LAB TASK 7

# **WRITING ASSEMBLY LANGUAGE PROGRAMS**

## **Objective:**

The Purpose of this Lab is to write the assembly Language Program that will prompt the user to enter the score and the output of the program will tell the grade assigned to the user. Program will show the number of counts that user had entered the scores. Moreover, user cannot enter the score less than 0 and greater than 100 and the program will be continued until the user want to quit the program.

## **Program:**

TITLE lab 7

include irvine32.inc

.data

msg1 byte "Score = ", 0

gda byte "Grade = A", 0dh, 0ah, 0

gdb byte "Grade = B", 0dh, 0ah, 0

gdc byte "Grade = C", 0dh, 0ah, 0

gdd byte "Grade = D", 0dh, 0ah, 0

gdf byte "Grade = F", 0dh, 0ah, 0

msg2 byte "Do you want to enter again? ", 0

ctr dword 1

msg3 byte "Count = ", 0

msg4 byte "Error in score.", 0dh, 0ah, 0

.code

main proc

again:

call crlf

mov edx, offset msg1

call writestring

call readint

cmp eax, 100

ja CE

cmp eax, 90

jae CA

cmp eax, 80

jae CB

cmp eax, 70

jae CC

cmp eax, 60

jae CD

cmp eax, 00

jae CF

jmp CE

CE: ;error

mov edx, offset msg4

call writestring

jmp AGN

CA:

mov edx, offset gda

call writestring

jmp AGN

CB:

mov edx, offset gdb

call writestring

jmp AGN

CC:

mov edx, offset gdc

call writestring

jmp AGN

CD:

mov edx, offset gdd

call writestring

jmp AGN

CF:

mov edx, offset gdf

call writestring

jmp AGN

AGN:

mov edx, offset msg3

call writestring

mov eax, ctr

call writedec

call crlf

mov edx, offset msg2

call writestring

call readint

cmp eax, 0

je EXT

inc ctr

jmp again

EXT:

call crlf

exit

main endp

end main

## **Output:**

