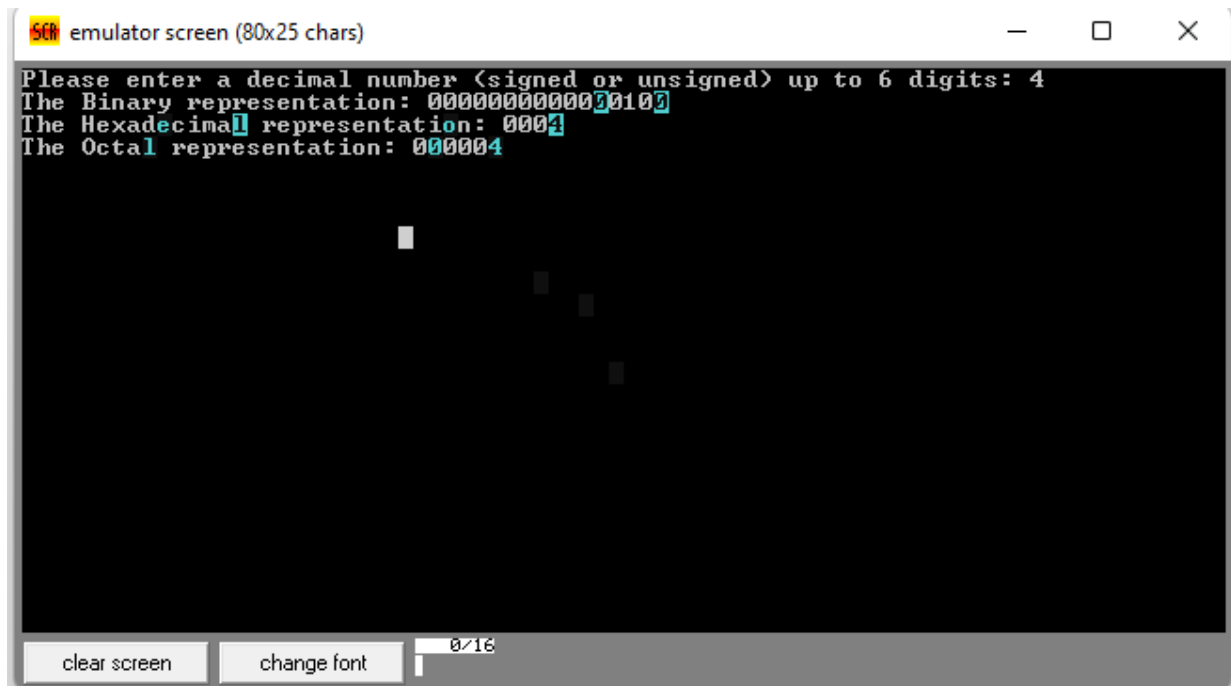


Microprocessors Software Project

Base Number Conversion Project

For this assignment, the task involves creating an 8086 assembly code that

- 1- (80%) reads a decimal number (signed or unsigned) entered by the user and outputs its equivalents in Binary, Hexadecimal, and Octal formats.
- 2- (20%) activate the mouse and read the cursor position, left click will change the background color to Yellow, and right-click will change the background color to Blue, and double left click will exit the program.



The screenshot shows a window titled "emulator screen (80x25 chars)". The text on the screen is as follows:

```
Please enter a decimal number (signed or unsigned) up to 6 digits: 4
The Binary representation: 0000000000000100
The Hexadecimal representation: 0004
The Octal representation: 000004
```

At the bottom of the window, there are two buttons: "clear screen" and "change font". To the right of these buttons is a small status bar showing "0/16".