Task 1:

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

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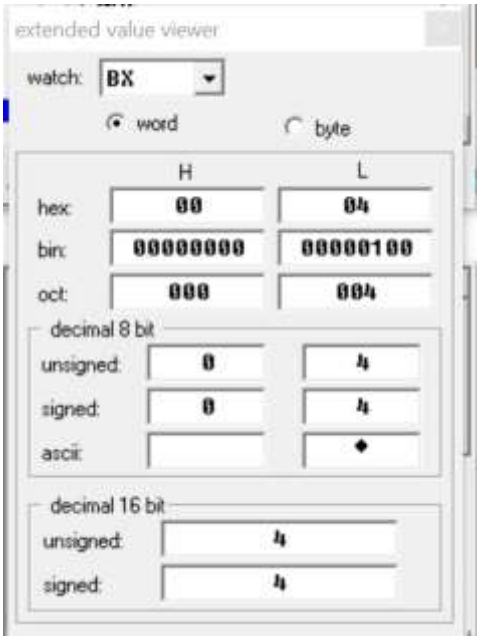
```
01 org 100h
02 .data
03 a db 1001010b
04 .code
05 mov ax,@data
06 mov ds,ax
07 mov bl,a
08 shl bl,1
09 shl bl,2
10 shl bl,3
11 shr bl,2
12 shr bl,3
13 ror bl,2
14 ror bl,1
15 rol bl,1
16 rol bl,2
17
```

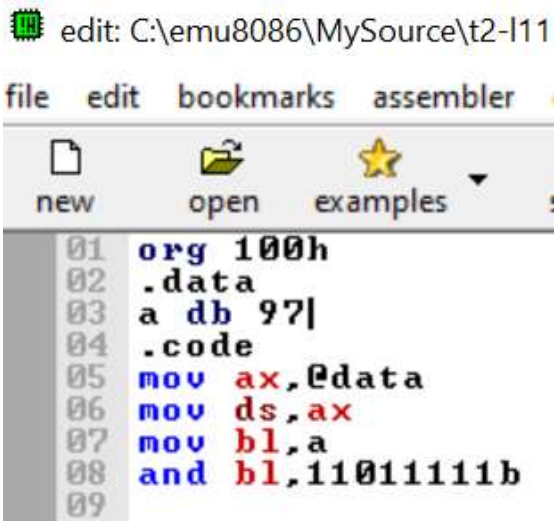
Explanation:

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

Output:



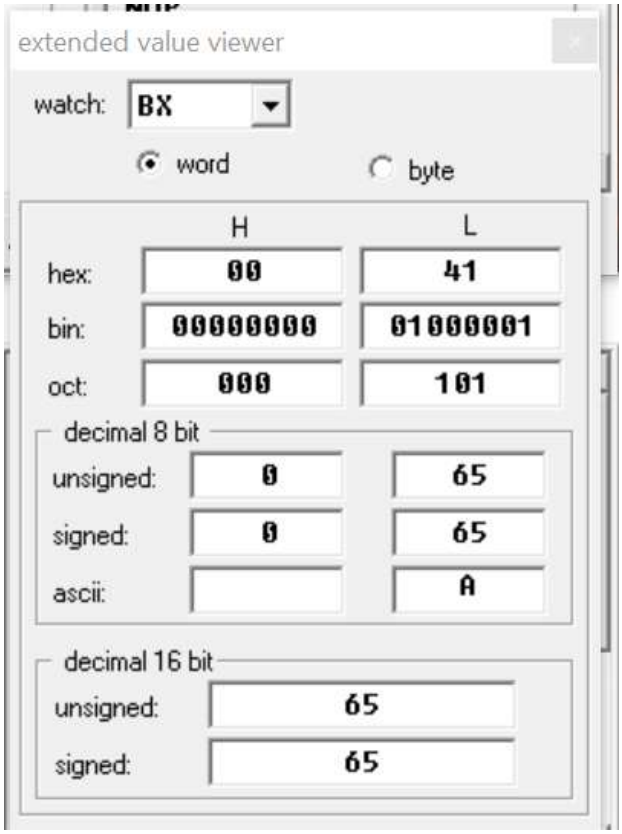
Task 2:



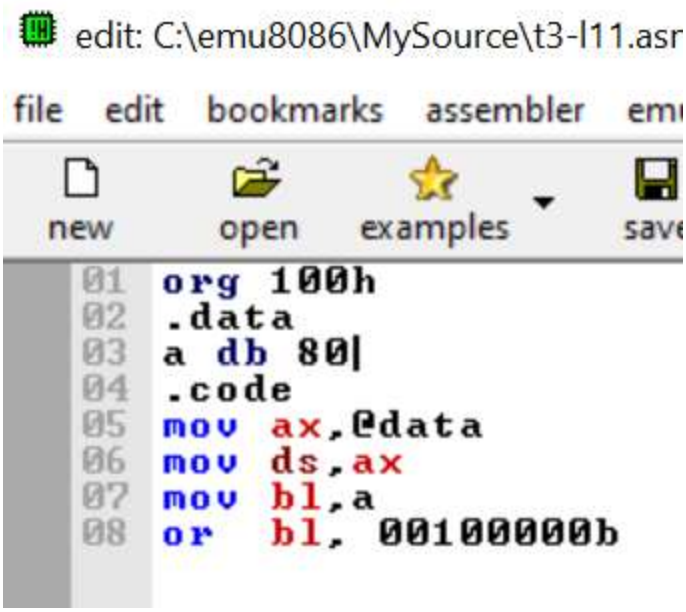
Explanation:

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

Output:



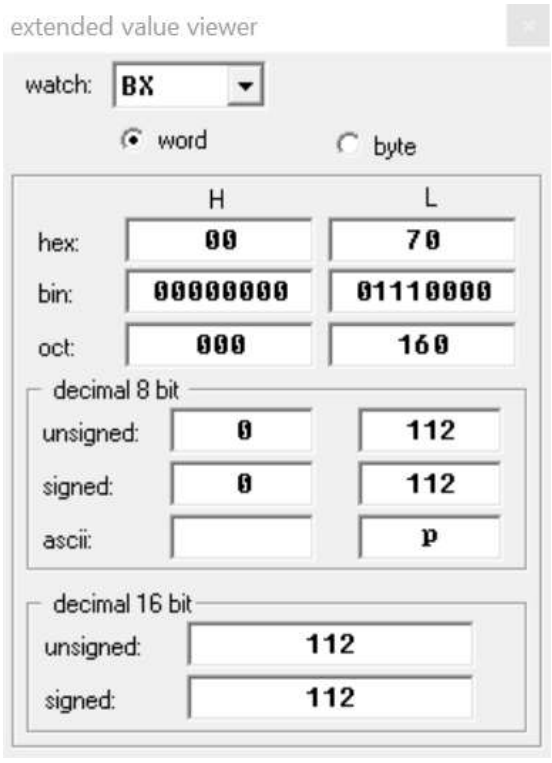
Task 3:



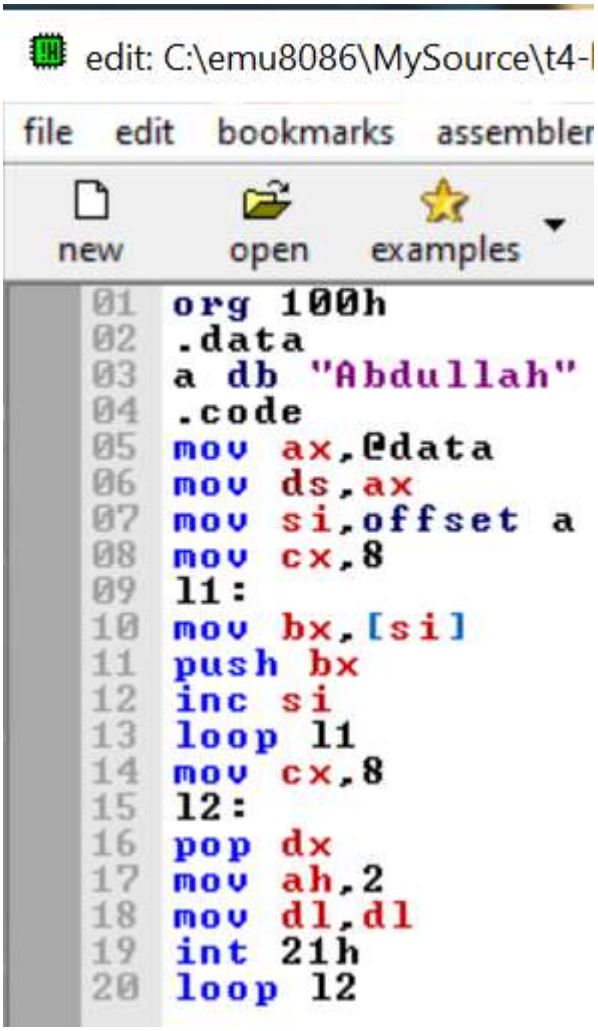
Explanation:

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

Output:



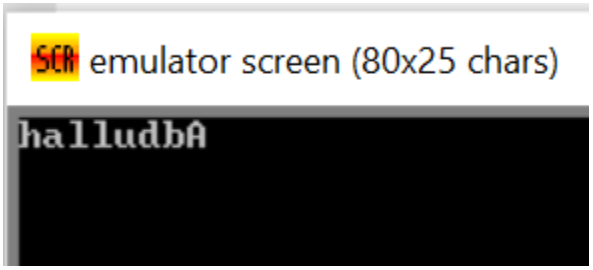
Task 4:



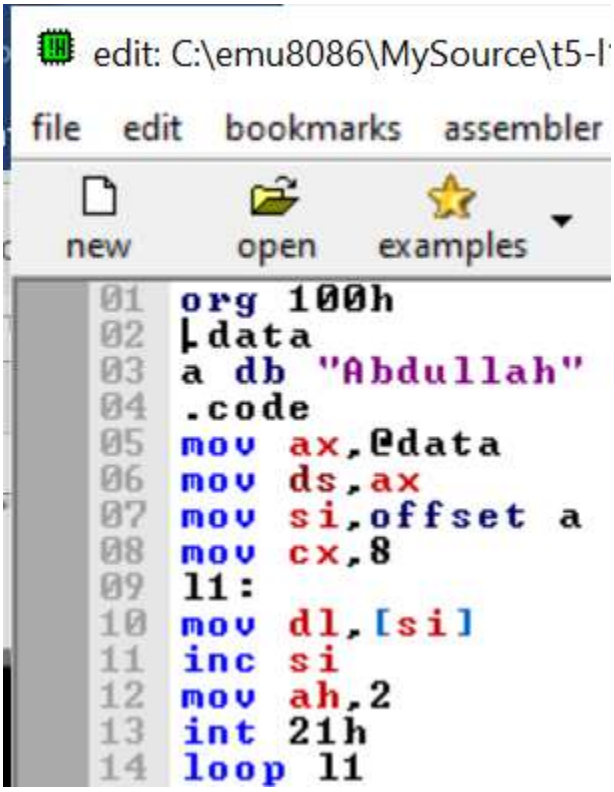
Explanation:

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

Output:



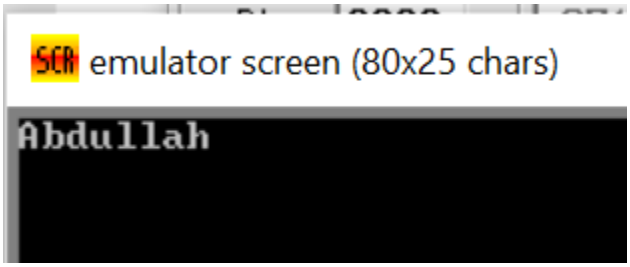
Task 5:



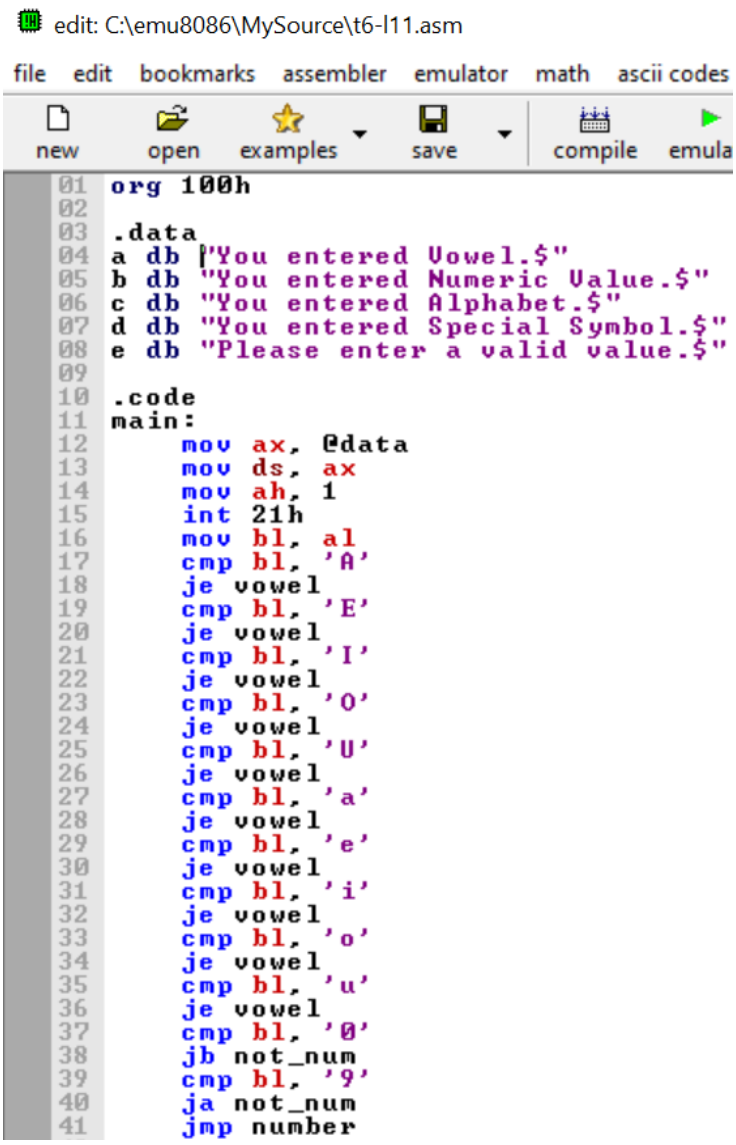
Explanation:

- 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:



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

```
not_num:
    cmp bl, 'A'
    jb symbol
    cmp bl, 'Z'
    jbe alphabet
    cmp bl, 'a'
    jb symbol
    cmp bl, 'z'
    jbe alphabet
    jmp symbol
vowel:
    mov ah, 09h
    lea dx, a
    int 21h
    jmp exit
number:
    mov ah, 09h
    lea dx, b
    int 21h
    jmp exit

alphabet:
    mov ah, 09h
    lea dx, c
    int 21h
    jmp exit

symbol:
    mov ah, 09h
    lea dx, d
    int 21h
    jmp exit

exit:
    mov ah, 4Ch
    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: