

EXPERIMENT 4

AIM: To write an assembly program to find the GCD of two numbers

ALGORITHM:

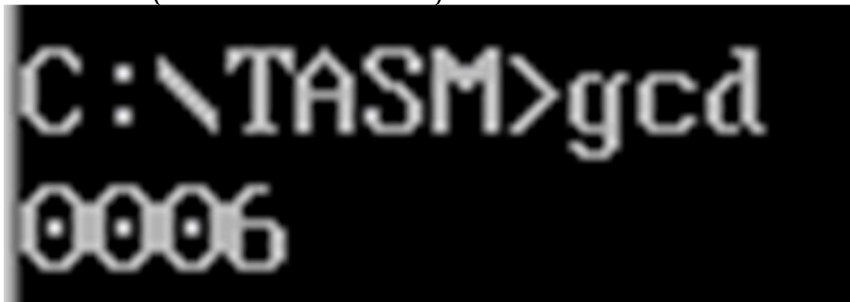
Step I : Initialize the data segment.
Step II : Load AX and BX registers with the operands.
Step III : Check if the two numbers are equal. If yes goto step X, else goto step IV.
Step IV : Is number 1 > number 2 ? If yes goto step VI else goto step V.
Step V : Exchange the contents of AX and BX register, such that AX contains the bigger number.
Step VI : Initialize DX register with 00H.
Step VII : Perform the division operation (contents of AX / contents of BX).
Step VIII : Check if there is remainder. If yes goto step IX, else goto step X.
Step IX : Move the remainder into AX register and goto step IV.
Step X : Save the contents of BX as GCD.
Step XI : Display the result.
Step XII : Stop.

CODE:

```
.model small
.stack 100
.data
no1 dw 0240
no2 dw 0054
gcd dw 0h
.code
    mov     ax,@data        ; initialize DS
    mov     ds, ax
    mov     ax, no1         ; get the first number
    mov     bx, no2         ; get the second number
again:
    cmp     ax, bx          ; check if nos are equal
    je      endd            ; if equal, save the GCD
    jb      exchg           ; if no,
                                ; is AX < BX ; if yes interchange
l2:
    mov     dx, 0
    div     bx              ; check if ax is
                                ; divisible by bx
    cmp     dx, 0           ;
    je      endd
    mov     ax, dx          ; mov the remainder
                                ; as no1 data
    jmp     again
exchg :
    xchg    ax, bx
    jmp     l2
endd :
    mov     gcd, bx
    mov     ch, 04h         ; Count of digits to be
                                ; displayed
    mov     cl, 04h         ; Count to roll by 4 bits
```

```
l12:
    rol    bx, cl        ; roll bl so that msb
                        ; comes to lsb
    mov     dl, bl        ; load dl with data
                        ; to be displayed
    and     dl, 0FH       ; get only lsb
    cmp     dl, 09        ; check if digit is 0-9
                        ; or letter A-F
    jbe     l4
    add     dl, 07        ; if letter add 37H else
                        ; only add 30H
l4:
    add     dl, 30H
    mov     ah, 02        ; INT 21H
                        ; (Display character)
    int     21H
    dec     ch            ; Decrement Count
    jnz     l12
    mov     ah, 4ch
    int     21h
end
```

OUTPUT: (GCD of 240 & 54 = 6)



AIM: To write an assembly program to find the LCM of two numbers

ALGORITHM:

1. Start
2. Store first number(num1) in a register
3. Store second number(num2) in another register
4. Initialize a counter register(Rd) to 01h
5. Compare both the values num1 and num2
 - If num1 = num2 : Store num1 or num2 as result and jump to step 8
 - If num1 < num2 : Swap the register values so that num1 > num2
6. Multiply num2 and Rd and divide the product with num1
7. Check the remainder
 - If remainder is zero then store product obtained from multiplication in step 6 as result and jump to step 8
 - Else increment Rd and repeat steps 6 and 7
8. Stop

CODE:

```
print macro msg
    lea dx,msg
    mov ah,09h
    int 21h
endm

read macro n,j1,j2
    mov cx,0ah
j1:mov ah,01h
    int 21h
    cmp al,0dh
    je j2
    sub al,30h
    mov bl,al
    mov ax,n
    mul cx
    xor bh,bh
    add ax,bx
    mov n,ax
    jmp j1
j2 :nop
endm

.model small
.stack 100h

.data
msg1 db 10,13,'Enter the 1st number: $'
msg2 db 10,13,'Enter the 2nd number: $'
msg3 db 10,13,'The LCM= $'
data1 dw 0
data2 dw 0
```

```
dat1 dw 0  
dat2 dw 0
```

```
.code
```

```
main proc
```

```
    mov ax,@data  
    mov ds,ax  
    print msg1
```

```
    ;reading 1st multidigit number  
    read data1,jump1,jump2
```

```
    print msg2  
    ;reading 2nd multidigit number  
    read data2,jump3,jump4
```

```
    ;copy the data1 and data2 to dat1& dat2  
    mov bx,data1  
    mov dat1,bx
```

```
    mov cx,data2  
    mov dat2,cx
```

```
    ;Algorithm for finding lcm  
    ;if(dat1=dat2) then finish, lcm=dat1 or dat2  
    ;elseif(dat1<dat2) then dat1=dat1+data1  
    ;else dat2=dat2+data2  
    ;repeat
```

```
loop1:mov ax,dat1  
    cmp ax,dat2  
    je jump5  
    jc jump6
```

```
    mov ax,dat2  
    add ax,cx  
    mov dat2,ax  
    jmp loop1
```

```
jump6:mov ax,dat1  
    add ax,bx  
    mov dat1,ax  
    jmp loop1
```

```
    ;printing LCM
```

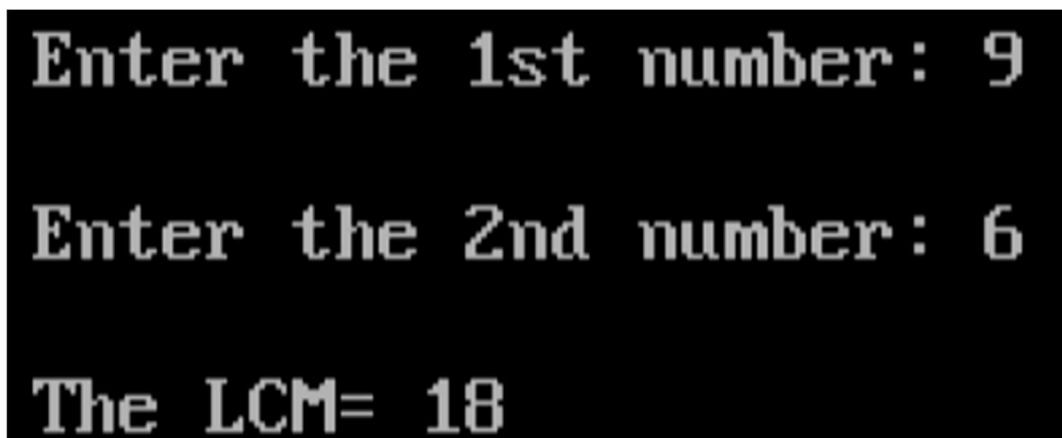
```
jump5:mov bx,0ah  
    xor cx,cx
```

```
    ;push into stack
```

```
p1:xor dx,dx  
    div bx  
    push dx  
    inc cx  
    cmp ax,00h  
    jne p1
```

```
    print msg3  
    ;pop from stack  
display: pop dx  
    add dl, 30h  
    mov ah, 02h  
    int 21h  
    loop display  
    mov ah, 4ch  
    int 21h  
  
main endp  
  
end
```

OUTPUT:



The screenshot shows the output of the program in a monospaced font on a black background. It displays three lines of text: 'Enter the 1st number: 9', 'Enter the 2nd number: 6', and 'The LCM= 18'.

```
Enter the 1st number: 9  
Enter the 2nd number: 6  
The LCM= 18
```