

**NAME: GINI CHACKO**

**SEMESTER: IV**

**CLASS: SE COMPS B**

**BATCH: B**

**ROLL: 8942**

**TOPIC: MP EXPERIMENT 6:**

**A.] Block transfer from source to destination**

**B.] Check whether it is palindrome or not**

## **A.] Block transfer from source to destination**

### **CODE:**

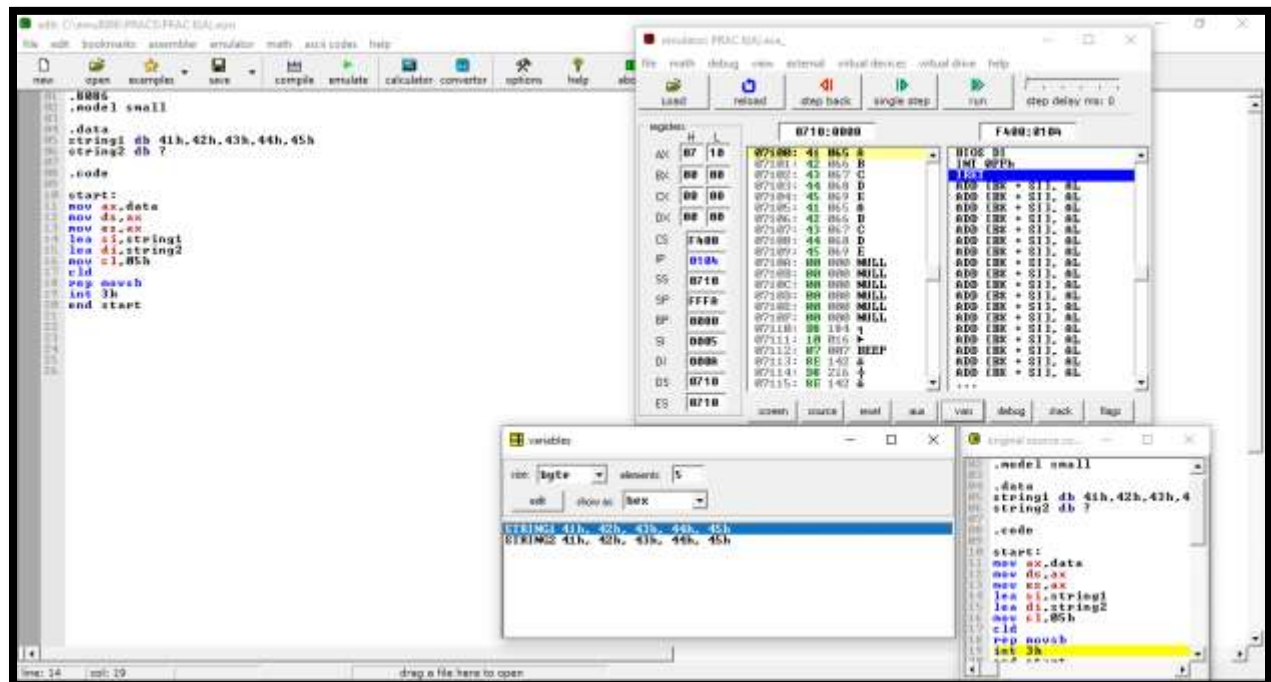
```
.8086
.model small

.data
string1 db 41h,42h,43h,44h,45h
string2 db ?

.code

start:
mov ax,data
mov ds,ax
mov es,ax
lea si,string1
lea di,string2
mov cl,05h
cld
rep movsb
int 3h
end start
```

# OUTPUT:



## **B.] Check whether it is palindrome or not**

### **CODE:**

```
.8086
.model small
.data
w db "gini$"
s db "The string is pallindrome$"
e db "The string is not pallindrome$"
res db 00h
count db 00h
.code
start:
    mov ax, @data
    mov ds, ax
    lea si, w
    lea di, w
    mov bl, "$"
    mov cl, count

cnt:inc di
    inc cl
    cmp [di], bl
    jne cnt
    dec di

con:mov al, [si]
    mov ah, [di]
    cmp al, ah
    jne np
    inc si
    dec di
    cmp si, di
```

jl con

lea dx, s  
mov ah, 09h  
int 21h  
mov ah, 08h  
int 21h  
mov al, 01h  
mov res, al  
jmp last

np: lea dx, e  
mov ah, 09h  
int 21h  
mov ah, 08h  
int 21h  
mov al, 00h  
mov res, al  
last: mov ah, 4ch  
int 21h  
end start

# OUTPUT:

The screenshot shows the emu8086 emulator interface. The main window displays assembly code for a program that checks if the string "malayalam" is a palindrome. The code uses registers to store pointers and counts, and compares characters from both ends of the string. The output window shows the result: "The string is palindrome".

```
.8086
.model small
.data
    s db "malayalam"
    s db "The string is palindrome?"
    res db 00h
    count db 00h
.code
start:
    mov ax, @data
    mov dx, ax
    lea si, s
    lea di, s
    mov bl, "5"
    mov cl, count

cnt: lea di, si
    lea si, [di], bl
    jnc cnt
    dec di

con: mov al, [di]
    mov ah, [di]
    cmp al, ah
    jnc np
    lea di, [di]
    cmp si, di
    jl con

lea dx, s
mov ah, 07h
int 21h
mov ah, 08h
int 21h
mov al, 01h
mov res, al
jmp last

np: lea dx, s
mov ah, 07h
int 21h
mov ah, 08h
int 21h
mov al, 01h
mov res, al
jmp last

last: mov ah, 4ch
int 21h
end start
```

The screenshot shows the emu8086 emulator interface. The main window displays assembly code for a program that checks if the string "12345" is a palindrome. The code uses registers to store pointers and counts, and compares characters from both ends of the string. The output window shows the result: "The string is not palindrome".

```
.8086
.model small
.data
    s db "12345"
    s db "The string is palindrome?"
    res db 00h
    count db 00h
.code
start:
    mov ax, @data
    mov dx, ax
    lea si, s
    lea di, s
    mov bl, "5"
    mov cl, count

cnt: lea di, si
    lea si, [di], bl
    jnc cnt
    dec di

con: mov al, [di]
    mov ah, [di]
    cmp al, ah
    jnc np
    lea di, [di]
    cmp si, di
    jl con

lea dx, s
mov ah, 07h
int 21h
mov ah, 08h
int 21h
mov al, 01h
mov res, al
jmp last

np: lea dx, s
mov ah, 07h
int 21h
mov ah, 08h
int 21h
mov al, 01h
mov res, al
jmp last

last: mov ah, 4ch
int 21h
end start
```

## **POSTLAB QUESTIONS:**

### **1. Explain any 5 string instructions with examples.**

**Ans:**

String is a group of bytes/words and their memory is always allocated in a sequential order. String is either referred as byte string or word string.

OPCODE	OPERAND	EXPLANATION	EXAMPLE
REP	instruction	repeat the given instruction till CX != 0	REP MOVSB
REPE	instruction	repeat the given instruction while CX = 0	REPE
REPZ	instruction	repeat the given instruction while ZF = 1	REPZ
REPNE	instruction	repeat the given instruction while CX != 0	REPNE
REPNZ	instruction	repeat the given instruction while ZF = 0	REPZ
MOVSB	none	moves contents of byte given by DS:SI into ES:DI	MOVSB
MOVSW	none	moves contents of word given by DS:SI into ES:DI	MOVSW
MOVD	none	moves contents of double word given by DS:SI into ES:DI	MOVD