
xchg al, bl

loop l1

int 03h
mov ah, 4ch
int 21h

main endp
end main
```

Output: