

# **COAL Lab Report – Abdul Hannan Khan**

# Lab 2:

## Task 1: ascii\_characters

Code:

```
.model small
.stack 100h
.data
.code

main proc
    mov ah, 2
    mov cx, 256
    mov dl, 0

print:
    int 21h

    mov bl, dl
    mov dl, 32
    int 21h
    mov dl, bl

    inc dl
    dec cx
    jnz print

    mov ah, 4ch
    int 21h
main endp
end main
```

## Output:

The screenshot shows a terminal window titled "emulator screen (159x51 chars)". The window contains a large amount of binary or encoded data, appearing as a grid of characters and symbols. The data includes various letters (A-Z, both uppercase and lowercase), numbers (0-9), punctuation marks, and special characters like underscores, dashes, and ampersands. There are also some non-printable characters represented by symbols like underscores and dashes. The text is arranged in a grid-like pattern, filling most of the screen area.

At the bottom of the window, there is a toolbar with three buttons: "clear screen", "change font", and a status bar showing "0/16".

## Task 2: arithmetic\_operations

Code:

```
.model small
.stack 100h
.data
    msg1 db 'Enter first number: $'
    msg2 db 13, 10, 'Enter second number: $'
    addMsg db 13, 10, 'Addition: $'
    subMsg db 13, 10, 'Subtraction: $'
    mulMsg db 13, 10, 'Multiplication: $'
    newline db 13, 10, '$'
    num1 db ?
    num2 db ?
    result db ?

.code
main proc
    mov ax, @data
    mov ds, ax

    mov ah, 9
    lea dx, msg1
    int 21h

    mov ah, 1
    int 21h
    sub al, 30h
    mov num1, al

    mov ah, 9
    lea dx, msg2
    int 21h

    mov ah, 1
```

```
int 21h
sub al, 30h
mov num2, al

mov ah, 9
lea dx, newline
int 21h

call Addition
call Subtraction
call Multiplication

mov ah, 4ch
int 21h
main endp

Addition proc
    mov ah, 9
    lea dx, addMsg
    int 21h

    mov al, num1
    add al, num2
    mov result, al

    call DisplayNumber
    ret
Addition endp

Subtraction proc
    mov ah, 9
    lea dx, subMsg
    int 21h

    mov al, num1
```

```
    cmp al, num2
    jl negative_result

    sub al, num2
    mov result, al
    call DisplayNumber
    jmp subtraction_done

negative_result:
    mov dl, '-'
    mov ah, 2
    int 21h

    mov al, num2
    sub al, num1
    mov result, al
    call DisplayNumber
subtraction_done:
    ret
Subtraction endp

Multiplication proc
    mov ah, 9
    lea dx, mulMsg
    int 21h

    mov al, num1
    mul num2
    mov result, al

    call DisplayNumber
    ret
Multiplication endp

DisplayNumber proc
```

```
    mov al, result
    mov ah, 0
    mov bl, 10
    div bl

    mov bh, ah

    cmp al, 0
    je skipFirstDigit
    mov dl, al
    add dl, 30h
    mov ah, 2
    int 21h

skipFirstDigit:
    mov dl, bh
    add dl, 30h
    mov ah, 2
    int 21h
    ret
DisplayNumber endp

end main
```

## Output:



emulator screen (159x51 chars)

```
Enter first number: 5
Enter second number: 5
Addition: 10
Subtraction: 0
Multiplication: 25
```

clear screen change font 0/16

The screenshot shows a terminal window titled "emulator screen (159x51 chars)". It displays the following text:  
Enter first number: 5  
Enter second number: 5  
Addition: 10  
Subtraction: 0  
Multiplication: 25  
At the bottom of the window, there are three buttons: "clear screen", "change font", and a status bar showing "0/16".

## Task 3: multiplication\_table

Code:

```
.model small
.stack 100h
.data
    msg db 'Enter a number: $'
    newline db 13, 10, '$'
    num db ?

.code
main proc
    mov ax, @data
    mov ds, ax

    mov ah, 9
    lea dx, msg
    int 21h

    mov ah, 1
    int 21h
    sub al, 30h
    mov num, al

    mov ah, 9
    lea dx, newline
    int 21h

    mov cl, 1

printTable:
    mov ah, 2
    mov dl, 13
    int 21h
    mov dl, 10
```

```
int 21h

mov dl, num
add dl, 30h
int 21h

mov dl, ' '
int 21h
mov dl, 'x'
int 21h
mov dl, ' '
int 21h

mov dl, cl
add dl, 30h
int 21h

mov dl, ' '
int 21h
mov dl, '='
int 21h
mov dl, ' '
int 21h

mov al, num
mov bl, cl
mul bl

mov bl, 10
div bl

mov bh, ah

cmp al, 0
je skip_tens
```

```
    mov dl, al
    add dl, 30h
    mov ah, 2
    int 21h

skip_tens:
    mov dl, bh
    add dl, 30h
    mov ah, 2
    int 21h

    inc cl
    cmp cl, 10
    jbe printTable

    mov ah, 4ch
    int 21h
main endp
end main
```

## Output:

The screenshot shows a terminal window titled "emulator screen (159x51 chars)". The window contains the following text:

```
Enter a number: 5
5 x 1 = 5
5 x 2 = 10
5 x 3 = 15
5 x 4 = 20
5 x 5 = 25
5 x 6 = 30
5 x 7 = 35
5 x 8 = 40
5 x 9 = 45
5 x : = 50
```

At the bottom of the window, there is a toolbar with three buttons: "clear screen", "change font", and a font size selector set to "8/16".

# Lab 3:

## Task 1: odd\_numbers

Code:

```
.model small
.stack 100h
.data
    newline db 13, 10, '$'
.code
main proc
    mov ax, @data
    mov ds, ax

    mov cx, 1

print_odd:
    mov ax, cx
    mov bl, 2
    div bl

    cmp ah, 0
    je skip_print

    mov ax, cx
    mov bl, 10
    div bl

    mov bh, ah

    cmp al, 0
    je print_single
    mov dl, al
```

```
    add dl, 30h
    mov ah, 2
    int 21h

print_single:
    mov dl, bh
    add dl, 30h
    mov ah, 2
    int 21h

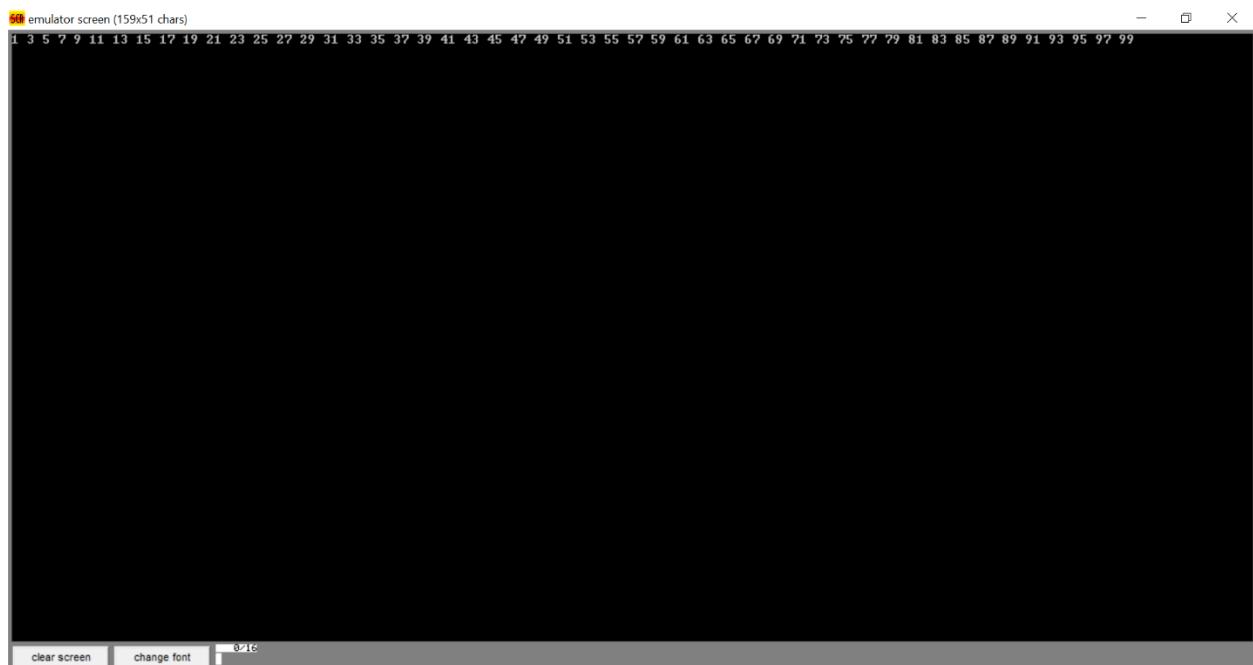
    mov dl, ' '
    int 21h

skip_print:
    inc cx
    cmp cx, 100
    jle print_odd

    mov ah, 9
    lea dx, newline
    int 21h

    mov ah, 4ch
    int 21h
main endp
end main
```

