


## Task 1:

 edit: C:\emu8086\MySource\t1-l11.asm

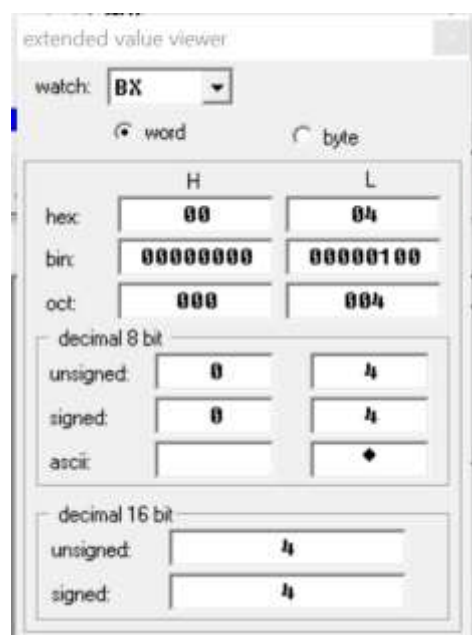
```
file  edit  bookmarks  assembler  emu
new  open  examples  save

01  org 100h
02  .data
03  a db 1001010b
04  .code
05  mov ax, @data
06  mov ds, ax
07  mov bl, a
08  shl bl, 1
09  shl bl, 2
10  shl bl, 3
11  shr bl, 2
12  shr bl, 3
13  ror bl, 2
14  ror bl, 1
15  rol bl, 1
16  rol bl, 2
17
```

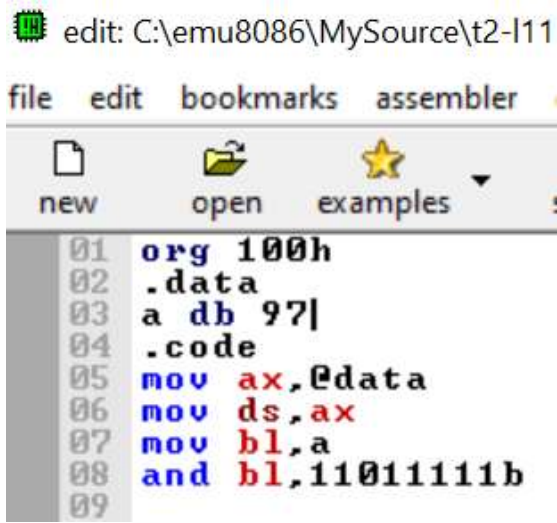
## Explanation:

This program demonstrates the difference between **logical shifts** (SHL, SHR) and **rotations** (ROL, ROR).

## Output:



## Task 2:

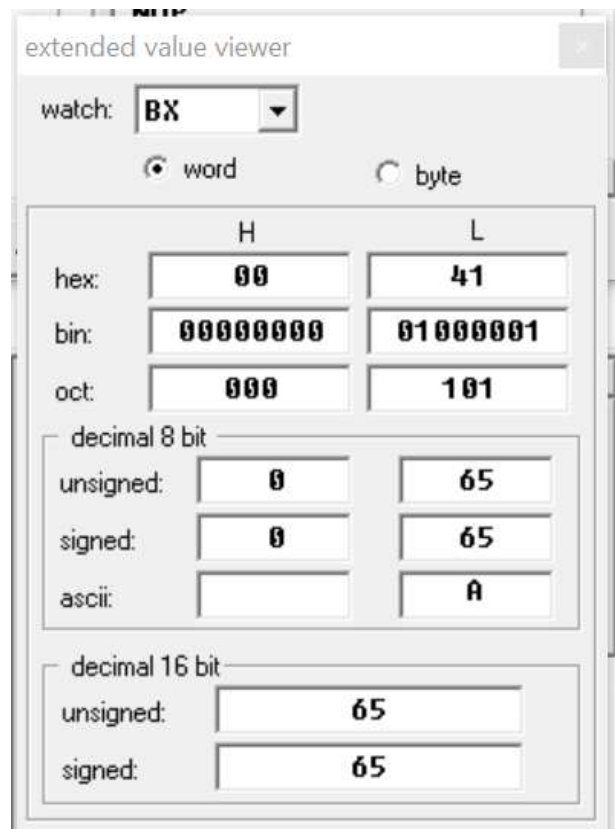


```
edit: C:\emu8086\MySource\t2-l11
file  edit  bookmarks  assembler
new  open  examples
01  org 100h
02  .data
03  a db 97h
04  .code
05  mov ax, 0data
06  mov ds, ax
07  mov bl, a
08  and bl, 11011111b
09
```

### Explanation:

This short program takes the lowercase letter 'a' (ASCII 97) and converts it to uppercase 'A' (ASCII 65) using **bit masking**.

### Output:



extended value viewer

watch: BX

☒ word ☐ byte

	H	L
hex:	00	41
bin:	00000000	01000001
oct:	000	101
decimal 8 bit		
unsigned:	0	65
signed:	0	65
ascii:		A
decimal 16 bit		
unsigned:	65	
signed:	65	

### Task 3:

 edit: C:\emu8086\MySource\t3-l11.asr

```
file  edit  bookmarks  assembler  emu
new  open  examples  save

01  org 100h
02  .data
03  a db 80|
04  .code
05  mov ax, @data
06  mov ds, ax
07  mov bl, a
08  or  bl, 00100000h
```

### Explanation:

This program takes an uppercase letter 'P' and converts it to lowercase 'p' by **setting bit 5** with the OR instruction.

### Output:

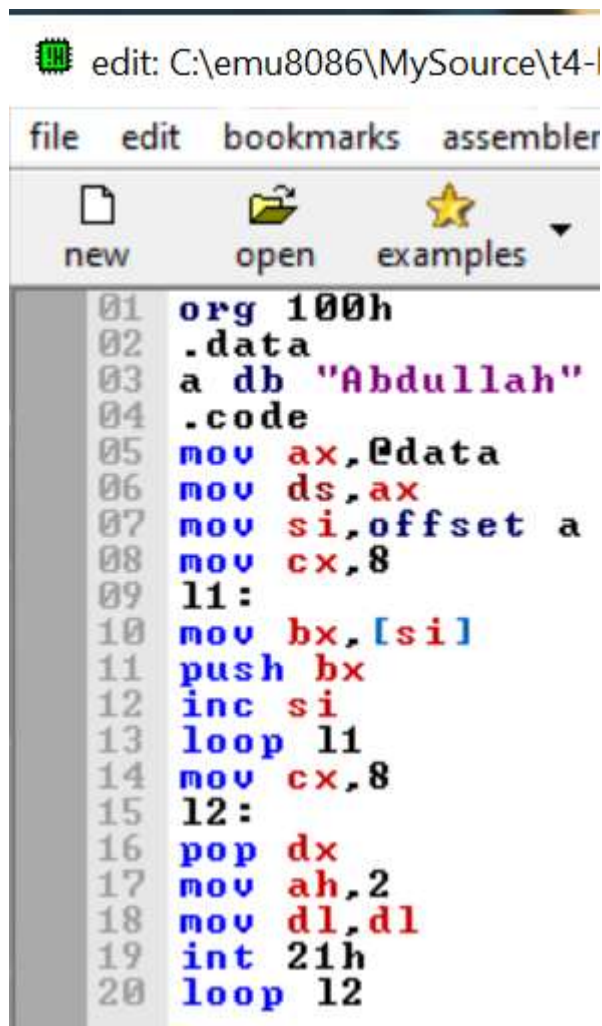
extended value viewer

watch: **BX**

☒ word ☐ byte

	H	L
hex:	00	70
bin:	00000000	01110000
oct:	000	160
decimal 8 bit		
unsigned:	0	112
signed:	0	112
ascii:		p
decimal 16 bit		
unsigned:	112	
signed:	112	

#### Task 4:

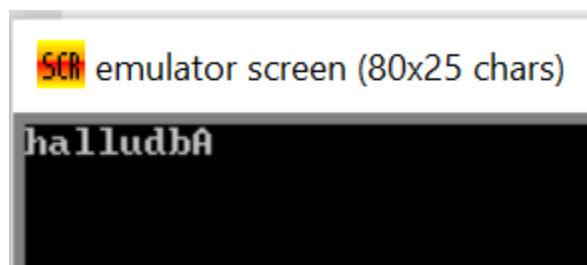


```
edit: C:\emu8086\MySource\t4-  
file  edit  bookmarks  assembler  
new      open      examples  
01  org 100h  
02  .data  
03  a db "Abdullah"  
04  .code  
05  mov ax, @data  
06  mov ds, ax  
07  mov si, offset a  
08  mov cx, 8  
09  l1:  
10  mov bx, [si]  
11  push bx  
12  inc si  
13  loop l1  
14  mov cx, 8  
15  l2:  
16  pop dx  
17  mov ah, 2  
18  mov dl, dl  
19  int 21h  
20  loop l2
```

#### Explanation:

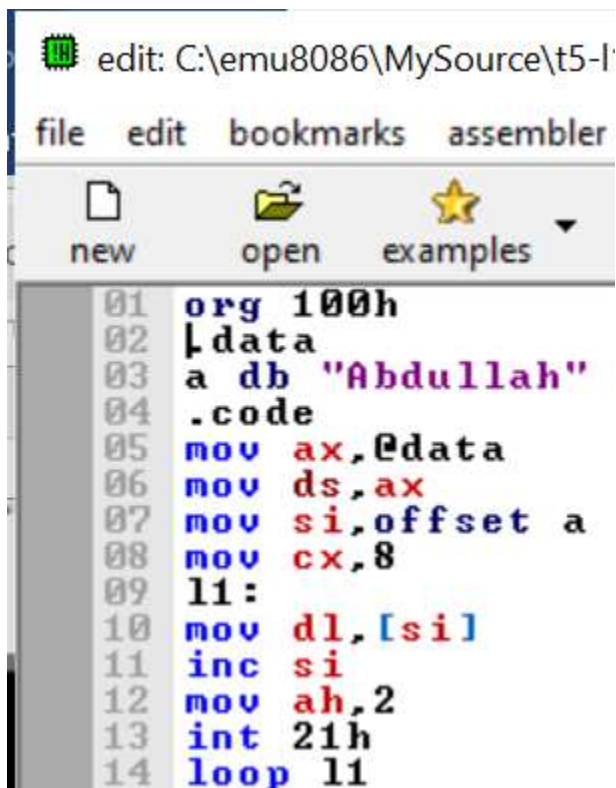
It's a simple **string reversal and display** program using the **stack** and **DOS interrupt 21h (function 2)** for character output.

#### Output:



```
SCA emulator screen (80x25 chars)  
halludbA
```

### Task 5:

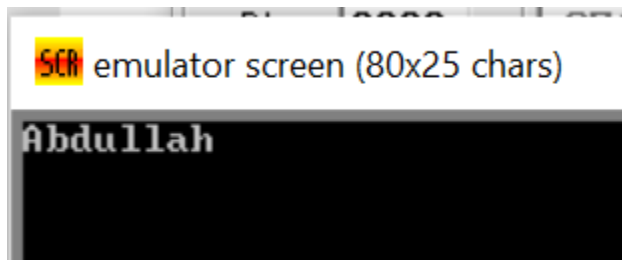


```
edit: C:\emu8086\MySource\t5-l
file  edit  bookmarks  assembler
new  open  examples
01  org 100h
02  |data
03  a db "Abdullah"
04  .code
05  mov ax,@data
06  mov ds,ax
07  mov si,offset a
08  mov cx,8
09  l1:
10  mov dl,[si]
11  inc si
12  mov ah,2
13  int 21h
14  loop l1
```

### Explanation:


- Points to the start of the string.
- Loops four times (for each character).
- Loads each character into `DL`.
- Calls `INT 21h / AH=2` to display it.

### Output:



```
SCA emulator screen (80x25 chars)
Abdullah
```

## Task 6:

 edit: C:\emu8086\MySource\t6-l11.asm

```
file  edit  bookmarks  assembler  emulator  math  ascii codes
new  open  examples  save  compile  emula

01  org 100h
02
03  .data
04  a db "You entered Vowel.$"
05  b db "You entered Numeric Value.$"
06  c db "You entered Alphabet.$"
07  d db "You entered Special Symbol.$"
08  e db "Please enter a valid value.$"
09
10  .code
11  main:
12      mov ax, @data
13      mov ds, ax
14      mov ah, 1
15      int 21h
16      mov bl, al
17      cmp bl, 'A'
18      je vowel
19      cmp bl, 'E'
20      je vowel
21      cmp bl, 'I'
22      je vowel
23      cmp bl, 'O'
24      je vowel
25      cmp bl, 'U'
26      je vowel
27      cmp bl, 'a'
28      je vowel
29      cmp bl, 'e'
30      je vowel
31      cmp bl, 'i'
32      je vowel
33      cmp bl, 'o'
34      je vowel
35      cmp bl, 'u'
36      je vowel
37      cmp bl, '0'
38      jb not_num
39      cmp bl, '9'
40      ja not_num
41      jmp number
```

```

42 not_num:
43     cmp bl, 'A'
44     jb symbol
45     cmp bl, 'Z'
46     jbe alphabet
47     cmp bl, 'a'
48     jb symbol
49     cmp bl, 'z'
50     jbe alphabet
51     jmp symbol
52 vowel:
53     mov ah, 09h
54     lea dx, a
55     int 21h
56     jmp exit
57 number:
58     mov ah, 09h
59     lea dx, b
60     int 21h
61     jmp exit
62
63 alphabet:
64     mov ah, 09h
65     lea dx, c
66     int 21h
67     jmp exit
68
69 symbol:
70     mov ah, 09h
71     lea dx, d
72     int 21h
73     jmp exit
74
75 exit:
76     mov ah, 4Ch
77     int 21h

```

### Explanation:

1. **Takes one character input** from the user.
2. **Checks** whether it's:
  - a **vowel** (A, E, I, O, U or lowercase versions),
  - a **numeric digit** (0-9),
  - an **alphabet character** (A-Z or a-z),
  - or a **special symbol** (anything else).
3. **Displays** the appropriate message.

### Output:

