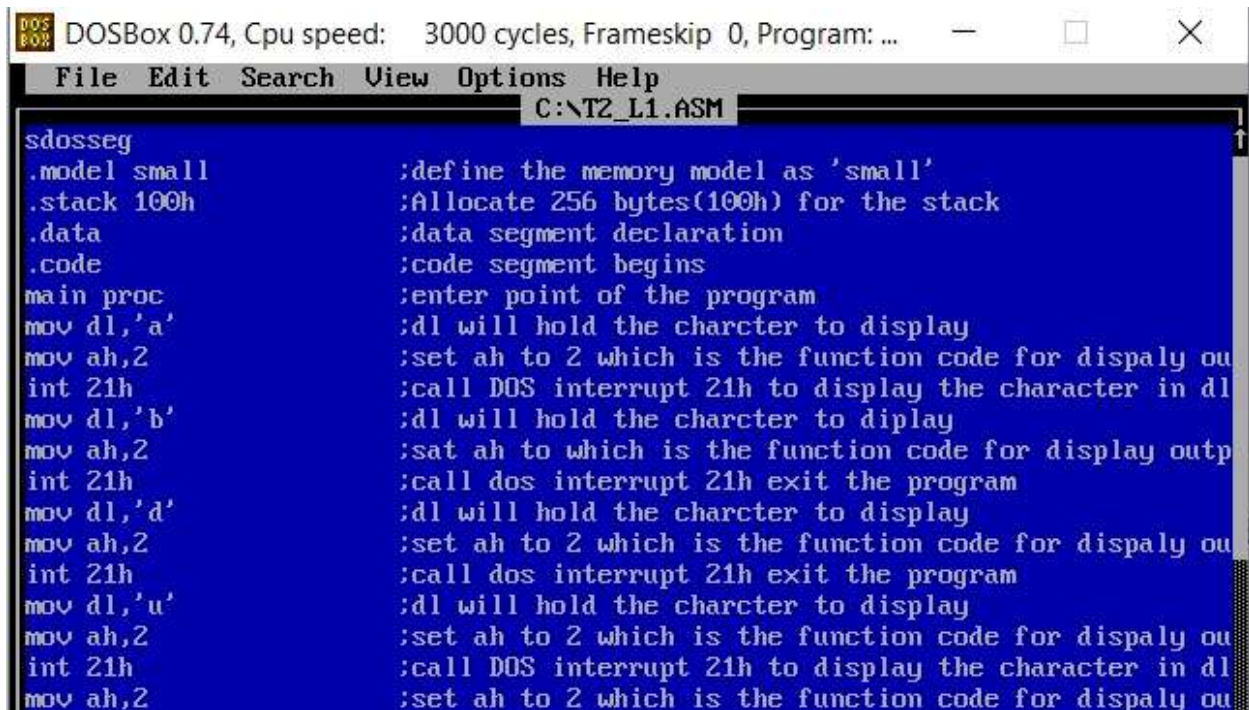


## Task 1

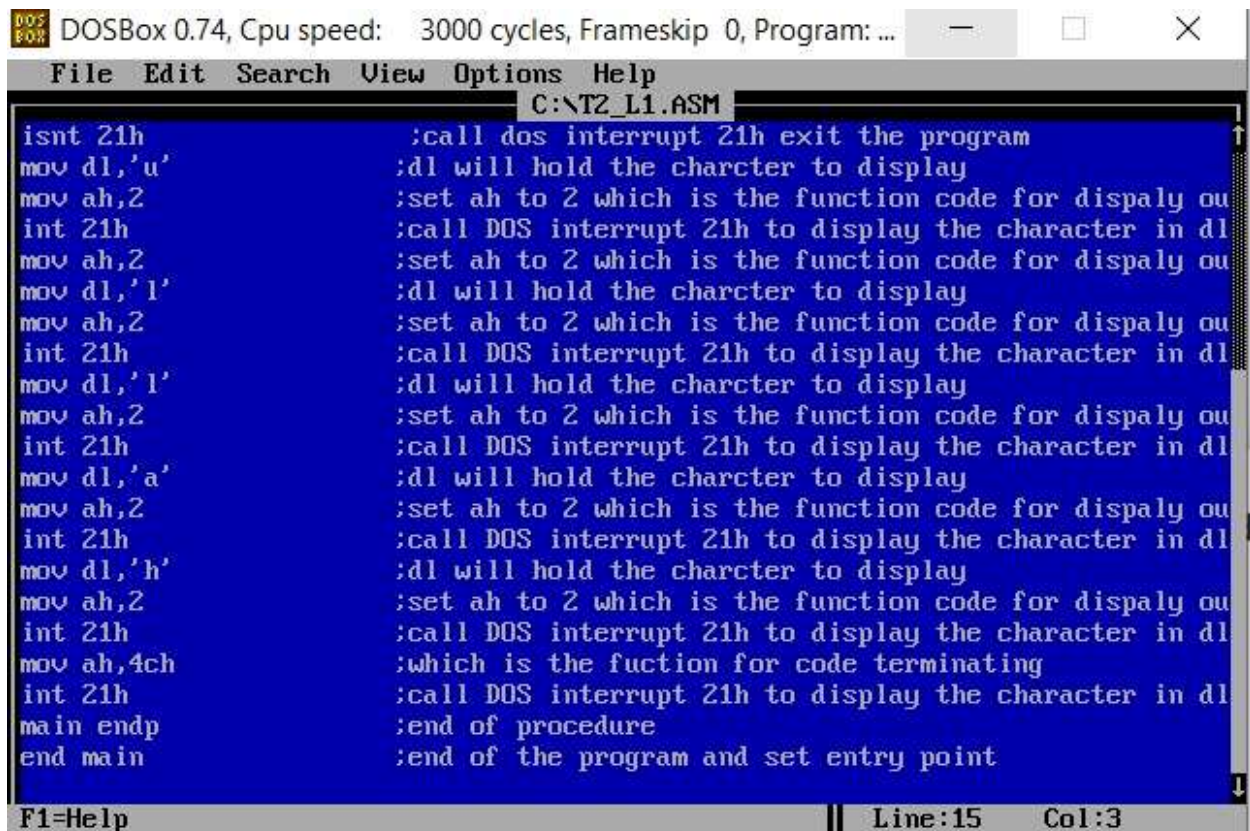


```

DOSBox 0.74, Cpu speed: 3000 cycles, Frameskip 0, Program: ...
File Edit Search View Options Help
C:\TZ_L1.ASM

sdosseg
.model small           ;define the memory model as 'small'
.stack 100h            ;Allocate 256 bytes(100h) for the stack
.data                  ;data segment declaration
.code                  ;code segment begins
main proc              ;enter point of the program
mov dl,'a'             ;dl will hold the character to display
mov ah,2               ;set ah to 2 which is the function code for display ou
int 21h                ;call DOS interrupt 21h to display the character in dl
mov dl,'b'             ;dl will hold the character to display
mov ah,2               ;set ah to 2 which is the function code for display outp
int 21h                ;call dos interrupt 21h exit the program
mov dl,'d'             ;dl will hold the character to display
mov ah,2               ;set ah to 2 which is the function code for display ou
int 21h                ;call dos interrupt 21h exit the program
mov dl,'u'             ;dl will hold the character to display
mov ah,2               ;set ah to 2 which is the function code for display ou
int 21h                ;call DOS interrupt 21h to display the character in dl
mov ah,2               ;set ah to 2 which is the function code for display ou

```



```

DOSBox 0.74, Cpu speed: 3000 cycles, Frameskip 0, Program: ...
File Edit Search View Options Help
C:\TZ_L1.ASM

isnt 21h               ;call dos interrupt 21h exit the program
mov dl,'u'             ;dl will hold the character to display
mov ah,2               ;set ah to 2 which is the function code for display ou
int 21h                ;call DOS interrupt 21h to display the character in dl
mov ah,2               ;set ah to 2 which is the function code for display ou
mov dl,'l'             ;dl will hold the character to display
mov ah,2               ;set ah to 2 which is the function code for display ou
int 21h                ;call DOS interrupt 21h to display the character in dl
mov dl,'l'             ;dl will hold the character to display
mov ah,2               ;set ah to 2 which is the function code for display ou
int 21h                ;call DOS interrupt 21h to display the character in dl
mov dl,'a'             ;dl will hold the character to display
mov ah,2               ;set ah to 2 which is the function code for display ou
int 21h                ;call DOS interrupt 21h to display the character in dl
mov dl,'h'             ;dl will hold the character to display
mov ah,2               ;set ah to 2 which is the function code for display ou
int 21h                ;call DOS interrupt 21h to display the character in dl
mov ah,4ch             ;which is the fuction for code terminating
int 21h                ;call DOS interrupt 21h to display the character in dl
main endp              ;end of procedure
end main               ;end of the program and set entry point

F1=Help || Line:15 Col:3

```

```
DOSBox 0.74, Cpu speed: 3000 cycles, Frameskip 0, Program: ...
C:\>t2_l1.exe
Abdullah
C:\>edit t2_l1.asm

C:\>masm t2_l1.asm:
Microsoft (R) Macro Assembler Version 5.00
Copyright (C) Microsoft Corp 1981-1985, 1987. All rights reserved.

51710 + 464834 Bytes symbol space free

0 Warning Errors
0 Severe Errors

C:\>link t2_l1.obj:
Microsoft (R) Overlay Linker Version 3.60
Copyright (C) Microsoft Corp 1983-1987. All rights reserved.

C:\>t2_l1.exe
abdullah
```

## Task 2

```
DOSBox 0.74, Cpu speed: 3000 cycles, Frames...
File Edit Search View Options Help
C:\NT1_L2.ASM
[org 0x100]          ;set origin at 0x100
mov ax,3            ;load 6 into AX register
mov bx,2            ;load 4 into BX register
add ax,bx           ;AX = AX + BX now holds 10
mov bx,6            ;load 3 into bx register
mov ax,0x4c00        ;terminate program
int 0x21             ;interrupt to exit program

Commands for manipulating files
```

```
DOSBox 0.74, Cpu speed: 3000 cycles, Frameskip 0, Program: ...
C:\>t2_11.exe
abduallah
C:\>edit t2_11.asm
C:\>edit t2_12.asm
C:\>edit t2_12.asm
C:\>Nasm t2_12.asm -o t2.com
C:\>t2.com
C:\>Nasm t2_12.asm -l t2.lst
C:\>Type t2.lst
1                                [org 0x100]
2 00000000 BB0800               mov ax,8
3 00000003 BB0100               mov bx,1
4 00000006 01D8                 add ax,bx
5 00000008 BB0400               mov bx,4
6 0000000B BB004C               mov ax,0x4c00
7 0000000E CD21                 int 0x21
```