## Output:



## Task 2: condition\_loop

Code:

```
.model small
.stack 100h
.data
    msg1 db 'Enter x: $'
    msg2 db 13, 10, 'Enter y: $'
    newline db 13, 10, '$'
    zero db '0$'
    x db ?
    y db ?

.code
main proc
    mov ax, @data
    mov ds, ax

    mov ah, 9
    lea dx, msg1
    int 21h

    mov ah, 1
    int 21h
    sub al, 30h
    mov x, al

    mov ah, 9
    lea dx, msg2
    int 21h

    mov ah, 1
    int 21h
    sub al, 30h
    mov y, al
```

```
mov ah, 9
lea dx, newline
int 21h

mov al, x
cmp al, 4
jg else_part

mov al, y
cmp al, 9
jg else_part

mov cl, 0

loop_start:
    cmp cl, x
    jge end_loop

    mov dl, x
    add dl, 30h
    mov ah, 2
    int 21h

    inc cl
    jmp loop_start

else_part:
    mov ah, 9
    lea dx, zero
    int 21h

end_loop:
    mov ah, 9
    lea dx, newline
```

```
int 21h

mov ah, 4ch
int 21h
main endp
end main
```

## Output:



## Task 3: largest\_number

Code:

```
.model small
.stack 100h
.data
    msg1 db 'Enter x: $'
    msg2 db 13, 10, 'Enter y: $'
    newline db 13, 10, '$'
    zero db '0$'
    x db ?
    y db ?

.code
main proc
    mov ax, @data
    mov ds, ax

    mov ah, 9
    lea dx, msg1
    int 21h

    mov ah, 1
    int 21h
    sub al, 30h
    mov x, al

    mov ah, 9
    lea dx, msg2
    int 21h

    mov ah, 1
    int 21h
    sub al, 30h
    mov y, al
```

```
mov ah, 9
lea dx, newline
int 21h

mov al, x
cmp al, 4
jg else_part

mov al, y
cmp al, 9
jg else_part

mov cl, 0

loop_start:
    cmp cl, x
    jge end_loop

    mov dl, x
    add dl, 30h
    mov ah, 2
    int 21h

    inc cl
    jmp loop_start

else_part:
    mov ah, 9
    lea dx, zero
    int 21h

end_loop:
    mov ah, 9
    lea dx, newline
```

```
int 21h

mov ah, 4ch
int 21h
main endp
end main
```

## Output:



# Lab 4:

## Task 1: addition

Code:

```
.model small
.stack 100h
.data
    msg1 db 'Enter first number: $'
    msg2 db 13, 10, 'Enter second number: $'
    resultMsg db 13, 10, 'Addition Result: $'
    newline db 13, 10, '$'
    num1 db ?
    num2 db ?
    result db ?

.code
main proc
    mov ax, @data
    mov ds, ax

    mov ah, 9
    lea dx, msg1
    int 21h

    mov ah, 1
    int 21h
    sub al, 30h
    mov num1, al

    mov ah, 9
    lea dx, msg2
    int 21h
```

```
mov ah, 1
int 21h
sub al, 30h
mov num2, al

mov ah, 9
lea dx, resultMsg
int 21h

mov al, num1
add al, num2
mov result, al

mov al, result
mov ah, 0
mov bl, 10
div bl

mov bh, ah

cmp al, 0
je single_digit

mov dl, al
add dl, 30h
mov ah, 2
int 21h

single_digit:
    mov dl, bh
    add dl, 30h
    mov ah, 2
    int 21h

    mov ah, 9
```

```
lea dx, newline
int 21h

mov ah, 4ch
int 21h
main endp
end main
```

## Output:

The screenshot shows a terminal window titled "SCF emulator screen (80x25 chars)". The window contains the following text output:

```
Enter first number: 5
Enter second number: 5
Addition Result: 10
```

At the bottom of the window, there is a toolbar with three buttons: "clear screen", "change font", and a font selection dropdown set to "0/16".

## Task 2: multiplication

Code:

```
.model small
.stack 100h
.data
    msg1 db 'Enter first number: $'
    msg2 db 13, 10, 'Enter second number: $'
    resultMsg db 13, 10, 'Multiplication Result:
$'
    newline db 13, 10, '$'
    num1 db ?
    num2 db ?
    result db ?

.code
main proc
    mov ax, @data
    mov ds, ax

    mov ah, 9
    lea dx, msg1
    int 21h

    mov ah, 1
    int 21h
    sub al, 30h
    mov num1, al

    mov ah, 9
    lea dx, msg2
    int 21h

    mov ah, 1
    int 21h
```

```
sub al, 30h
mov num2, al

mov ah, 9
lea dx, resultMsg
int 21h

mov al, num1
mul num2
mov result, al

mov al, result
mov ah, 0
mov bl, 10
div bl

mov bh, ah

cmp al, 0
je single_digit

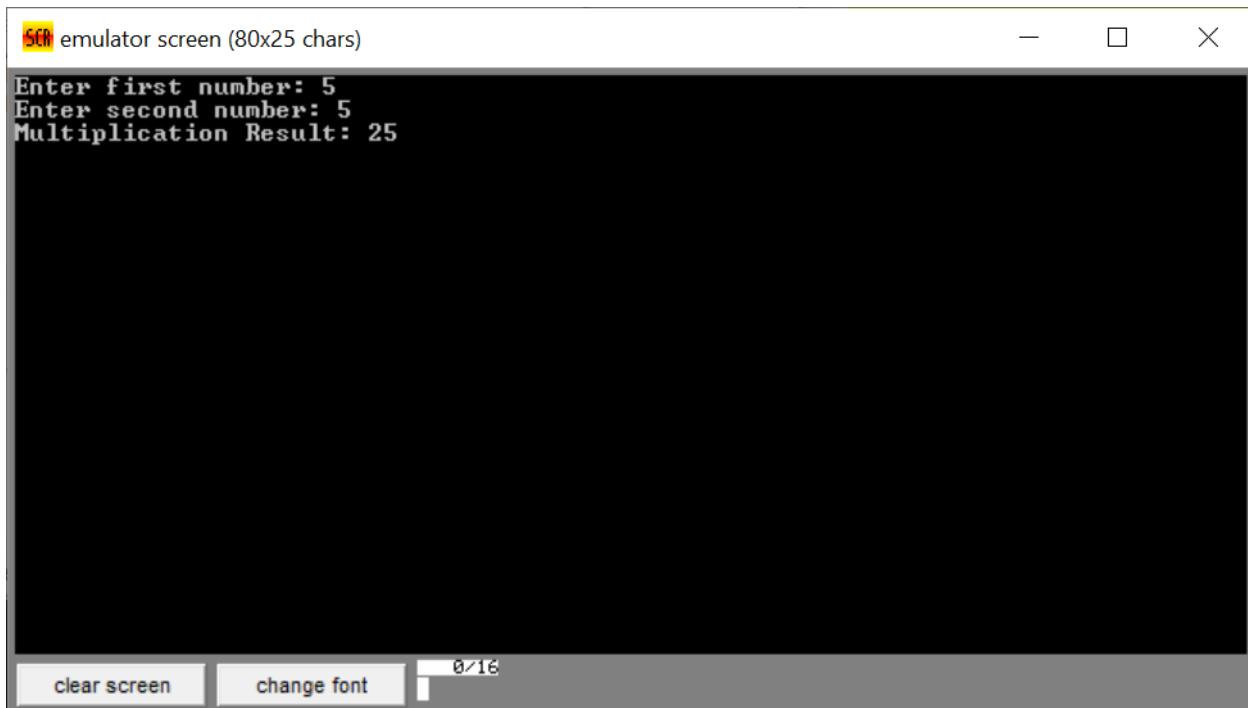
mov dl, al
add dl, 30h
mov ah, 2
int 21h

single_digit:
    mov dl, bh
    add dl, 30h
    mov ah, 2
    int 21h

    mov ah, 9
    lea dx, newline
    int 21h
```

```
    mov ah, 4ch
    int 21h
main endp
end main
```

## Output:



# Lab 6:

## Task 1: case\_converter

Code:

```
.model small
.stack 100h
.data
    msg db 'MASTER$'
.code
main proc
    mov ax, @data
    mov ds, ax
    lea si, msg
    mov cx, 6

label:
    mov al, [si]
    OR al, 00100000b
    mov dl, al
    mov ah, 2
    int 21h
    inc si
    loop label

    mov ah, 4ch
    int 21h
main endp
end main
```

## Output:



# Lab 7:

## Task 1: extract\_month\_bits

Code:

```
.model small
.stack 100h
.data
    month db ?

.code
main proc
    mov ax, @data
    mov ds, ax

    mov dx, 266Ah
    mov ax, dx
    shr ax, 5
    and al, 00001111b
    mov month, al

    add month, al

    add month, 30h
    mov dl, month
    mov ah, 2
    int 21h

    mov ah, 4ch
    int 21h
main endp
end main
```

## Output:



## Task 2: month\_extractor

Code:

```
.model smapp
.stack 100h
.data
    date dw 2A2Ah
    month db ?
.code
main proc
    mov ax, @data
    mov ds, ax

    mov ax, date
    and ax, 01E0h
    mov cl, 5
    shr ax, cl
    mov month, al

    add month, 30h
    mov dl, month
    mov ah, 2
    int 21h

    mov ah, 4ch
    int 21h
main endp
end main
```

## Output:

