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**Department of Computer Science and Engineering (CSE)**  
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**Section: 201 DE**

**Project Report**

**Student Details**

	Name	ID
1.	Yasir Arafat	201002390
2.	Md Hasibul Hossain	201002296

**Course Teacher's Name : Mahmuda Rahman**

[For Teachers use only: **Don't Write Anything inside this box**]

**Lab Project Status**

**Marks: .....**

**Signature: .....**

**Comments: .....**

**Date: .....**

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# Chapter 1

## Introduction

### **ACKNOWLEDGEMENT:**

This Project is completed by the support from our honorable Teacher **Mahmuda Rahman** . We are greatly indebted to our beloved teacher for her useful and necessary observation, suggestions and contribution. We could not have been able to achieve anything in this project without her supervision. May Allah enrich her greatly in every area of life.

Yasir Arafat  
&  
Hasibul Hossain

### **Introduction**

Assembly Language is a very important course for a student who studied the Computer Science and Engineering subject. In this course, we learned the concept of assembly language. At first, we learned the basic concept about assembly language. From the acquired knowledge of this course finally, we designed a Restaurant Management system . We have tried our best to make the complicated process of Restaurant Management System as simple as possible. We have tried to design the Project in such a way that user may not have any difficulty in using this package & further expansion is possible without much effort.

### **Objective**

The main objective of this project is to establish an integrated Restaurant Management system . Specific Objective:

=> The program will show the foods names and pricings list. The program will calculate the total products values and quantities and will display it to the user. User can also reset the records of products. After completing the purchase user can exit the program

=> A computer based management system is designed to handle all the primary information required to calculate order number, order list, price and handle all the details required for the correct statement calculation and generation.

=> This project intends to introduce more user friendliness in the various activities such as take order, pay bill, and hassles less.

=> The ordering of foods has been made quite simple as all the details of the customer can be obtained by simply keying in the menu book.

# Chapter 2

## Project Development

### **Instruction:**

We have used some Assembly Language functions in our project. These are

DB - stays for Define Byte. can be any letter or digit combination, though it should start with a letter.

DW - stays for Define Word. can be any letter or digit combination, though it should start with a letter.

Stack - The stack segment register is usually used to store information about the memory segment that stores the call stack of currently executed program.

Mov - The MOV instruction is the most important command in the 8086 because it moves data from one location to another.

Proc - A procedure is a set of code that can be branched to and returned from in such a way that the code is as if it were inserted at the point from which it is branched to. The branch to procedure is referred to as the call, and the corresponding branch back is known as the return.

DS – Data segment register.

AX - This is the accumulator. It is of 16 bits and is divided into two 8-bit registers AH and AL to also perform 8-bit instructions.

DX – This is the data register. It is of 16 bits and is divided into two 8-bit registers DH and DL to also perform 8-bit instructions. It is used in multiplication and input/output port addressing.

Offset - The OFFSET operator returns the offset of a memory location

## Source Code :

```
.model large
.stack 1000h
.data
m1 db 10,13,10,13,'          ****welcome to our green garden restaurants****$',10,13
m2 db 10,13,10,13,'Enter your choice $'

m3 db 10,13,'          1.breakfast      $'
m4 db 10,13,'          2.lunch          $'
m5 db 10,13,'          3.dinner          $'
m5 db 10,13,'          4.snacks          $'
m6 db 10,13,'          5.dessert         $'
m7 db 10,13,'          6.drinks          $

m8 db 10,13,10,13,'***choice your food from the menu***$'

;breakfast
m9 db 10,13,' **      1.tanduri roti      10/-          **$' ;breakfast
m10 db 10,13,' **      2.nan              10/-          **$'
m11 db 10,13,' **      3.parata           10/-          **$'
m12 db 10,13,' **      4.dal              10/-          **$'
m13 db 10,13,' **      5.mixed vegetables  20/-          **$'
m14 db 10,13,' **      6.halwa           20/-          **$'
m15 db 10,13,' **      7.luchi            10/-          **$'
m16 db 10,13,' **      8.fried egg        20/-          **$'
m17 db 10,13,' **      9.kichuri          60/-          **$

;lunch & dinner

m25 db 10,13,' **      1.kachchi birani    90/-          **$'
m26 db 10,13,' **      2.chicken birani    90/-          **$'
m27 db 10,13,' **      3.plain polaw       30/-          **$'
m28 db 10,13,' **      4.chicken bhuna khichuri 90/-          **$'
m29 db 10,13,' **      5.mutton bhuna khichuri 90/-          **$'
m30 db 10,13,' **      6.plain rice        10/-          **$'
m31 db 10,13,' **      7.pabda fish        30/-          **$'
m32 db 10,13,' **      8.lobstar(chingri)  30/-          **$'
m33 db 10,13,' **      9.koi fish          30/-          **$

;dinner

m18 db 10,13,' **      1.chicken roast    60/-          **$'
m19 db 10,13,' **      2.chicken bhuna khichuri 80/-          **$'
m20 db 10,13,' **      3.mutton bhuna khichuri 80/-          **$'
m21 db 10,13,' **      4.salad            40/-          **$'
m22 db 10,13,' **      5.chicken curry    50/-          **$'
m23 db 10,13,' **      6.spicy beef fry   70/-          **$'
m34 db 10,13,' **      7.hilsha fish       60/-          **$'
m35 db 10,13,' **      8.rui fish         60/-          **$'
m36 db 10,13,' **      9.special vegetable 60/-          **$
;
;snacks

m41 db 10,13,' **      1.moghol porata    8/-          **$'
m42 db 10,13,' **      2.jali kabab       80/-          **$'
m43 db 10,13,' **      3.singara          5/-          **$'
m44 db 10,13,' **      4.samucha          5/-          **$

;sweat meat
m45 db 10,13,' **      1.faluda           50/-          **$'
m46 db 10,13,' **      2.puding           50/-          **$'
m47 db 10,13,' **      3.firni            50/-          **$'
m48 db 10,13,' **      4.rasmalai         50/-          **$
```

```

.;drinks
m49 db 10,13,' ** 1.soft drinks 8/- **$'
m50 db 10,13,' ** 2.lemon juice 6/- **$'
m51 db 10,13,' ** 3.borhani 9/- **$'
m52 db 10,13,' ** 4.coffee 9/- **$'
m53 db 10,13,' ** 5.lemon tea 7/- **$'
m54 db 10,13,' ** 6.tea 5/- **$'

;invalid
m55 db 10,13,10,13,'***&&invalid entry&&***$'
m56 db 10,13,' ***&&try again&&***$'

m57 db 10,13,10,13,'enter your order: $'
m58 db 10,13,'quantity: $'
m59 db 10,13,'total price: $'

drink db ?
quantity db ?

m60 db 10,13,10,13,'1.go back to main menu$'
m61 db 10,13,'2.exit$'

;star resize

mr1 db 10,13,' ** **$'
mr2 db 10,13,' *****$'

mr3 db 10,13,' ** **$'

mr4 db 10,13,' ** **$'
mr5 db 10,13,' *****$'

mr6 db 10,13,' ** **$'
mr7 db 10,13,' *****$'

sej db 10,13,10,13,' $'

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

    lea dx,m1
    mov ah,9
    int 21h

    lea dx,sej ;newline
    mov ah,9
    int 21h

    lea dx,mr2
    mov ah,9
    int 21h

```

```
lea dx,mr2
mov ah,9
int 21h ;border
```

```
lea dx,mr3
mov ah,9
int 21h
```

```
lea dx,m3
mov ah,9
int 21h
```

```
lea dx,m4
mov ah,9
int 21h
```

```
lea dx,ms5
mov ah,9
int 21h
```

```
lea dx,m5
mov ah,9
int 21h
```

```
lea dx,m6
mov ah,9
int 21h
```

```
lea dx,m7
mov ah,9
int 21h
```

```
lea dx,mr1
mov ah,9
int 21h
```

```
lea dx,mr2
mov ah,9
int 21h
```

```
lea dx,mr2
mov ah,9
int 21h
```

```
lea dx,m2
mov ah,9
int 21h
```

```
mov ah,1
int 21h
mov bh,al
sub bh,48
```

```
cmp bh,1
je breafast
```

```
cmp bh,2
je ld
```

```
cmp bh,3
je dinner
```

```
cmp bh,4
je snacks
```

```
cmp bh,5
je sweatmeat
```

```
cmp bh,6
je drinks
```

```
jmp invalid
```

breatfast:

```
lea dx,m8 ;breatfast starts
mov ah,9
int 21h
```

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

```
lea dx,mr5
mov ah,9
int 21h
```

```
lea dx,mr5
mov ah,9
int 21h
```

```
lea dx,mr4
mov ah,9
int 21h
```

```
lea dx,m9 ;item 1
mov ah,9
int 21h
```

```
lea dx,m10 ;item 2
mov ah,9
int 21h
```

```
lea dx,m11
mov ah,9 ;3rd
int 21h
```

```
lea dx,m12
mov ah,9 ;4rd
int 21h
```

```
lea dx,m13 ;5th
mov ah,9
int 21h
```

```
lea dx,m14 ;6th
mov ah,9
int 21h
```



```
lea dx,m15
mov ah,9      ;7th
int 21h
```

```
lea dx,m16    ;8th
mov ah,9
int 21h
```

```
lea dx,m17    ;9th
mov ah,9
int 21h
```

```
lea dx,mr4
mov ah,9
int 21h
```

```
lea dx,mr5
mov ah,9
int 21h
```

```
lea dx,mr5
mov ah,9
int 21h
```

```
lea dx,m57
mov ah,9
int 21h
```

```
mov ah,1
int 21h
mov bl,al
sub bl,48
```

```
cmp bl,1
je ten
```

```
cmp bl,2
je ten
```

```
cmp bl,3
je ten
```

```
cmp bl,4
je ten
```

```
cmp bl,5
je twenty
```

```
cmp bl,6
je twenty
```

```
cmp bl,7
je ten
```

```
cmp bl,8
je twenty
```

```
cmp bl,9
je sixty
```

```

lea dx,m49      ;1th
mov ah,9
int 21h

lea dx,m50      ;2th
mov ah,9
int 21h

lea dx,m51      ;3th
mov ah,9
int 21h

lea dx,m52      ;4th
mov ah,9
int 21h

lea dx,m53      ;5th
mov ah,9
int 21h

lea dx,m54      ;6th
mov ah,9
int 21h

lea dx,mr6
mov ah,9
int 21h

lea dx,mr7
mov ah,9
int 21h ;border

lea dx,mr7
mov ah,9
int 21h

lea dx,m57
mov ah,9
int 21h

mov ah,1
int 21h
mov bl,al
sub bl,48

cmp bl,1
je softdrink

cmp bl,2
je laschi

cmp bl,3
je borhani

cmp bl,4
je labang

cmp bl,5
je coffee

cmp bl,6
je tea

jmp invalid

```

```
softdrink:  
    mov bl,8  
    jmp common
```

```
laschi:  
    mov bl,6  
    jmp common
```

```
borhani:  
    mov bl,9  
    jmp common
```

```
labang:  
    mov bl,9  
    jmp common
```

```
coffee:  
    mov bl,7  
    jmp common
```

```
tea:  
    mov bl,5  
    jmp common
```

```
common:  
    lea dx,m58  
    mov ah,9  
    int 21h
```

```
    mov ah,1  
    int 21h  
    sub al,48
```

```
    mul bl  
    aam
```

```
    mov cx,ax  
    add ch,48  
    add cl,48
```

```
    lea dx,m59  
    mov ah,9  
    int 21h
```

```
    mov ah,2  
    mov dl,ch  
    int 21h
```

```
    mov dl,cl  
    int 21h
```

```
    mov dl,47  
    int 21h  
    mov dl,45  
    int 21h
```

```
;go back to main menu
```

```
lea dx,m60
mov ah,9
int 21h

lea dx,m61
mov ah,9
int 21h

lea dx,m2
mov ah,9
int 21h

mov ah,1
int 21h
sub al,48


cmp al,1
je top

jmp exit:

invalid:

lea dx,m55
mov ah,9
int 21h

lea dx,m56
mov ah,9
int 21h


jmp exit

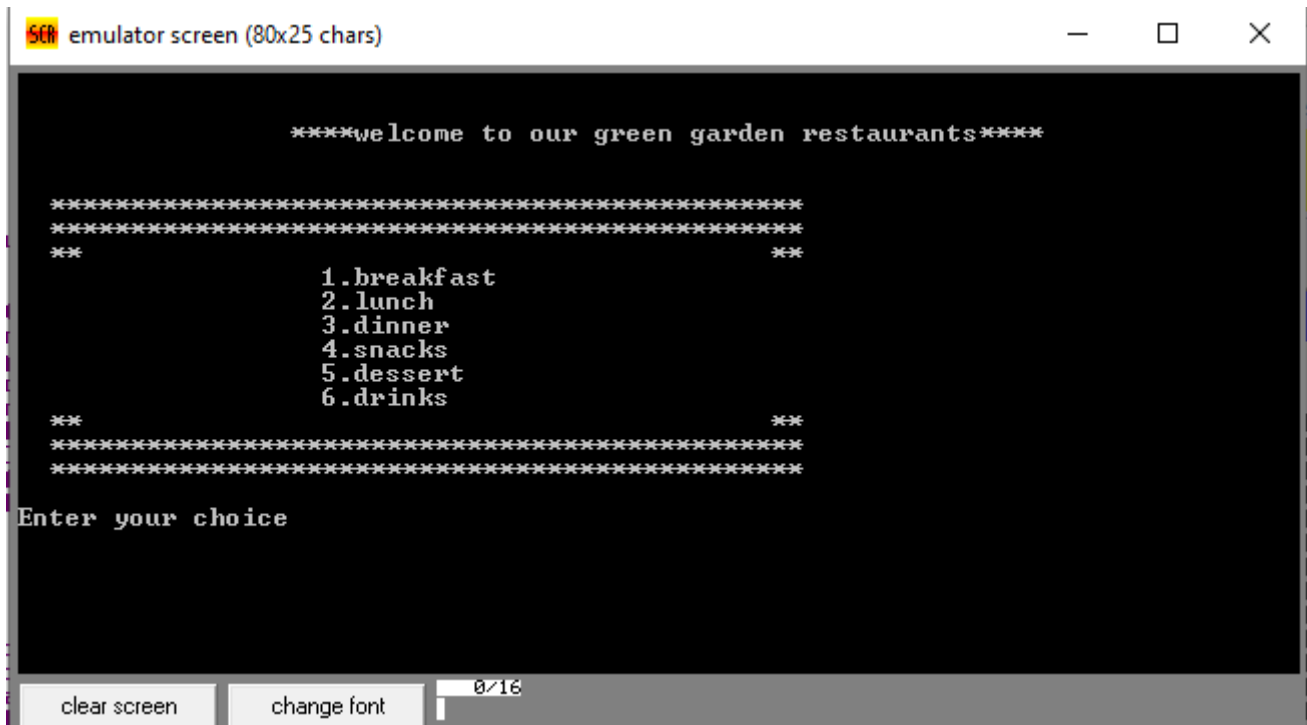
exit:

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

# Chapter 3

## Implementation

This is our main menu . It has 6 parts . These are :



```
emulator screen (80x25 chars)

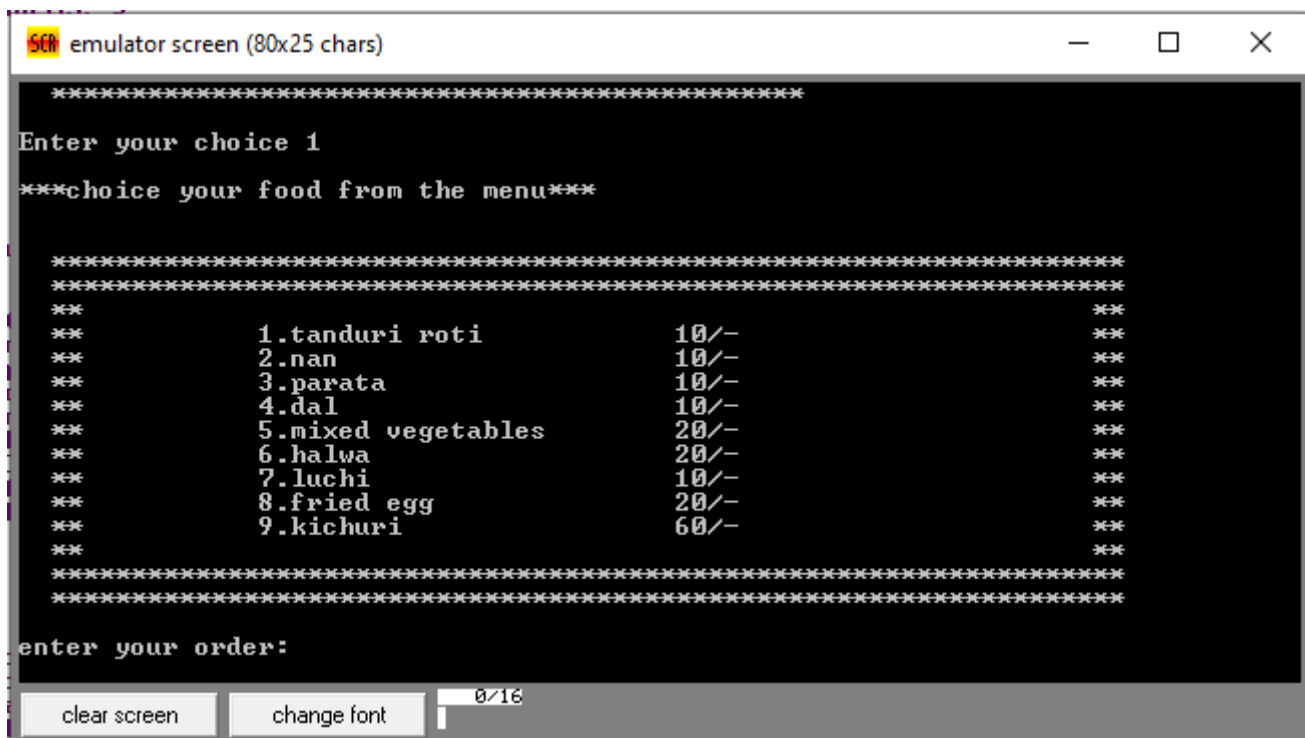
****welcome to our green garden restaurants****

*****
*****
**
1.breakfast
2.lunch
3.dinner
4.snacks
5.dessert
6.drinks
**
*****
*****

Enter your choice

clear screen  change font  0/16
```

At first , Clicked 1 for breakfast .Then breakfast menu is open



```
emulator screen (80x25 chars)

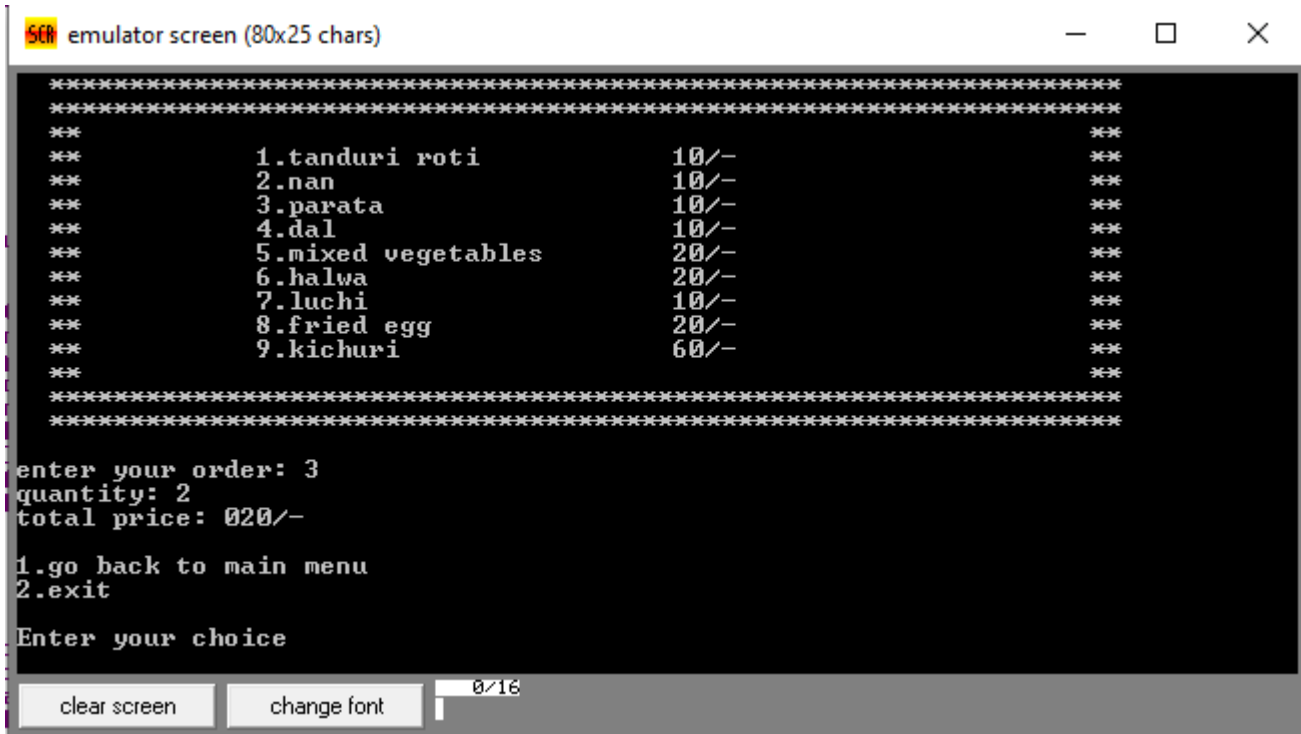
*****
Enter your choice 1
***choice your food from the menu***

*****
*****
**
1.tanduri roti      10/-
2.nan              10/-
3.parata           10/-
4.dal              10/-
5.mixed vegetables 20/-
6.halwa            20/-
7.luchi            10/-
8.fried egg        20/-
9.kichuri          60/-
**
*****
*****

enter your order:

clear screen  change font  0/16
```

Here , various foods items and their prices available. We can order any items. Suppose ,we want to order “Parata” so , clicked 3 and Quantity =2  
Total price : 20/-



emulator screen (80x25 chars)

```
*****
**                                     **
**      1.tanduri roti                10/-      **
**      2.nan                        10/-      **
**      3.parata                      10/-      **
**      4.dal                        10/-      **
**      5.mixed vegetables            20/-      **
**      6.halwa                      20/-      **
**      7.luchi                      10/-      **
**      8.fried egg                  20/-      **
**      9.kichuri                    60/-      **
**                                     **
*****

