

Q1. Using loop write a program to print numbers from 0 to 9.

Code:

```
dosseg
.model small
.stack 100h
.data
.code
main proc
mov cx,10
mov dx,48
L1:
mov ah,2
int 21h
Add dx,1
Loop L1
mov ah,4ch
int 21h
main endp
end main
```

Output:

```
C:\>MASM P1.ASM:
Microsoft (R) Macro Assembler Version 5.00
Copyright (C) Microsoft Corp 1981-1985, 1987. All rights reserved.

51720 + 464824 Bytes symbol space free

0 Warning Errors
0 Severe Errors

C:\>LINK P1.OBJ:

Microsoft (R) Overlay Linker Version 3.60
Copyright (C) Microsoft Corp 1983-1987. All rights reserved.

C:\>P1.EXE
0123456789
```

Q2. Using loop write a program to print small letters a to z.

Code:

```
dosseg
.model small
.stack 100h
.data
.code
main proc
mov cx,26
mov DX,97
L1:
mov ah,2
int 21h
inc dx
Loop L1
mov ah,4ch
int 21h
main endp
end main
```

Output:

```
C:\>MASM F.ASM:
Microsoft (R) Macro Assembler Version 5.00
Copyright (C) Microsoft Corp 1981-1985, 1987. All rights reserved.

51730 + 464814 Bytes symbol space free

0 Warning Errors
0 Severe Errors

C:\>LINK F.OBJ;
Microsoft (R) Overlay Linker Version 3.60
Copyright (C) Microsoft Corp 1983-1987. All rights reserved.

C:\>F.EXE
abcdefghijklmnopqrstuvwxyz
```

Q3. Program to print the input number is equal or not to given number in program.(using jump)

Code:

```
dosseg
.model small
.stack 100h
.data
msg1 db 'number is equal$'
msg2 db 'number is not equal$'
.code
main proc
mov ax,@data
mov ds,ax

mov dl,5
mov ah,7
int 21h

cmp al,dl
je L1

mov dx,offset msg2
mov ah,9
int 21h
mov ah,4ch
int 21h

L1:
mov dx,offset msg1
```

```
mov ah,9  
int 21h  
mov ah,4ch  
int 21h
```

```
main endp
```

```
end main
```

Output:

```
C:\>MASM P3.ASM;  
Microsoft (R) Macro Assembler Version 5.00  
Copyright (C) Microsoft Corp 1981-1985, 1987. All rights reserved.  
  
51680 + 464864 Bytes symbol space free  
  
0 Warning Errors  
0 Severe Errors  
  
C:\>LINK P3.OBJ;  
Microsoft (R) Overlay Linker Version 3.60  
Copyright (C) Microsoft Corp 1983-1987. All rights reserved.  
  
C:\>P3.EXE  
number is not equal
```