

Task 1:

.model small

.stack 100h

.data

fname db 'hassaan.txt'

fhandle dw 0

buffer db 5000 DUP('\$')

msg1 byte 'Hassaan Oumair\$'

.code

mov ax,@data

mov dx,ax

mov dx, offset fname

mov al, 2

mov ah, 3dh

int 21h

mov bx, ax

                  ; To move pointer

mov cx, 0

mov ah, 42h

mov al, 02h

int 21h

mov cx, 22

mov dx, offset msg1

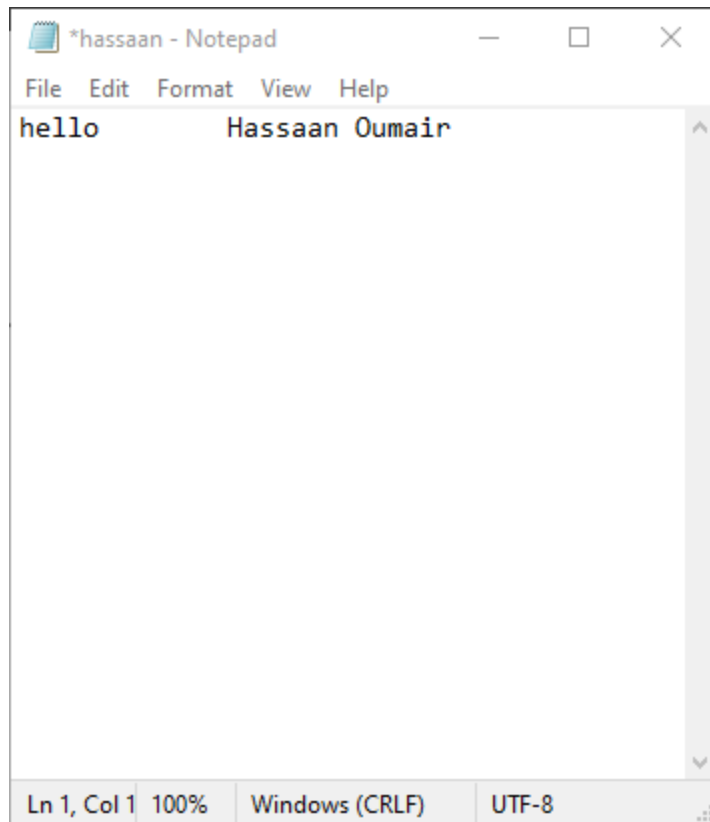
mov ah, 40h

int 21h

mov ah, 4ch

int 21h

end



## TASK 2:

```
.model large
.stack 100h
.data
    msg db 'is the largest number.$'
.code
mov ax, @data
mov ds, ax

mov al, 3
mov bl, 9
mov cl, 2

.IF ((bl<al) && (al>cl))
    add al, 48
    mov dl, al
    mov ah, 02
    int 21h
```

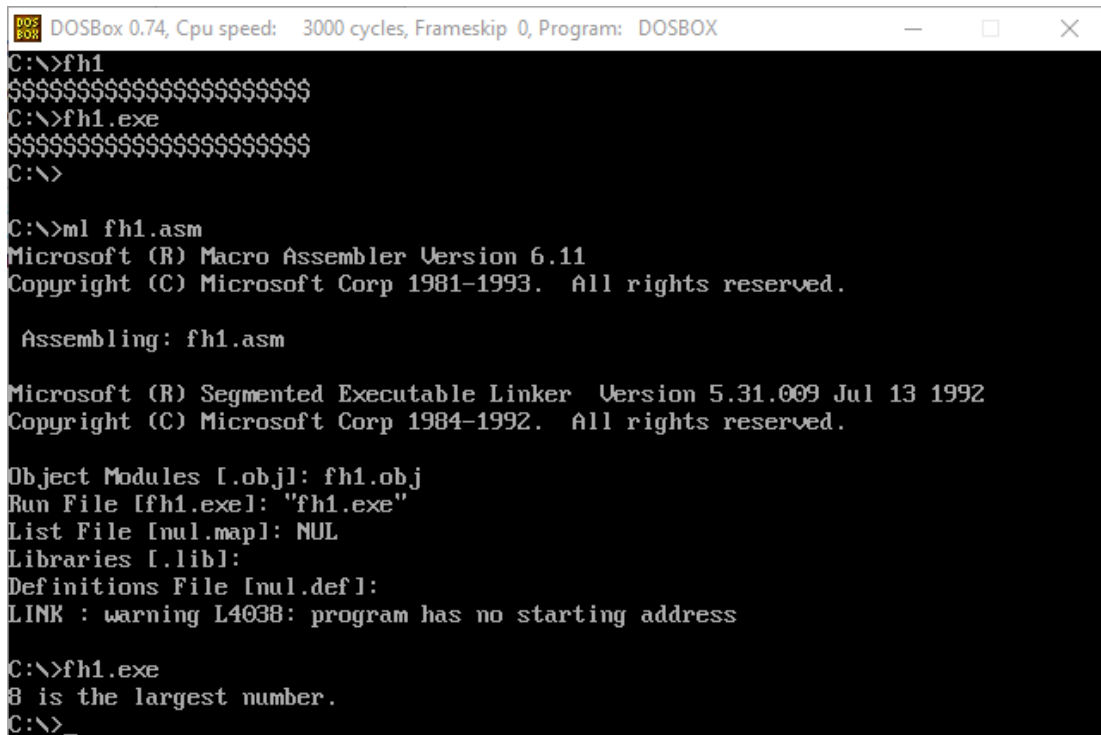
```

        mov dx, offset msg
        mov ah, 09
        int 21h
.ELSEIF ((al<bl) && (bl>cl))
        add bl, 48
        mov dl, bl
        mov ah, 02
        int 21h

        mov dx, offset msg
        mov ah, 09
        int 21h
.ELSE
        add cl, 48
        mov dl, cl
        mov ah, 02
        int 21h

        mov dx, offset msg
        mov ah, 09
        int 21h
.ENDIF
mov ah, 4ch
int 21h
end

```



DOSBox 0.74, Cpu speed: 3000 cycles, Frameskip 0, Program: DOSBOX

```

C:\>fh1
$$$$$$$$$$$$$$$$$$$$$$$$$$$$
C:\>fh1.exe
$$$$$$$$$$$$$$$$$$$$$$$$$$$$
C:\>

C:\>ml fh1.asm
Microsoft (R) Macro Assembler Version 6.11
Copyright (C) Microsoft Corp 1981-1993. All rights reserved.

Assembling: fh1.asm

Microsoft (R) Segmented Executable Linker Version 5.31.009 Jul 13 1992
Copyright (C) Microsoft Corp 1984-1992. All rights reserved.

Object Modules [.obj]: fh1.obj
Run File [fh1.exe]: "fh1.exe"
List File [nul.map]: NUL
Libraries [.lib]:
Definitions File [nul.def]:
LINK : warning L4038: program has no starting address

C:\>fh1.exe
8 is the largest number.
C:\>_

```

### TASK 3:

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

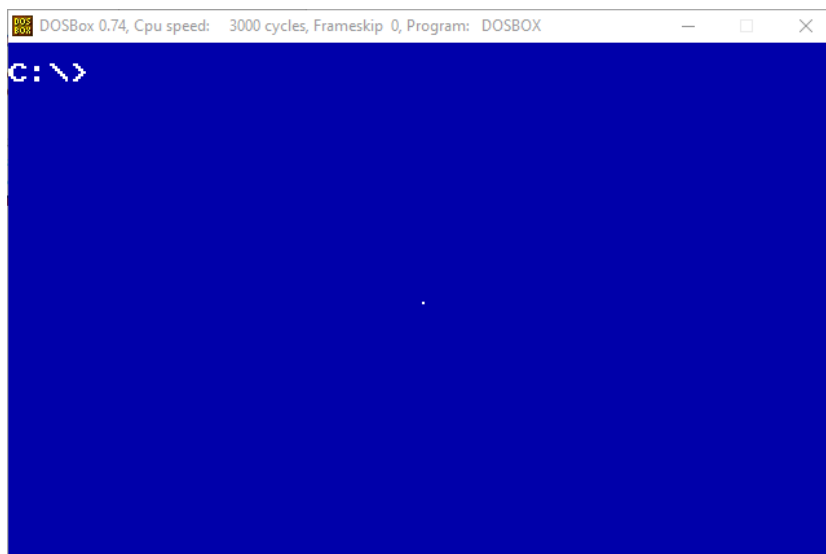
```
                ; Setting Video Mode
mov ah, 00h
mov al, 13
int 10h
```

```
                ; Setting Background Color
mov ah, 0Bh
mov bh, 00h
mov bl, 01h
int 10h
```

```
                ; Writing Pixel
mov ah, 0Ch
mov al, 0Fh ; Colour
mov bh, 0   ; P Numbers
```

```
mov cx, 160 ; x
mov dx, 100 ; y
int 10h
```

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



#### TASK 4:

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

```
; Set Video Mode  
mov ah, 00h  
mov al, 6  
int 10h
```

```
L1:  
int 10h  
inc cx  
cmp cx, 639  
jle L1
```

```
mov ah, 0  
int 16h
```

```
mov ah, 3 ;text mode  
int 10h
```

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