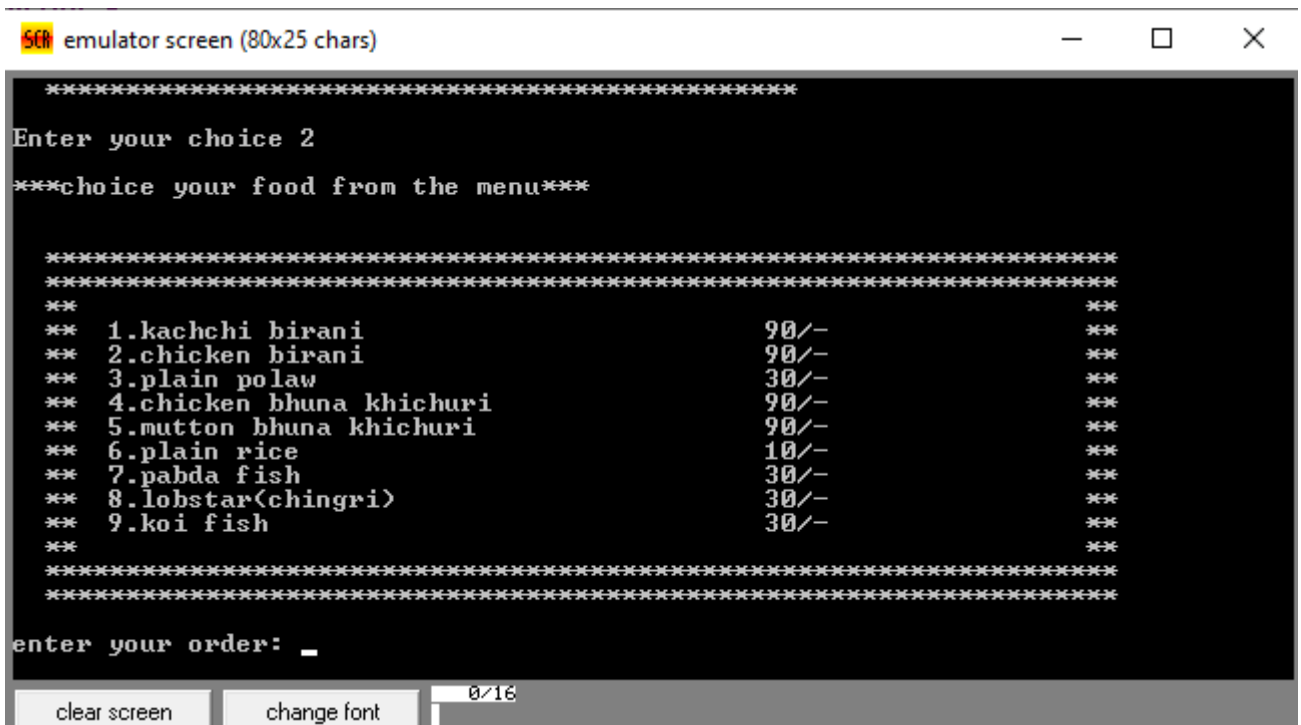
enter your order: 3
quantity: 2
total price: 020/-

1.go back to main menu
2.exit

Enter your choice
```

clear screen    change font    0/16

Clicked 1 for go to main menu and clicked 2 for go to lunch menu.  
And lunch menu is open



emulator screen (80x25 chars)

```
*****
Enter your choice 2
***choice your food from the menu***

*****
**                                     **
**      1.kachchi birani              90/-      **
**      2.chicken birani              90/-      **
**      3.plain polaw                 30/-      **
**      4.chicken bhuna khichuri      90/-      **
**      5.mutton bhuna khichuri       90/-      **
**      6.plain rice                  10/-      **
**      7.pabda fish                  30/-      **
**      8.lobstar(chingri)            30/-      **
**      9.koi fish                    30/-      **
**                                     **
*****

enter your order: _
```

clear screen    change font    0/16

We want to order “Chicken birani” so , clicked 2 and Quantity =3  
Total price : 270/-

```
emulator screen (80x25 chars)

*****
*****
**
** 1.kachchi birani          90/-      **
** 2.chicken birani         90/-      **
** 3.plain polaw            30/-      **
** 4.chicken bhuna khichuri 90/-      **
** 5.mutton bhuna khichuri  90/-      **
** 6.plain rice             10/-      **
** 7.pabda fish             30/-      **
** 8.lobstar(chingri)       30/-      **
** 9.koi fish               30/-      **
**
*****
*****

enter your order: 2
quantity: 3
total price: 270/-

1.go back to main menu
2.exit

Enter your choice _
```

Clicked 1 for go to main menu and clicked 3 for go to dinner menu. And dinner menu is open . we clicked 5 for “Chicken Curry” and Quantity =4

```
emulator screen (80x25 chars)

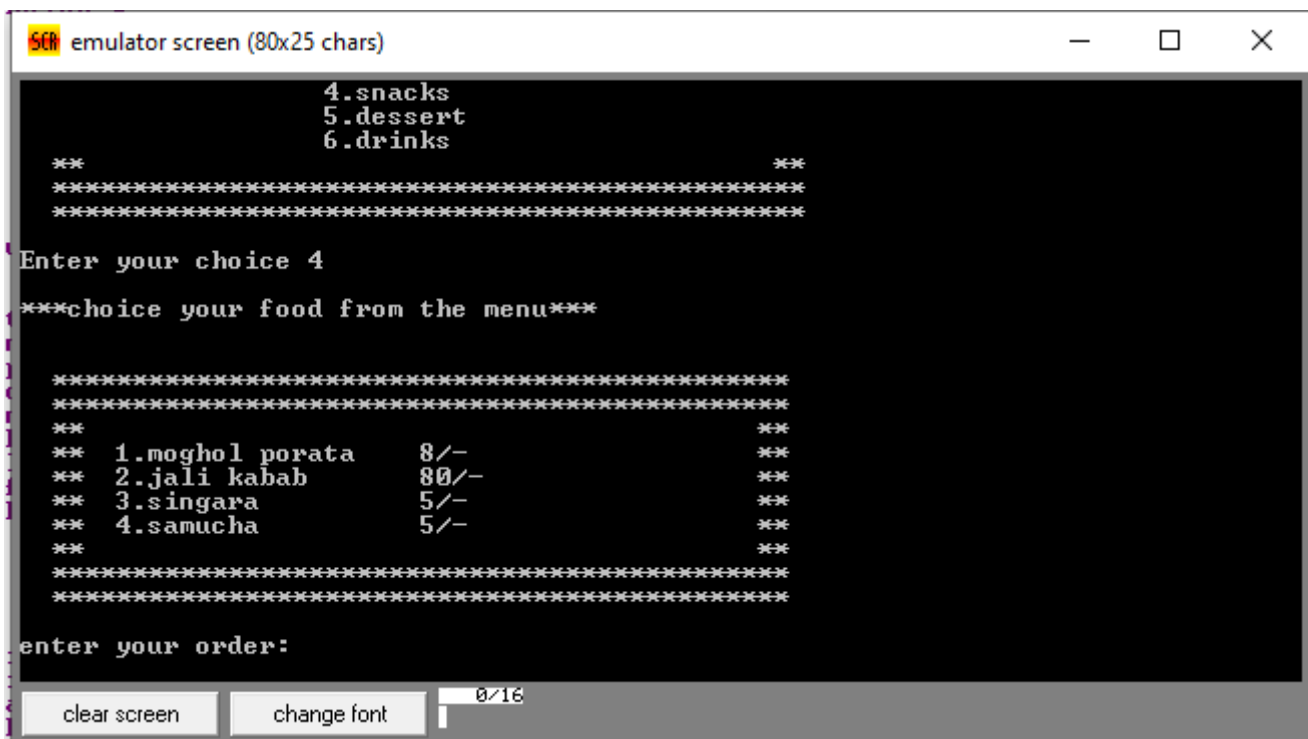
*****
*****
**
** 1.chicken roast          60/-      **
** 2.chicken bhuna khichuri 80/-      **
** 3.mutton bhuna khichuri  80/-      **
** 4.salad                  40/-      **
** 5.chicken curry          50/-      **
** 6.spicy beef fry         70/-      **
** 7.hilsha fish            60/-      **
** 8.rui fish               60/-      **
** 9.special vegetable      60/-      **
**
*****
*****

enter your order: 5
quantity: 4
total price: 160/-

1.go back to main menu
2.exit

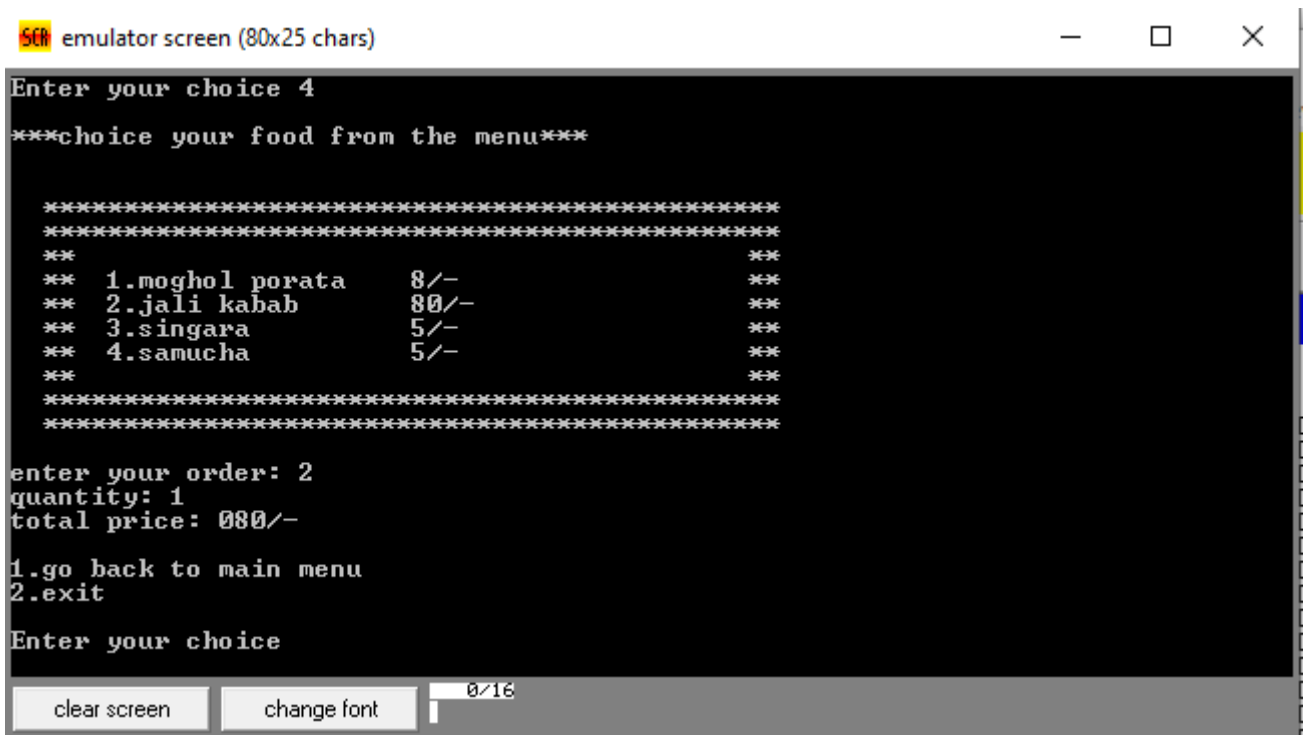
Enter your choice
```

Clicked 1 for go to main menu and clicked 4 for go to snacks menu. And snacks menu is open .



```
emulator screen (80x25 chars)
4.snacks
5.dessert
6.drinks
**
*****
*****
Enter your choice 4
***choice your food from the menu***
*****
*****
**
** 1.moghol porata      8/-
** 2.jali kabab        80/-
** 3.singara           5/-
** 4.samucha           5/-
**
*****
*****
enter your order:
```

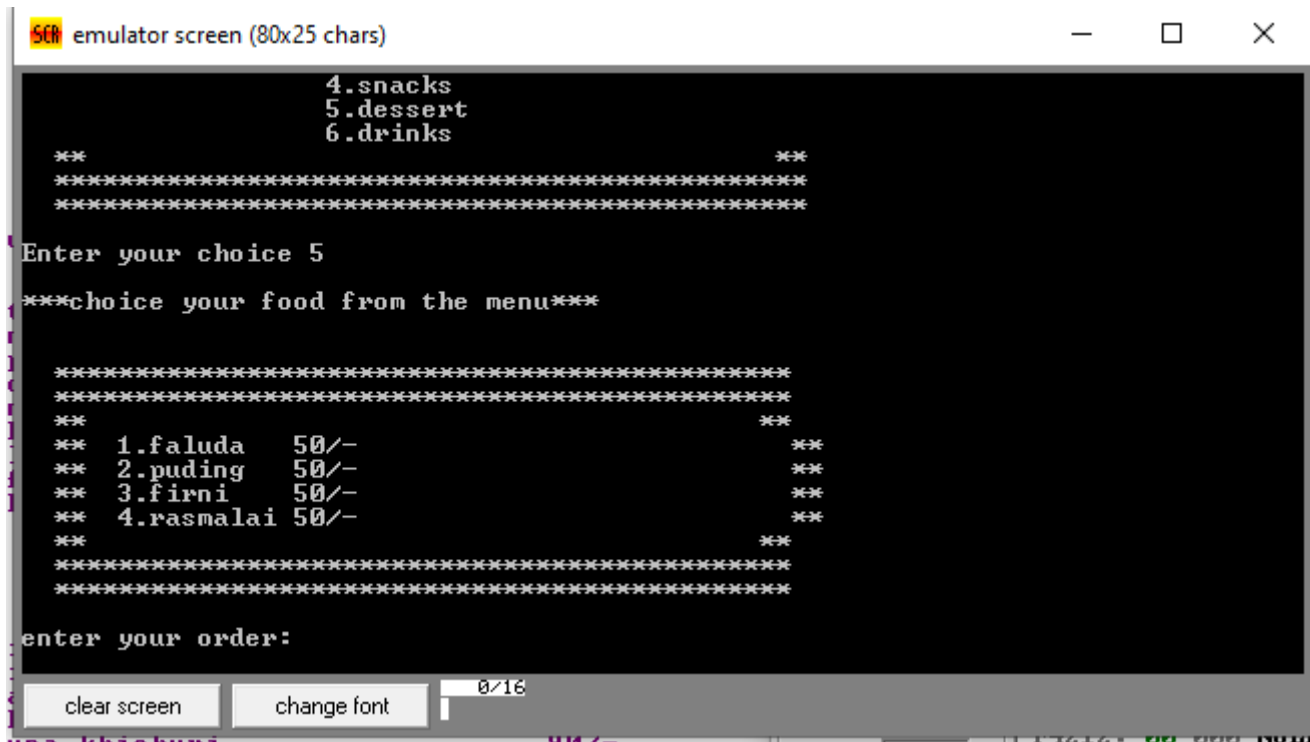
We clicked 2 for “Jali Kabab” and Quantity =1 . Total price : 80/-



```
emulator screen (80x25 chars)
Enter your choice 4
***choice your food from the menu***
*****
*****
**
** 1.moghol porata      8/-
** 2.jali kabab        80/-
** 3.singara           5/-
** 4.samucha           5/-
**
*****
*****
enter your order: 2
quantity: 1
total price: 080/-
1.go back to main menu
2.exit
Enter your choice
```



Clicked 1 for go to main menu and clicked 5 for go to dessert menu. And dessert menu is open .



The screenshot shows a terminal window titled "emulator screen (80x25 chars)". The menu is displayed as follows:

```
4.snacks
5.dessert
6.drinks

***
*****
*****

Enter your choice 5

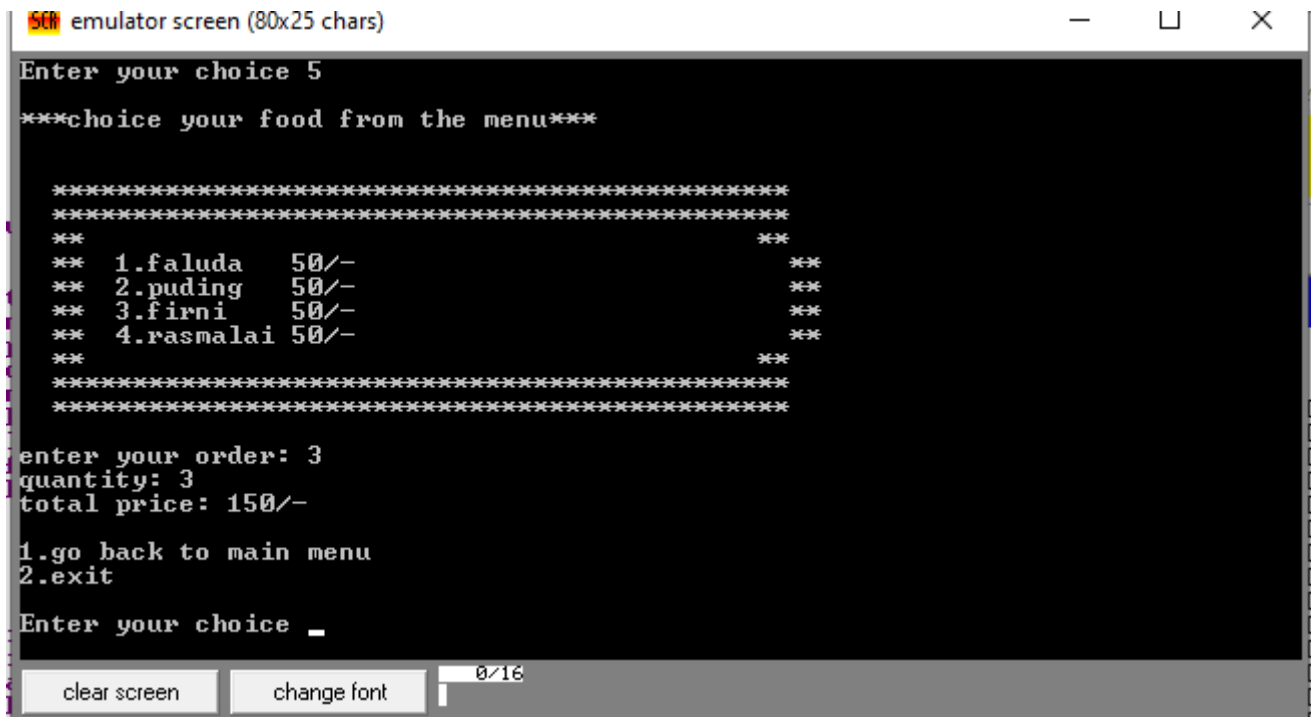
***choice your food from the menu***

*****
*****
**
** 1.faluda 50/-
** 2.puding 50/-
** 3.firni 50/-
** 4.rasmalai 50/-
**
*****
*****

enter your order:
```

At the bottom, there are buttons for "clear screen" and "change font", and a status bar showing "0/16".

We clicked 3 for “Firni” and Quantity =3 . Total price : 150/-



The screenshot shows the same terminal window with the following text:

```
Enter your choice 5

***choice your food from the menu***

*****
*****
**
** 1.faluda 50/-
** 2.puding 50/-
** 3.firni 50/-
** 4.rasmalai 50/-
**
*****
*****

enter your order: 3
quantity: 3
total price: 150/-

1.go back to main menu
2.exit

Enter your choice _
```

At the bottom, there are buttons for "clear screen" and "change font", and a status bar showing "0/16".

Clicked 1 for go to main menu and clicked 6 for go to drinks menu. And drinks menu is open .

```
SCH emulator screen (80x25 chars)

**
*****
*****
6.drinks
**
**
Enter your choice 6
***choice your food from the menu***

*****
*****
**
**
1.soft drinks 8/-
2.lemon juice 6/-
3.borhani 9/-
4.coffee 9/-
5.lemon tea 7/-
6.tea 5/-
**
**
*****
*****
enter your order:

clear screen change font 0/16
```

We clicked 5 for “Lemon Tea” and Quantity =1 . Total price : 07/-

```
SCH emulator screen (80x25 chars)

***choice your food from the menu***

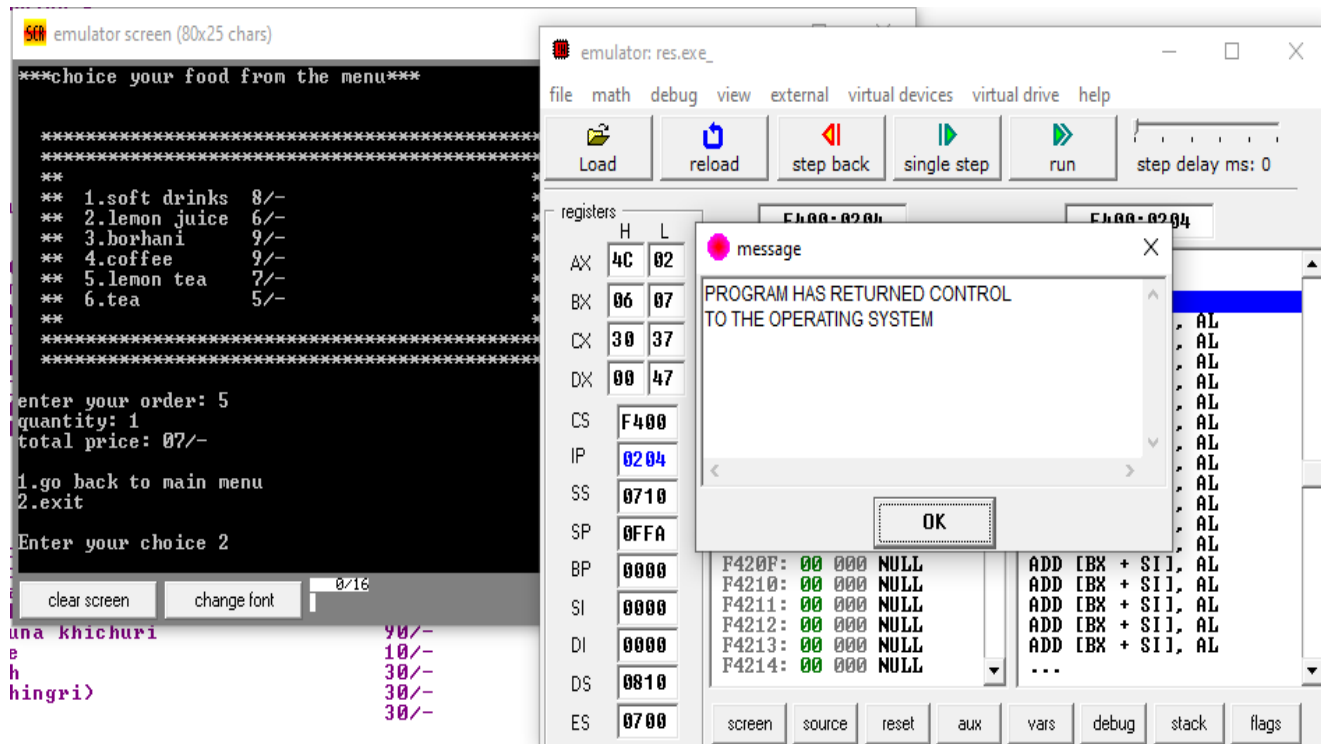
*****
*****
**
**
1.soft drinks 8/-
2.lemon juice 6/-
3.borhani 9/-
4.coffee 9/-
5.lemon tea 7/-
6.tea 5/-
**
**
*****
*****
enter your order: 5
quantity: 1
total price: 07/-

1.go back to main menu
2.exit

Enter your choice _

clear screen change font 0/16
```

Finally Clicked '2' for go to exit.



# Chapter 3

## Conclusion

### **Scope of Future Work:**

We also want to modify our application for the Future Work .We hope this work will help us in our future work. The application to be developed deals with creating a Restaurant Management System which will automate the major restaurant operations such as generating COD, billing and keeping track of records of daily transaction.

### **Required software:**

For using this project, we need to maintain a software requirement which is given below

- a) Emu 8086
- b) Operating System

### **Hardware:**

In hardware requirements we require all those components which will provide us the platform for the development of the project. The minimum hardware required for the development of this project is as follows—

Ram minimum 2 GB  
Hard disk—minimum 250 GB  
Processor- Pentium 1 and Above

## **Results and Discussions**

The purpose of our project is to make a restaurant management system . We have able to complete our target. First of all we had faced many problems while completing this project . Although it was difficult at first ,later we have able to complete our project correctly. We have learned a lot from this project and have worked with great pleasure.

### **Reference:**

- [1] Wikipedia
- [2] Dev.to

**Thank You**

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