

ADVANCE MICROPROCESSOR **PROJECT**



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PROJECT NAME:

DATA STRUCTURES IN ASSEMBLY

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Project on Data Structures

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DESCRIPTION:

The Data structures presented in this code also includes the output in Video Graphics Adapter (VGA) mode.

The output is presented pictorially in VGA-320X200 graphics mode (256 colours). All the different function calls used in the following codes are mentioned below:

To shift to VGA (320X200) graphics mode, interrupt used is:

```
mov ah,00h  
mov al,13h  
int 10h.
```

To set cursor position:

INT 10h / AH = 2 - set cursor position.

input:

DH = row.

DL = column.

BH = page number (0..7).

to get cursor position and size:

INT 10h / AH = 03h - get cursor position and size.

input:

BH = page number.

return:

DH = row.

DL = column.

CH = cursor start line.

CL = cursor bottom line.

To set pixel color:

INT 10h / AH = 0Ch - change color for a single pixel.

input:

AL = pixel color

CX = column.

DX = row.

To write string:

INT 10h / AH = 13h - write string

input:

AL = write mode:

bit 0: update cursor after writing;

bit 1: string contains attributes.

BH = page number.

BL = attributes if string contains only characters (bit 1 of AL is zero).

CX = number of characters in string (attributes are not counted).

DL, DH = column, row at which to start writing.

ES:BP points to string to be printed.

To set video mode:

INT 10h / AH = 0 - set video mode.

input:

AL = desired video mode.

these video modes are supported:

00h - text mode. 40x25. 16 colors. 8 pages.

03h - text mode. 80x25. 16 colors. 8 pages.

13h - graphical mode. 40x25. 256 colors. 320x200 pixels. 1 page.

To read a character from standard input:

INT 21h / AH=1 - read character from standard input, with echo, result is stored in **AL**. if there is no character in the keyboard buffer, the function waits until any key is pressed.

To write character to standard output:

INT 21h / AH=2 - write character to standard output.

entry: **DL** = character to write, after execution **AL = DL**.

To get character input:

INT 21h / AH=7 - character input without echo to AL.

if there is no character in the keyboard buffer, the function waits until any key is pressed.

To get input of a string:

INT 21h / AH=0Ah - input of a string to **DS:DX**, first byte is buffer size, second byte is number of chars actually read. this function does **not** add '\$' in the end of string. to print using **INT 21h / AH=9** you must set dollar character at the end of it and start printing from address **DS:DX + 2**.

To get output of a string:

INT 21h / AH=9 - output of a string at **DS:DX**. String must be terminated by '\$'.

To create file:

INT 21h / AH= 3Ch - create or truncate file.

CX = file attributes:

mov cx, 0 ; normal - no attributes.

mov cx, 1 ; read-only.

mov cx, 2 ; hidden.

mov cx, 4 ; system

mov cx, 7 ; hidden, system and read-only!

mov cx, 16 ; archive

DS:DX -> ASCIZ filename. returns:

CF clear if successful, **AX** = file handle.

CF set on error **AX** = error code.

To write to a file:

INT 21h / AH= 40h - write to file.

BX = file handle.

CX = number of bytes to write.

DS:DX -> data to write. return:

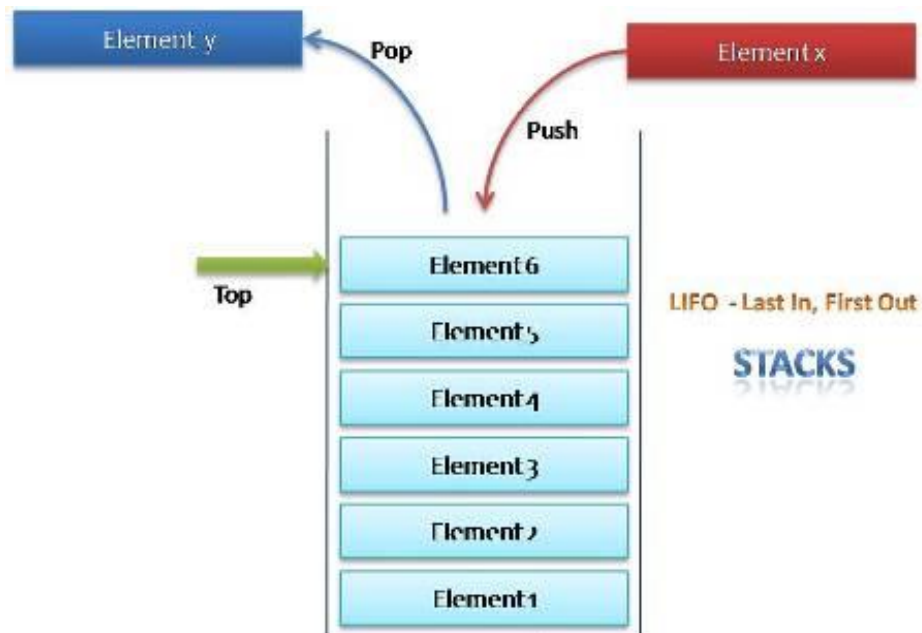
CF clear if successful; **AX** = number of bytes actually written.

CF set on error; **AX** = error code.

STACK:

A Stack is data structure in which addition of new element or deletion of existing element always takes place at a same end. This end is known as the top of the stack. That means that it is possible to remove elements from a stack in reverse order from the insertion of elements into the stack.

One other way of describing the stack is as a **last in, first out (LIFO)** abstract data type and linear data structure.



CODE FOR STACK:

```
Kruti.asm(stack)
1  0000                                data segment
2  0000 0A 0D 43 48 4F 4F53+ str1 db 0Ah, 0Dh,"CHOOSE OPERATION", 0Ah, 0Dh,'$'
3      45 20 4F 50 45 52    41+
4      54 49 4F 4E 0A 0D    24
5  0015 0A 0D 50 20 46 4F      52+ str2 db 0Ah, 0Dh,"P FOR PUSH",0ah,0dh,'$'
6      20 50 55 53 48 0A    0D+
7      24
8  0024 0A 0D 52 20 46 4F      52+ str3 db 0Ah, 0Dh,"R FOR POP",0ah,0dh,'$'
9      20 50 4F 50 0A 0D    24
10 0032 0A 0D 44 20 46 4F      52+ str8 db 0Ah, 0Dh,"D FOR DISPLAY",0ah,0dh,'$'
11     20 44 49 53 50 4C    41+
12     59 0A 0D 24
13 0044 0A 0D 41 6E 79 20      6B+ str9 db 0Ah, 0Dh,"Any key for exit",0ah,0dh,'$'
14     65 79 20 66 6F 72    20+
15     65 78 69 74 0A 0D    24
16 0059 0A 0D 45 6E 74 65      72+ str4 db 0Ah, 0Dh,"Enter value to be pushed",0ah,0dh,'$'
17     20 76 61 6C 75 65    20+
18     74 6F 20 62 65 20    70+
19     75 73 68 65 64 0A    0D+
20     24
21 0076 0A 0D 4F 76 65 72      66+ str5 db 0Ah, 0Dh,"Overflow",0ah,0dh,'$'
```

```

22      6C 6F 77 0A 0D 24
23 0083 0A 0D 44 6F 20 79      6F+ str6 db 0Ah, 0Dh,"Do you want to continue?
    (y/n)",0ah,0dh,'$'
24      75 20 77 61 6E 74      20+
25      74 6F 20 63 6F 6E      74+
26      69 6E 75 65 3F 20      28+
27      79 2F 6E 29 0A 0D      24
28 00A6 0A 0D 45 6D 70 74      79+ str7 db 0Ah, 0Dh,"Empty stack",0ah,0dh,'$'
29      20 73 74 61 63 6B      0A+
30      0D 24
31 00B6 0A 0D 50 6F 70 70      69+ str10 db 0Ah, 0Dh,"Popping..$"
32      6E 67 2E 2E 24
33 00C2 0A 0D 0A 0D 20 45      6E+ msg2 db 10, 13, 10, 13, ' Enter name of file to be   created
    : '$'
34      74 65 72 20 6E 61      6D+
35      65 20 6F 66 20 66      69+
36      6C 65 20 74 6F 20      62+
37      65 20 63 72 65 61      74+
38      65 64 20 3A 20 24
39 00EB 0A 0D 0A 0D 20 46      69+ msg16 db 10, 13, 10, 13, ' File successfully created :)$'
40      6C 65 20 73 75 63      63+
41      65 73 73 66 75 6C      6C+
42      79 20 63 72 65 61      74+
43      65 64 20 3A 29 24
44
45
46 010D 01*(00)      choose db 1 dup(0)
47 010E 01*(00)      top db 1 dup(0)
48 010F 01*(00)      temp db 1 dup(0)
49 0110 01*(00)      t db 1 dup(0)
50 0111 64*(00)      array db 100 dup(0)
51 0175 00      position db 00h
52 0176 00      no_of_elements db 00h
53 0177 01*(00)      maxsize db 1 dup(0)
54 0178 50 00 50*(00) buffer db 80, 0, 80 dup(0)
55 01CA 50 00 50*(00) buffer1 db 80, 0, 80 dup(0)
56 021C 50 00 50*(00) buffer2 db 80, 0, 80 dup(0)
57 026E      data ends
58 0000      my_stack segment stack
59 0000 64*(0000)      dw 100 dup(0)
60 00C8      top_stack label word
61 00C8      my_stack ends
62 0000      code segment
63      assume cs:code, ds:data
64 0000 B8 0000s      start: mov ax,data
65 0003 8E D8      mov ds,ax
66 0005 C6 06 010Er 00      mov top,00
67 000A C6 06 010Fr 00      mov temp,00

```

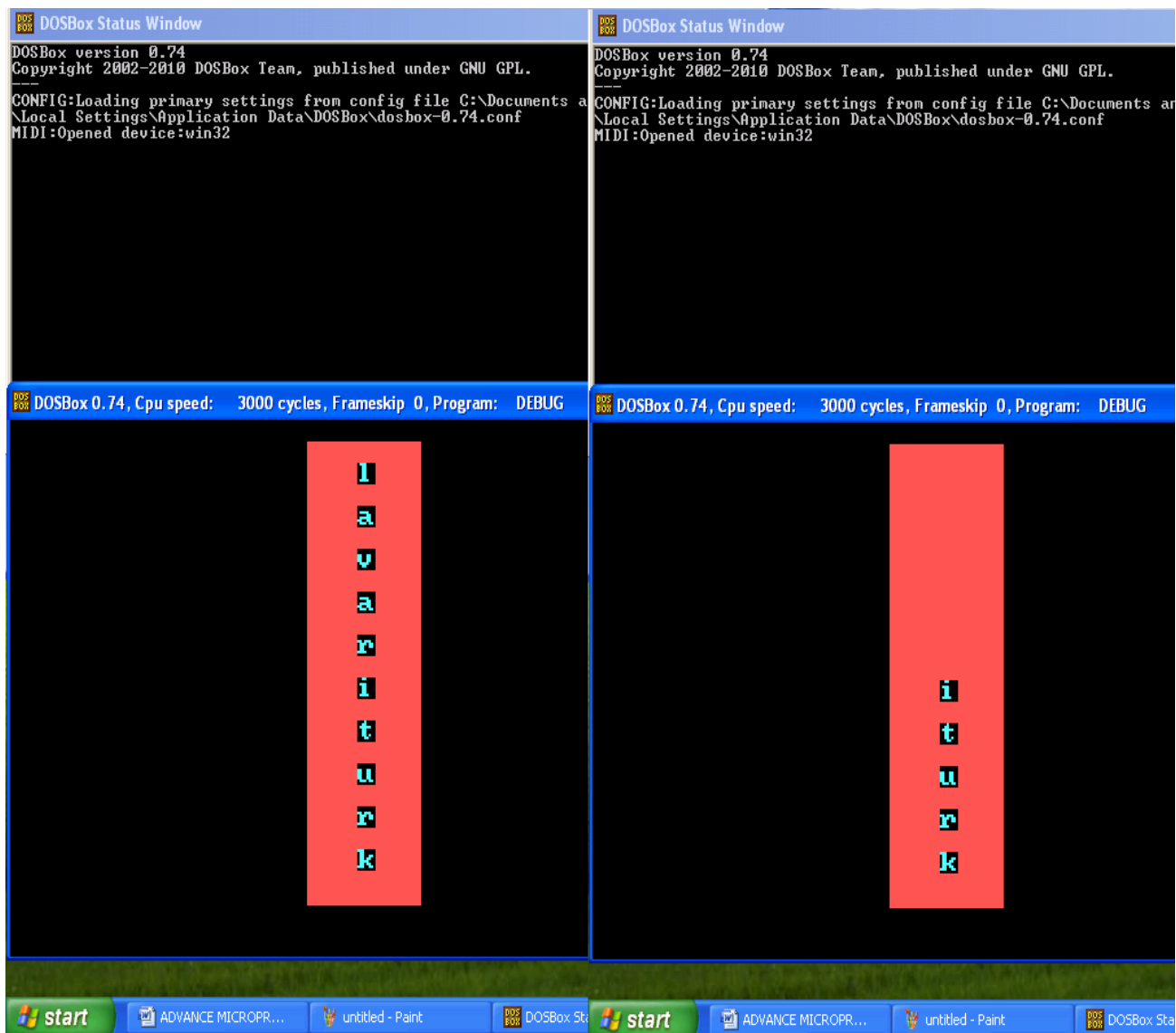
68	000F C6 06 0177r 0A		mov	maxsize,10
69	0014 BE 0111r		lea	si, array
70	0017 BF 0111r		lea	di, array
71	001A	menu:		
72	001A BA 0000r		mov	dx, offset str1
73	001D B4 09		mov	ah,09h
74	001F CD 21		int	21h
75	0021 BA 0015r		mov	dx, offset str2
76	0024 B4 09		mov	ah,09h
77	0026 CD 21		int	21h
78	0028 BA 0024r		mov	dx, offset str3
79	002B B4 09		mov	ah,09h
80	002D CD 21		int	21h
81	002F BA 0032r		mov	dx, offset str8
82	0032 B4 09		mov	ah,09h
83	0034 CD 21		int	21h
84	0036 BA 0044r		mov	dx, offset str9
85	0039 B4 09		mov	ah,09h
86	003B CD 21		int	21h
87	003D B4 01		mov	ah,01
88	003F CD 21		int	21h
89	0041 3C 70		cmp	al, 'p'
90	0043 74 0B		je	p
91	0045 3C 72		cmp	al, 'r'
92	0047 74 3A		je	r
93	0049 3C 64		cmp	al, 'd'
94	004B 74 6A		je	d
95				
96	004D E9 00CC		jmp	e
97	0050 80 3E 010Er 0A	p:	cmp	top,10
98	0055 75 09		jne	x
99	0057 BA 0076r		mov	dx, offset str5
100	005A B4 09		mov	ah,09h
101	005C CD 21		int	21h
102	005E EB BA		jmp	menu
103	0060 BA 0059r	x:	mov	dx, offset str4
104	0063 B4 09		mov	ah,09h
105	0065 CD 21		int	21h
106	0067 B4 01		mov	ah,01
107	0069 CD 21		int	21h
108	006B 88 04		mov	[si],al
109	006D 46		inc	si
110	006E FE 06 010Er		inc	top
111	0072 BA 0083r		mov	dx, offset str6
112	0075 B4 09		mov	ah,09h
113	0077 CD 21		int	21h
114	0079 B4 01		mov	ah,01
115	007B CD 21		int	21h

116	007D 3C 79		cmp al, 'y'
117	007F 74 CF		je p
118	0081 EB 97		jmp menu
119	0083 80 3E 010Er 00	r:	cmp top,00
120	0088 75 09		jne y
121	008A BA 00A6r		mov dx, offset str7
122	008D B4 09		mov ah,09h
123	008F CD 21		int 21h
124	0091 EB 87		jmp menu
125	0093 BA 00B6r	y:	mov dx, offset str10
126	0096 B4 09		mov ah,09h
127	0098 CD 21		int 21h
128	009A 4E		dec si
129	009B FE 0E 010Er		dec top
130	009F 8A 14		mov dl,[si]
131	00A1 B4 02		mov ah,02
132	00A3 CD 21		int 21h
133	00A5 BA 0083r		mov dx, offset str6
134	00A8 B4 09		mov ah,09h
135	00AA CD 21		int 21h
136	00AC B4 01		mov ah,01
137	00AE CD 21		int 21h
138	00B0 3C 79		cmp al, 'y'
139	00B2 74 CF		je r
140	00B4 E9 FF63		jmp menu
141	00B7 B4 00	d:	mov ah,00h
142	00B9 B0 13	mov al,13h	
143	00BB CD 10	int 10h	
144			
145	00BD B9 0082	mov cx,130	
146	00C0 BA 0008	mov dx,8	
147	00C3 B0 0C	mov al,0ch	
148	00C5 B4 0C	mov ah,0ch	
149	00C7	again_draw:	
150	00C7 CD 10	int 10h	
151	00C9 41	inc cx	
152	00CA 81 F9 00B4	cmp cx,180	
153	00CE 75 F7	jne again_draw	
154	00D0 B9 0082	mov cx,130	
155	00D3 42	inc dx	
156	00D4 81 FA 00B5	cmp dx,181	
157	00D8 75 ED	jne again_draw	
158			
159			
160			
161	00DA B8 0000s	mov ax,data	
162	00DD 8E C0	mov es,ax	
163	00DF A0 010Er	mov al,top	

164	00E2 A2 0176r	mov no_of_elements,al
165	00E5 BD 0111r	mov bp,offset array
166	00E8 C6 06 0175r 14	mov position,20
167	00ED	again_push:
168	00ED B0 01	mov al,01h
169	00EF B7 00	mov bh,0h
170	00F1 B3 0B	mov bl,0bh
171	00F3 B9 0001	mov cx,01h
172	00F6 B2 13	mov dl,19
173	00F8 8A 36 0175r	mov dh,position
174	00FC B4 13	mov ah,13h
175	00FE CD 10	int 10h
176	0100 45	inc bp
177	0101 FE 0E 0175r	dec position
178	0105 FE 0E 0175r	dec position
179	0109 FE 0E 0176r	dec no_of_elements
180	010D 75 DE	jnz again_push
181	010F B4 07	mov ah,07
182	0111 CD 21	int 21h
183	0113 B4 00	mov ah,00h
184	0115 B0 00	mov al,00h
185	0117 CD 10	int 10h
186	0119 E9 FEFE	jmp menu
187		
188		
189	011C	e:
190	011C BA 00C2r	lea dx, msg2 ; module for creating a file
191	011F B4 09	mov ah, 09h ; a string on screen
192	0121 CD 21	int 21h
193		
194	0123 C6 06 01CAr 50	mov [buffer1], 80 ; first string
195	0128 BA 01CAr	lea dx, buffer1
196	012B B4 0A	mov ah, 0ah ; read string from keyboard
197	012D CD 21	int 21h
198	012F 8A 1E 01CBr	mov bl, buffer1[1]
199	0133 B7 00	mov bh, 0
200	0135 83 C3 02	add bx, 2
201	0138 C6 87 01CAr 00	mov buffer1[bx], 0 ; read name of file to be
202		
203	013D BA 01CCr	lea dx, buffer1[2]
204	0140 B9 0000	mov cx, 0
205	0143 B4 3C	mov ah, 3ch ; create the file
206	0145 CD 21	int 21h
207		
208	0147 8B D8	mov bx,ax ;move file handle
209	0149 BE 010Er	lea si,top
210	014C 8B 04	mov ax,[si]
211	014E 8B C8	mov cx,ax

212	0150	BA 0111r	lea dx, array[0]
213	0153	B4 40	mov ah, 40h ; write to the file
214	0155	CD 21	int 21h
215	0157	BA 00EBr	lea dx,msg16
216	015A	B4 09	mov ah, 09h ; a string on screen
217	015C	CD 21	int 21h
218	015E	EB 01 90	jmp ee
219			
220	0161	CC	ee: int 3
221			
222			
223	0162		code ends
224			end start

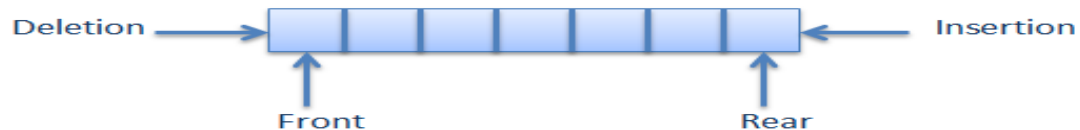
Output:



QUEUE:

Queue is a kind of abstract data type where items are inserted one end (rear end) known as enqueue operation and deleted from the other end (front end) known as dequeue operation.

This makes the queue a **First-In-First-Out (FIFO)** data structure. The queue performs the function of a buffer.



CODE FOR QUEUE:

```
q.asm
1  0000                                data segment
2  0000 0A 0D 43 48 4F 4F53+ str1 db 0ah,0dh,"CHOOSE OPERATION",0ah,0dh,'$'
3      45 20 4F 50 45 52   41+
4      54 49 4F 4E 0A 0D   24
5  0015 0A 0D 50 20 46 4F      52+ str2 db 0ah,0dh,"P FOR PUSH",0ah,0dh,'$'
6      20 50 55 53 48 0A   0D+
7      24
8  0024 0A 0D 52 20 46 4F      52+ str3 db 0ah,0dh,"R FOR POP",0ah,0dh,'$'
9      20 50 4F 50 0A 0D   24
10 0032 0A 0D 44 20 46 4F      52+ str8 db 0ah,0dh,"D FOR DISPLAY",0ah,0dh,'$'
11     20 44 49 53 50 4C   41+
12     59 0A 0D 24
13 0044 0A 0D 41 6E 79 20      6B+ str9 db 0ah,0dh,"Any key for exit",0ah,0dh,'$'
14     65 79 20 66 6F 72   20+
15     65 78 69 74 0A 0D   24
16 0059 0A 0D 45 6E 74 65      72+ str4 db 0ah,0dh,"Enter value to be pushed",0ah,0dh,'$'
17     20 76 61 6C 75 65   20+
18     74 6F 20 62 65 20   70+
19     75 73 68 65 64 0A   0D+
20     24
21 0076 0A 0D 4F 76 65 72      66+ str5 db 0ah,0dh,"Overflow",0ah,0dh,'$'
22     6C 6F 77 0A 0D 24
23 0083 0A 0D 44 6F 20 79      6F+ str6 db 0ah,0dh,"Do you want to continue?
(y/n)",0ah,0dh,'$'
24     75 20 77 61 6E 74   20+
25     74 6F 20 63 6F 6E   74+
26     69 6E 75 65 3F 20   28+
27     79 2F 6E 29 0A 0D   24
```

```

28 00A6 0A 0D 45 6D 70 74      79+ str7 db 0ah,0dh,"Empty stack",0ah,0dh,'$'
29    20 73 74 61 63 6B    0A+
30    0D 24
31 00B6 0A 0D 50 6F 70 70      69+ str10 db 0Ah, 0Dh,"Popping..$"
32    6E 67 2E 2E 24
33
34 00C2 0A 0D 0A 0D 20 45      6E+ msg2 db 10, 13, 10, 13, ' Enter name of file to be   created
: '$'
35    74 65 72 20 6E 61    6D+
36    65 20 6F 66 20 66    69+
37    6C 65 20 74 6F 20    62+
38    65 20 63 72 65 61    74+
39    65 64 20 3A 20 24
40 00EB 0A 0D 0A 0D 20 46      69+ msg16 db 10, 13, 10, 13, ' File successfully created :)$'
41    6C 65 20 73 75 63    63+
42    65 73 73 66 75 6C    6C+
43    79 20 63 72 65 61    74+
44    65 64 20 3A 29 24
45
46 010D 01*(00)                choose db 1 dup(0)
47 010E 01*(00)                front db 1   dup(0)
48 010F 01*(00)                rear db 1 dup(0)
49 0110 01*(00)                temp db 1 dup(0)
50 0111 01*(00)                f db 1 dup(0)
51 0112 64*(00)                array db 100 dup(0)
52 0176 00                    position db 00h
53 0177 00                    no_of_elements db 00
54 0178 00                    counter db   00
55 0179 01*(00)                maxsize db   1 dup(0)
56
57 017A 50 00 50*(00)          buffer db 80, 0, 80 dup(0)
58    01CC 50 00 50*(00)          buffer1 db   80, 0, 80 dup(0)
59 021E 50 00 50*(00)          buffer2 db   80, 0, 80 dup(0)
60
61 0270                        data ends
62 0000                        my_stack segment stack
63 0000 64*(0000)                dw   100 dup(0)
64 00C8                        top_stack label word
65 00C8                        my_stack ends
66 0000                        code segment
67                                assume cs:code, ds:data
68 0000 B8 0000s                start: mov   ax,data
69 0003 8E D8                    mov   ds,ax
70 0005 C6 06 010Er 00          mov   front,00
71 000A C6 06 010Fr 00          mov   rear,00
72 000F BE 0112r                lea   si,array
73 0012 BF 0112r                lea   di,array
74 0015 BA 0000r                menu: mov  dx, offset str1

```

75	0018 B4 09		mov ah,09h
76	001A CD 21		int 21h
77	001C BA 0015r		mov dx, offset str2
78	001F B4 09		mov ah,09h
79	0021 CD 21		int 21h
80	0023 BA 0024r		mov dx, offset str3
81	0026 B4 09		mov ah,09h
82	0028 CD 21		int 21h
83	002A BA 0032r		mov dx, offset str8
84	002D B4 09		mov ah,09h
85	002F CD 21		int 21h
86	0031 BA 0044r		mov dx, offset str9
87	0034 B4 09		mov ah,09h
88	0036 CD 21		int 21h
89	0038 B4 01		mov ah,01
90	003A CD 21		int 21h
91	003C 3C 70		cmp al, 'p'
92	003E 74 0B		je p
93	0040 3C 72		cmp al, 'r'
94	0042 74 3A		je r
95	0044 3C 64		cmp al, 'd'
96	0046 74 6E		je d
97	0048 E9 00D3		jmp e
98	004B 80 3E 010Fr 0A	p:	cmp rear,10
99	0050 75 09		jne x
100	0052 BA 0076r		mov dx, offset str5
101	0055 B4 09		mov ah,09h
102	0057 CD 21		int 21h
103	0059 EB BA		jmp menu
104	005B BA 0059r	x:	mov dx, offset str4
105	005E B4 09		mov ah,09h
106	0060 CD 21		int 21h
107	0062 B4 01		mov ah,01
108	0064 CD 21		int 21h
109	0066 FE 06 010Fr		inc rear
110	006A 88 04		mov [si],al
111	006C 46		inc si
112	006D BA 0083r		mov dx, offset str6
113	0070 B4 09		mov ah,09h
114	0072 CD 21		int 21h
115	0074 B4 01		mov ah,01
116	0076 CD 21		int 21h
117	0078 3C 79		cmp al, 'y'
118	007A 74 CF		je p
119	007C EB 97		jmp menu
120	007E A0 010Er	r:	mov al, front
121	0081 8A 16 010Fr		mov dl, rear
122	0085 3A C2		cmp al,dl

123	0087 75 09		jne y
124	0089 BA 00A6r		mov dx, offset str7
125	008C B4 09		mov ah,09h
126	008E CD 21		int 21h
127	0090 EB 83		jmp menu
128	0092 BA 00B6r	y:	mov dx, offset str10
129	0095 B4 09		mov ah,09h
130	0097 CD 21		int 21h
131	0099 FE 06 010Er		inc front
132	009D 8A 15		mov dl,[di]
133	009F B4 02		mov ah, 02
134	00A1 CD 21		int 21h
135	00A3 47		inc di
136	00A4 BA 0083r		mov dx, offset str6
137	00A7 B4 09		mov ah,09h
138	00A9 CD 21		int 21h
139	00AB B4 01		mov ah,01
140	00AD CD 21		int 21h
141	00AF 3C 79		cmp al, 'y'
142	00B1 74 CB		je r
143	00B3 E9 FF5F		jmp menu
144	00B6	d:	
145	00B6 B4 00		mov ah,00h
146	00B8 B0 13	mov al,13h	
147	00BA CD 10	int 10h	
148			
149	00BC B9 0082	mov cx,130	
150	00BF BA 0008	mov dx,8	
151	00C2 B0 09	mov al,09h	
152	00C4 B4 0C	mov ah,0ch	
153	00C6	again_draw:	
154	00C6 CD 10	int 10h	
155	00C8 41	inc cx	
156	00C9 81 F9 00B4	cmp cx,180	
157	00CD 75 F7	jne again_draw	
158	00CF B9 0082	mov cx,130	
159	00D2 42	inc dx	
160	00D3 81 FA 00B5	cmp dx,181	
161	00D7 75 ED	jne again_draw	
162			
163			
164			
165	00D9 B8 0000s	mov ax,data	
166	00DC 8E C0	mov es,ax	
167	00DE A0 010Fr	mov al,rear	
168	00E1 2A 06 010Er	sub al,front	
169	00E5 A2 0177r	mov no_of_elements,al	
170	00E8 8B EF	mov bp,di	

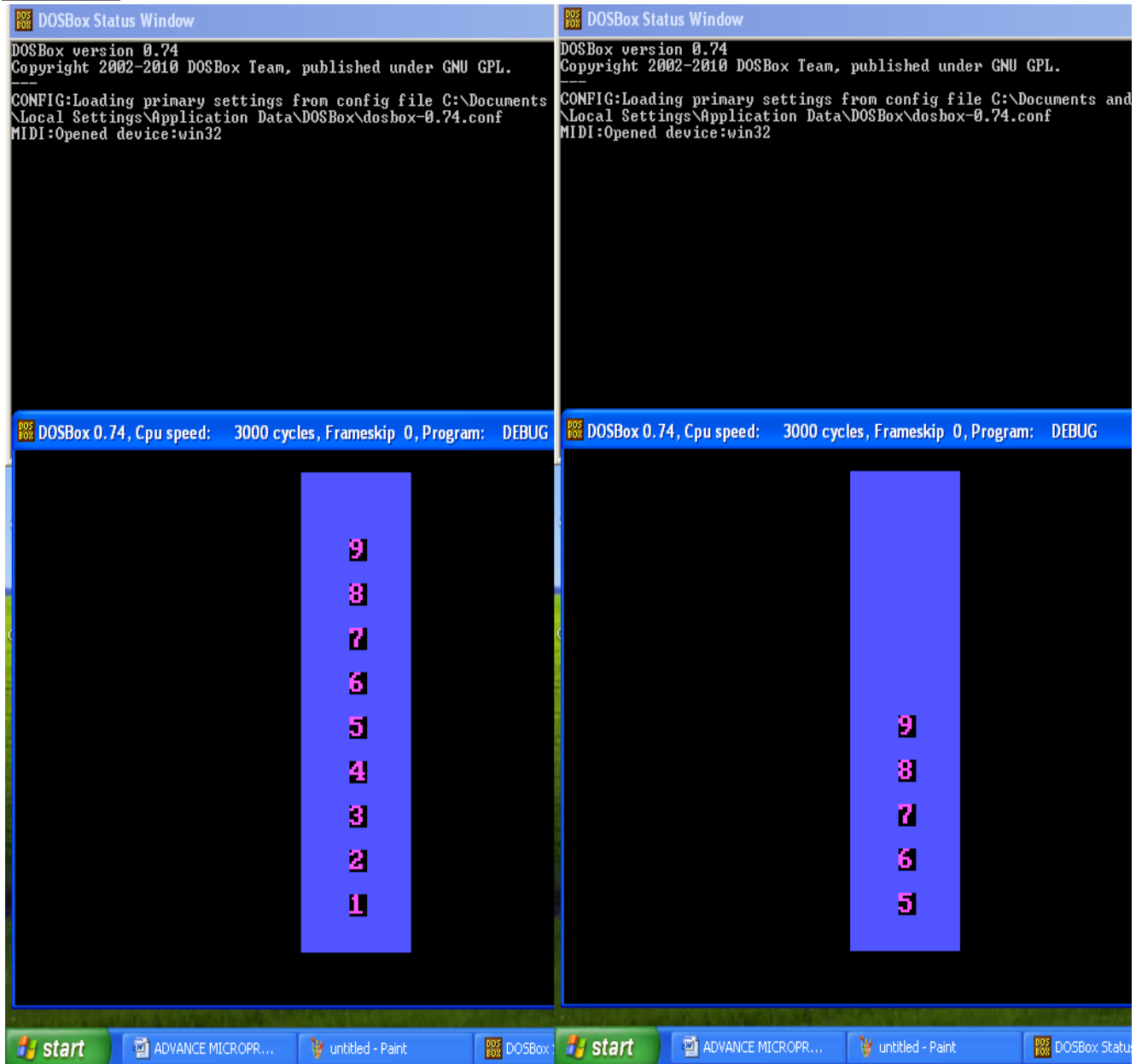

```

171 00EA C6 06 0176r 14      mov position,20
172 00EF                  again_push:
173 00EF B0 01              mov al,01h
174 00F1 B7 00              mov bh,0h
175 00F3 B3 0B              mov bl,0dh
176 00F5 B9 0001           mov cx,01h
177 00F8 B2 13              mov dl,19
178 00FA 8A 36 0176r        mov dh,position
179 00FE B4 13              mov ah,13h
180 0100 CD 10              int 10h
181 0102 45                inc bp
182 0103 FE 0E 0176r        dec position
183 0107 FE 0E 0176r        dec position
184 010B FE 0E 0177r        dec no_of_elements
185 010F 75 DE              jnz again_push
186 0111 B4 07              mov ah,07
187 0113 CD 21              int 21h
188 0115 B4 00              mov ah,00h
189 0117 B0 00              mov al,00h
190 0119 CD 10              int 10h
191 011B E9 FEF7            jmp menu
192
193 011E                  e:
194 011E BA 00C2r           lea dx, msg2      ; module for creating a file
195 0121 B4 09              mov ah, 09h      ; a string      on screen
196 0123 CD 21              int 21h
197
198 0125 C6 06 01CCr 50      mov [buffer1], 80    ; first string
199 012A BA 01CCr           lea dx, buffer1
200 012D B4 0A              mov ah, 0ah          ; read string from keyboard
201 012F CD 21              int 21h
202 0131 8A 1E 01CDr        mov bl, buffer1[1]
203 0135 B7 00              mov bh, 0
204 0137 83 C3 02           add bx, 2
205 013A C6 87 01CCr 00      mov buffer1[bx], 0    ; read name of file to be
206
207 013F BA 01CEr           lea dx, buffer1[2]
208 0142 B9 0000           mov cx, 0
209 0145 B4 3C              mov ah, 3ch          ; create      the file
210 0147 CD 21              int 21h
211
212 0149 8B D8              mov bx,ax            ;move file      handle
213 014B A0 010Fr           mov al,rear
214 014E 2A 06 010Er        sub al,front
215 0152 B4 00              mov ah,00
216 0154 8B C8              mov cx,ax
217 0156 8D 15              lea dx, [di]
218 0158 B4 40              mov ah, 40h          ; write to the file

```

219	015A	CD 21	int 21h
220	015C	BA 00EB	lea dx,msg16
221	015F	B4 09	mov ah, 09h ; a string on screen
222	0161	CD 21	int 21h
223	0163	EB 01 90	jmp ee
224			
225	0166	CC	ee: int 3
226			
227	0167		code ends
228			end star

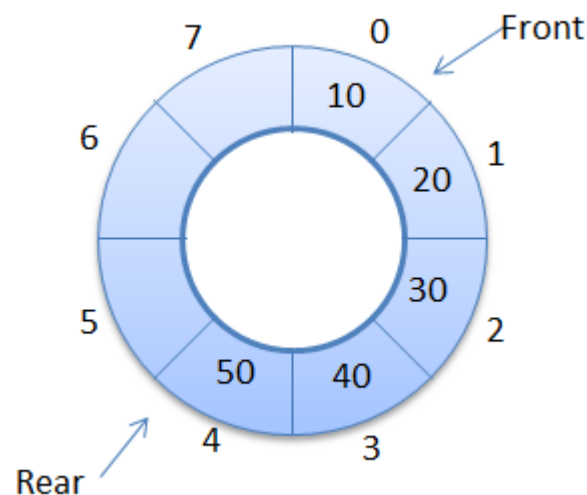
Output:



CIRCULAR QUEUE:

A circular queue is an abstract data type that contains a collection of data which allows addition of data at the end of the queue and removal of data at the beginning of the queue. Circular queues have a fixed size.

Circular queue follows **FIFO** principle. Queue items are added at the rear end and the items are deleted at front end of the circular queue.



CODE FOR QUEUE:

```
cirq.asm
1  0000                                data segment
2
3  0000 64*(00)                        array db 100 dup(0)
4
5  0064 0A 0D 43 48 4F 4F53+ str1 db 0ah,0dh,"CHOOSE OPERATION",0ah,0dh,'$'
6      45 20 4F 50 45 52  41+
7      54 49 4F 4E 0A 0D  24
8  0079 0A 0D 50 20 46 4F      52+ str2 db 0ah,0dh,"P FOR PUSH",0ah,0dh,'$'
9      20 50 55 53 48 0A  0D+
10     24
11 0088 0A 0D 51 20 46 4F      52+ str3 db 0ah,0dh,"Q FOR POP",0ah,0dh,'$'
12     20 50 4F 50 0A 0D  24
13 0096 0A 0D 44 20 46 4F      52+ str8 db 0ah,0dh,"D FOR DISPLAY",0ah,0dh,'$'
14     20 44 49 53 50 4C  41+
15     59 0A 0D 24
16 00A8 0A 0D 41 6E 79 20      6B+ str9 db 0ah,0dh,"Any key for exit",0ah,0dh,'$'
```

```

17      65 79 20 66 6F 72      20+
18      65 78 69 74 0A 0D      24
19 00BD 0A 0D 45 6E 74 65      72+ str4 db 0ah,0dh,"Enter value to be pushed",0ah,0dh,'$'
20      20 76 61 6C 75 65      20+
21      74 6F 20 62 65 20      70+
22      75 73 68 65 64 0A      0D+
23      24
24 00DA 0A 0D 4F 76 65 72      66+ str5 db 0ah,0dh,"Overflow",0ah,0dh,'$'
25      6C 6F 77 0A 0D 24
26 00E7 0A 0D 44 6F 20 796F+ str6 db 0ah,0dh,"Do you want to continue? (y/n)",0ah,0dh,'$'
27      75 20 77 61 6E 74      20+
28      74 6F 20 63 6F 6E      74+
29      69 6E 75 65 3F 20      28+
30      79 2F 6E 29 0A 0D      24
31 010A 0A 0D 45 6D 70 74      79+ str7 db 0ah,0dh,"Empty queue",0ah,0dh,'$'
32      20 71 75 65 75 65      0A+
33      0D 24
34 011A 0A 0D 50 6F 70 70      69+ str10 db 0ah,0dh,"Popping..."', '$'
35      6E 67 2E 2E 2E 24
36 0127 01*(00)                choose db 1 dup(0)
37 0128 01*(00)                front db 1 dup(0)
38 0129 01*(00)                rear db 1 dup(0)
39 012A 01*(00)                newr db 1 dup(0)
40 012B 01*(00)                maxsize db 1 dup(0)
41 012C 01*(00)                f db 1 dup(0)
42 012D 01*(00)                re db 1 dup(0)
43 012E 01*(00)                t db 1 dup(0)
44
45 012F 05 08 05 02 05      qx db 5,8,5,2,5
46 0134 04 06 08 06 04      qy db 4,6,8,6,4
47 0139 00                  qpointer db 00
48 013A 04                  maxsize_S db 04h
49
50 013B                      data ends
51 0000                      code segment
52                          assume cs:code, ds:data,es:data
53 0000 B8 0000s              start:mov ax,data
54 0003 8E D8                  mov ds,ax
55 0005 8E C0                  mov es,ax
56 0007 C6 06 012Br 05        mov maxsize,05
57 000C C6 06 0128r 00        mov front,00h
58 0011 C6 06 0129r 00        mov rear,00h
59 0016 BA 0064r              menu: mov dx, offset str1
60 0019 B4 09                  mov ah,09h
61 001B CD 21                  int 21h
62 001D BA 0079r              mov dx, offset str2
63 0020 B4 09                  mov ah,09h
64 0022 CD 21                  int 21h

```

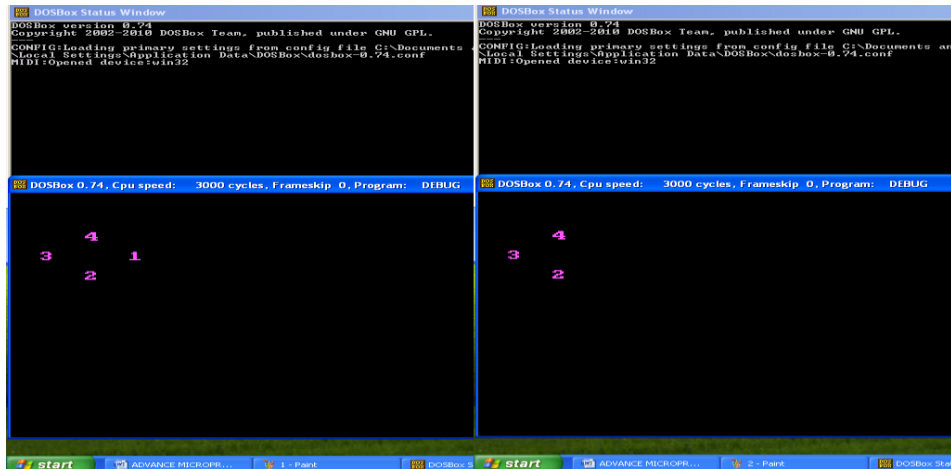
65	0024 BA 0088r	mov dx, offset str3	
66	0027 B4 09	mov ah,09h	
67	0029 CD 21	int 21h	
68	002B BA 0096r	mov dx, offset str8	
69	002E B4 09	mov ah,09h	
70	0030 CD 21	int 21h	
71	0032 BA 00A8r	mov dx, offset str9	
72	0035 B4 09	mov ah,09h	
73	0037 CD 21	int 21h	
74	0039 B4 01	mov ah,01	
75	003B CD 21	int 21h	
76	003D 3C 70	cmp al, 'p'	
77	003F 74 0E	je p	
78	0041 3C 71	cmp al, 'q'	
79	0043 74 60	je q	
80	0045 3C 64	cmp al, 'd'	
81	0047 74 03	je call_d	
82	0049 E9 00A9	jmp e	
83	004C E9 0147	call_d: jmp db2	
84	004F A0 0129r	p: mov al,rear	
85	0052 FE C0	inc al	
86	0054 B4 00	mov ah,00	
87	0056 F6 36 012Br	div maxsize	;calculate
	newr=(rear+1)%maxsize		
88	005A 88 26 012Ar	mov newr,ah	
89	005E A0 012Ar	mov al, newr	
90	0061 8A 16 0128r	mov dl,front	
91	0065 8A 26 0129r	mov ah,rear	
92	0069 3A C2	cmp al,dl	;if front=newrear
then overflow			
93	006B 75 09	jne x	
94	006D BA 00DAr	mov dx,offset str5	
95	0070 B4 09	mov ah,09h	
96	0072 CD 21	int 21h	
97	0074 EB A0	jmp menu	
98	0076		
99	0076 8A 26 012Ar	x: mov ah,newr	;else
rear=newrear			
100	007A 88 26 0129r	mov rear,ah	
101	007E BA 00BDr	mov dx,offset str4	;ask user for
value			
102	0081 B4 09	mov ah,09h	
103	0083 CD 21	int 21h	
104	0085 B4 01	mov ah,01	
105	0087 CD 21	int 21h	
106	0089 8A 1E 0129r	mov bl,rear	
107	008D B7 00	mov bh,00	

108	008F 88 87 0000r		mov [array+bx],al	
	;q[rear]=value			
109		;	cmp front,Offh	
110		;	jne skip_inc	
111		;	inc front	
112		;	skip_inc:	
113	0093 BA 00E7r		mov dx,offset str6	;ask
	to continue			
114	0096 B4 09		mov ah,09h	
115	0098 CD 21		int 21h	
116	009A B4 01		mov ah,01	
117	009C CD 21		int 21h	
118	009E 3C 79		cmp al, 'y'	
119	00A0 74 AD		je p	
120	00A2 E9 FF71		jmp menu	
121	00A5 A0 0128r	q:	mov al, front	
122	00A8 8A 16 0129r		mov dl, rear	
123	00AC 3A C2		cmp al,dl	;if front=rear, then
	queue empty			
124	00AE 75 0A		jne y	
125	00B0 BA 010Ar		mov dx, offset str7	
126	00B3 B4 09		mov ah,09h	
127	00B5 CD 21		int 21h	
128	00B7 E9 FF5C		jmp menu	
129	00BA BA 011Ar	y:	mov dx, offset str10	
130	00BD B4 09		mov ah,09h	
131	00BF CD 21		int 21h	
132	00C1 A0 0128r		mov al,front	
133	00C4 FE C0		inc al	
134	00C6 B4 00		mov ah,0	
135	00C8 F6 36 012Br		div maxsize	;else
	front=(front+1)%maxsize			
136	00CC 88 26 0128r		mov front,ah	
137	00D0 8A 1E 0128r		mov bl,front	
138	00D4 B7 00		mov bh,00	
139	00D6 8A 97 0000r		mov dl,[array+bx]	
140	00DA C6 87 0000r 00		mov [array+bx],00	;make that
	element 0			
141	00DF B4 02		mov ah, 02	
142	00E1 CD 21		int 21h	
143	00E3 BA 00E7r		mov dx, offset str6	;ask to continue
144	00E6 B4 09		mov ah,09h	
145	00E8 CD 21		int 21h	
146	00EA B4 01		mov ah,01	
147	00EC CD 21		int 21h	
148	00EE 3C 79		cmp al,'y'	
149	00F0 74 B3		je q	
150	00F2 E9 FF21		jmp menu	

151	00F5 CC	e:	int 3	
152	00F6 A0 0128r	d:	mov al,front	
153	00F9 A2 012Cr		mov f,al	
154	00FC A0 0129r		mov al,rear	
155	00FF A2 012Dr		mov re,al	
156	0102 A0 012Cr		mov al,f	
157	0105 8A 16 012Dr		mov dl,re	
158	0109 3A C2		cmp al,dl	;if front=rear, queue
empty				
159	010B 75 0A		jne zz	
160	010D BA 010Ar		mov dx,offset str7	
161	0110 B4 09		mov ah,09h	
162	0112 CD 21		int 21h	
163	0114 E9 FEFF		jmp menu	
164	0117	zz:		
165	0117 A0 012Cr		mov al,f	
166	011A 8A 16 012Dr		mov dl,re	
167	011E 3A C2		cmp al,dl	
168	0120 73 26		jnc za	
169	0122 FE 06 012Cr	z:	inc f	;f<r
170	0126 8A 1E 012Cr		mov bl,f	
171	012A B7 00		mov bh,00	;print simply from
i=front to i=rear				
172	012C 8A 97 0000r		mov dl,[array+bx]	
173	0130 B4 02		mov ah,02	
174	0132 CD 21		int 21h	
175	0134 B2 20		mov dl,32	
176	0136 B4 02		mov ah,02	
177	0138 CD 21		int 21h	
178	013A A0 012Cr		mov al,f	
179	013D 8A 16 012Dr		mov dl,re	
180	0141 3A C2		cmp al,dl	
181	0143 75 DD		jne z	
182	0145 E9 FECE		jmp menu	
183	0148 FE 06 012Cr	za:	inc f	;f>r
184	014C 8A 1E 012Cr		mov bl,f	;print from i=front
to i=maxsize				
185	0150 B7 00		mov bh,00	
186	0152 8A 97 0000r		mov dl,[array+bx]	
187	0156 B4 02		mov ah,02	
188	0158 CD 21		int 21h	
189	015A B2 20		mov dl,32	
190	015C B4 02		mov ah,02	
191	015E CD 21		int 21h	
192	0160 A0 012Cr		mov al,f	
193	0163 8A 16 012Br		mov dl,maxsize	
194	0167 3A C2		cmp al,dl	
195	0169 75 DD		jne za	

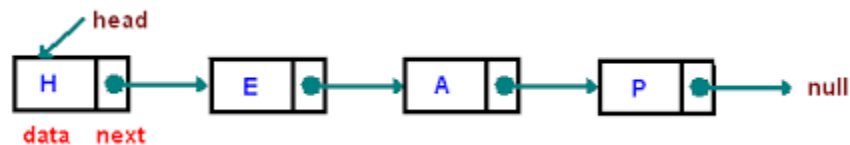
196	016B C6 06 012Er 00		mov t,00	
197	0170 8A 1E 012Er	zb:	mov bl,t	;and then from i=0
	to i=rear			
198	0174 B7 00		mov bh,00	
199	0176 8A 97 0000r		mov dl,[array+bx]	
200	017A B4 02		mov ah,02	
201	017C CD 21		int 21h	
202	017E B2 20		mov dl,32	
203	0180 B4 02		mov ah,02	
204	0182 CD 21		int 21h	
205	0184 A0 012Er		mov al,t	
206	0187 8A 16 012Dr		mov dl,re	
207	018B FE 06 012Er		inc t	
208	018F 3A C2		cmp al,dl	
209	0191 75 DD		jne zb	
210	0193 E9 FE80		jmp menu	
211				
212				
213	0196 A0 0128r		db2: mov al,front	
214	0199 A2 012Cr		mov f,al	
215	019C A0 0129r		mov al,rear	
216	019F A2 012Dr		mov re,al	
217	01A2 A0 012Cr		mov al,f	
218	01A5 8A 16 012Dr		mov dl,re	
219	01A9 3A C2		cmp al,dl	;if front=rear, queue
empty				
220	01AB 75 03		jne cont	
221	01AD E9 FE66			jmp menu
222				; jmp z
223	01B0		cont:	
224				;clearing screen
225	01B0 B8 0600		mov ax,0600h	
226	01B3 B7 00		mov bh,00h	
227	01B5 B9 0000		mov cx,0	
228	01B8 B6 48		mov dh,48h	
229	01BA B2 79		mov dl,79h	
230	01BC CD 10		int 10h	
231				;ends clearing screen
232	01BE B8 0013		mov ax,0013h	
233	01C1 CD 10		int 10h	
234				
235	01C3 8A 0E 0128r		mov cl,front	
236	01C7 B5 00		mov ch,00	
237	01C9 8B F1		mov si,cx	
238	01CB C6 06 0139r 02		mov qpointer,02h	
239	01D0 B0 01		show_q:mov al,01h	
240	01D2 B7 00		mov bh,0h	
241	01D4 B3 96		mov bl,0dh	

242	01D6 B9 0001		mov cx,01h
243	01D9 8A 94 012Fr		mov dl,qx[si]
244	01DD 8A B4 0134r		mov dh,qy[si]
245	01E1 BD 0000r		mov bp,offset array
246	01E4 03 EE		add bp,si
247	01E6 B4 13		mov ah,13h
248	01E8 CD 10		int 10h
249	01EA 46		inc si
250	01EB 8B C6		mov ax,si
251	01ED F6 36 012Br		div maxsize
252	01F1 8A C4		mov al,ah
253	01F3 B4 00		mov ah,00
254	01F5 8B F0		mov si,ax
255	01F7 80 3E 0139r 01		cmp qpointer,01h
256	01FC 74 0C		je skip_poi
257	01FE 3A 06 0129r		cmp al,rear
258	0202 75 CC		jne show_q
259	0204 FE 0E 0139r		dec qpointer
260	0208 75 C6		jnz show_q
261			
262	020A	skip_poi:	
263	020A B4 07		mov ah,07h
264	020C CD 21		int 21h
265			
266	020E B8 0003		mov ax,0003h
267	0211 CD 10		int 10h
268			
269	0213 E9 FE00		jmp menu
270			
271	0216 CC		int 3
272			
273			
274			
275	0217	code ends	
276		end start	



LINKED LIST:

Singly linked lists contain nodes which have a data field as well as a 'next' field, which points to the next node in line of nodes. Operations that can be performed on singly linked lists include insertion, deletion and traversal.



*A singly linked list whose nodes contain two fields:
Any data value and a link to the next node*

Code for linklist:

```
linkl.asm
1  0000                                data segment
2  0000 0A 0D 43 48 4F 4F      53+ str1 db 0ah,0dh,"CHOOSE OPERATION",0ah,0dh,'$'
3      45 20 4F 50 45 52 41+
4      54 49 4F 4E 0A 0D 24
5  0015 0A 0D 45 4E 54 45      52+ str2 db 0ah,0dh,"ENTER NUMBER OF NODE TO BE
DELETED",0AH,0DH,'$'
6      20 4E 55 4D 42 45 52+
7      20 4F 46 20 4E 4F 44+
8      45 20 54 4F 20 42 45+
9      20 44 45 4C 45 54 45+
10     44 0A 0D 24
11 003C 0A 0D 43 55 52 52      45+ str11 db 0ah,0dh,"CURRENT NO OF NODES ARE:
", '$'
12     4E 54 20 4E 4F 20 4F+
13     46 20 4E 4F 44 45 53+
14     20 41 52 45 3A 20 24
15 0058 0A 0D 52 20 46 4F      52+ str3 db 0ah,0dh,"R      FOR POP",0ah,0dh,'$'
16     20 50 4F 50 0A 0D 24
17 0066 0A 0D 44 20 46 4F      52+ str8 db 0ah,0dh,"D      FOR DISPLAY",0ah,0dh,'$'
18     20 44 49 53 50 4C 41+
19     59 0A 0D 24
20 0078 0A 0D 41 6E 79 20      6B+ str9 db 0ah,0dh,"Any key for exit",0ah,0dh,'$'
21     65 79 20 66 6F 72 20+
22     65 78 69 74 0A 0D 24
23 008D 0A 0D 45 6E 74 65      72+ str4 db 0ah,0dh,"Enter value to be
pushed",0ah,0dh,'$'
```

```

24      20 76 61 6C 75 65 20+
25      74 6F 20 62 65 20 70+
26      75 73 68 65 64 0A 0D+
27      24
28 00AA 0A 0D 4F 76 65 72      66+ str5 db 0ah,0dh,"Overflow",0ah,0dh,'$'
29      6C 6F 77 0A 0D 24
30 00B7 0A 0D 44 6F 20 79      6F+ str6 db 0ah,0dh,"Do you want to continue?
(y/n)",0ah,0dh,'$'
31      75 20 77 61 6E 74 20+
32      74 6F 20 63 6F 6E 74+
33      69 6E 75 65 3F 20 28+
34      79 2F 6E 29 0A 0D 24
35 00DA 0A 0D 45 6D 70 74      79+ str7 db 0ah,0dh,"Empty list",0ah,0dh,'$'
36      20 6C 69 73 74 0A 0D+
37      24
38 00E9 0A 0D 50 6F 70 70      69+ str10 db 0ah,0dh,"Popping      ",0ah,0dh,'$'
39      6E 67 20 20 0A 0D 24
40 00F7 0A 0D 50 20 46 4F      52+ str12 db 0ah,0dh,"P FOR PUSH",0ah,0dh,'$'
41      20 50 55 53 48 0A 0D+
42      24
43 0106 01*(00)                choose db 1 dup(0)
44 0107 01*(00)                max db 1 dup(0)
45 0108 01*(00)                num db 1 dup(0)
46 0109 01*(00)                cnt db 1 dup(0)
47 010A 01*(00)                ele db 1 dup(0)
48 010B 01*(0000)              top dw 1 dup (0)
49 010D 01*(0000)              prev dw 1 dup(0)
50 010F 01*(0000)              temp dw 1 dup(0)
51 *111                        node struc
52 *000 01*(00)                val db 0
53 *001 01*(0000)              next dw 0
54 *003                        node ends
55 0111 04*(00 0000)          n node 4 dup(<>)
56
57 011D 1E*(00)                linklist db 30 dup(0)
58 013B 00                    pointerl db 0
59
60
61 013C                        data ends
62 0000                        code segment
63                                assume cs:code,ds:data,es:data
64 0000 B8 0000s                start: mov ax,data
65 0003 8E D8                    mov ds,ax
66 0005 8E C0                    mov es,ax

```

```

67 0007 C6 06 0107r 04
68 000C C6 06 0108r 00
69 0011 C6 06 010Ar 00
70 0016 BA 0000r
71 0019 B4 09
72 001B CD 21
73 001D BA 00F7r
74 0020 B4 09
75 0022 CD 21
76 0024 BA 0058r
77 0027 B4 09
78 0029 CD 21
79 002B BA 0066r
80 002E B4 09
81 0030 CD 21
82 0032 BA 0078r
83 0035 B4 09
84 0037 CD 21
85 0039 B4 07
86 003B CD 21
87 003D 3C 70
88 003F 74 0B
89 0041 3C 72
90 0043 74 4E
91 0045 3C 64
92 0047 74 17
93 0049 E9 015E
94 004C A0 0108r
95 004F 8A 16 0107r
96 0053 3A C2
97 0055 75 0C
98
99 0057 BA 00AAr
100 005A B4 09
101 005C CD 21
102 005E EB B6
103 0060 E9 0148
104 0063
105 0063 BA 008Dr
106 0066 B4 09
107 0068 CD 21
108 006A B4 01
109 006C CD 21
110 006E 80 3E 0108r 00

```

```

mov max,04
mov num,00
mov ele,00
menu: movdx, offset str1
mov ah,09h
int 21h
        mov dx, offset str12
mov ah,09h
int 21h
        mov dx, offset str3
mov ah,09h
int 21h
        mov dx, offset str8
mov ah,09h
int 21h
        mov dx, offset str9
mov ah,09h
int 21h
mov ah,07
int 21h
cmp al, 'p'
je p
cmp al, 'r'
je call_r
cmp al, 'd'
je call_d
jmp e
p:      mov al, num
mov dl, max
cmp al,dl
jne x
;overflow
        mov dx,offset str5
mov ah,09
int 21h
jmp menu
call_d: jmp d
x:      ;ask for value to be entered
        mov dx, offset str4
mov ah,09h
int 21h
mov ah,01
int 21h
cmp num,00

```

```

111 0073 75 21                jne x1
112                          ;this if list is empty
113 0075 A2 0111r              mov n[0].val,al
114 0078 C7 06 010Br 0111r    mov top, offset n[0]                ;set
top. point to first node
115 007E FE 06 0108r          inc num
116 0082 BA 00B7r              x2:  mov dx, offset str6                ;ask
to continue
117 0085 B4 09                mov ah,09h
118 0087 CD 21                int 21h
119 0089 B4 01                mov ah,01
120 008B CD 21                int 21h
121 008D 3C 79                cmp al, 'y'
122 008F 74 BB                je p
123 0091 EB 83                jmp menu
124 0093 EB 34 90              call_r: jmp r
125 0096                      x1:  ;this if list is not empty
126 0096 8B 1E 010Br          mov bx,top
127 009A 89 1E 010Fr          mov temp,bx
128 009E 8B 36 010Fr          mov si,temp
129 00A2 8B 3E 010Fr          mov di,temp
130 00A6 46                  inc si
131 00A7 89 3E 010Fr          x12: mov temp,di
132 00AB 8B 3C                  mov di,[si]                ;go to the
next node till +
133                          cur->next!=NULL
134 00AD 83 FF 00              cmp di,0000
135 00B0 74 05                je x11
136 00B2 8B F7                mov si,di
137 00B4 46                  inc si
138 00B5 EB F0                jmp x12
139 00B7 83 C6 02              x11: add si,2
140 00BA 88 04                  mov [si],al                ;add new
node val and a ptr from the +
141                          prev node
142 00BC 8B 3E 010Fr          mov di, temp
143 00C0 47                  inc di
144 00C1 89 35                mov [di],si
145 00C3 FE 06 0108r          inc num
146 00C7 EB B9                jmp x2
147
148 00C9 80 3E 0108r 00      r:  cmp num,00
149 00CE 75 0A                jne y
150                          ;empty

```

151	00D0 BA 00DAr		mov dx, offset str7
152	00D3 B4 09		mov ah,09h
153	00D5 CD 21		int 21h
154	00D7 E9 FF3C	m:	jmp menu
155	00DA	y:	;not empty
156	00DA BA 003Cr		mov dx, offset str11
157	00DD B4 09		mov ah,09h
158	00DF CD 21		int 21h
159	00E1 8A 16 0108r		mov dl,num
160	00E5 80 C2 30		add dl,30h
161	00E8 B4 02		mov ah,02
162	00EA CD 21		int 21h
163			;ask for the index od node to be deleted
164	00EC BA 0015r		mov dx, offset str2
165	00EF B4 09		mov ah,09h
166	00F1 CD 21		int 21h
167	00F3 B4 01		mov ah,01
168	00F5 CD 21		int 21h
169	00F7 A2 010Ar		mov ele,al
170	00FA C6 06 0109r 00		mov cnt,00
171	00FF 80 3E 010Ar 31		cmp ele,31h
172	0104 75 16		jne y1
173			; this if first ele is to be deleted
174	0106 8B 36 010Br		mov si, top
175	010A 8B 3E 010Br		mov di, top
176	010E 46		inc si
177	010F 8B 3C		mov di,[si]
178	0111 89 3E 010Br		mov top,di
;simply make top point to next +			
179		(second) node	
180	0115 FE 0E 0108r		dec num
181	0119 EB 7D 90		jmp y3
182	011C A0 010Ar	y1:	mov al,ele
183	011F 8A 16 0108r		mov dl,num
184	0123 80 C2 30		add dl,30h
185	0126 3A C2		cmp al,dl
186	0128 75 32		jne y2
187			;this if last ele is to be deleted
188	012A 8B 1E 010Br		mov bx, top
189	012E 89 1E 010Fr		mov temp,bx
190	0132 8B 36 010Fr		mov si, temp
191	0136 8B 3E 010Fr		mov di, temp
192	013A 46		inc si
193	013B 89 3E 010Dr	y11:	mov prev, di

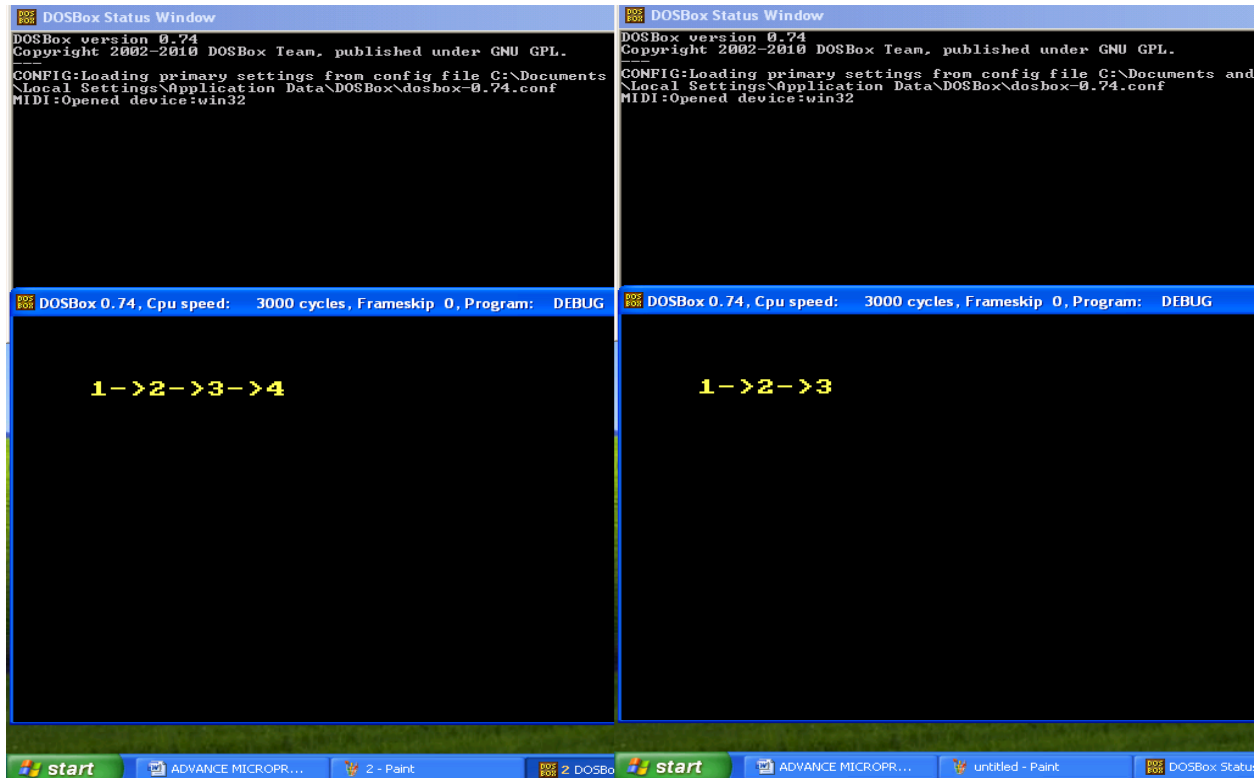
```

194 013F 8B 3C          mov di, [si]
195 0141 8B F7          mov si, di
196 0143 46             inc si
197 0144 83 3C 00       cmp word ptr [si], 0000
;traverse to next node till  +
198                      cur->next!=NULL
199 0147 75 F2          jne y11                      ;and
make prev point to NULL
200 0149 8B 36 010Dr    mov si, prev
201 014D 46             inc si
202 014E C7 04 0000     mov word ptr [si],0000
203 0152 FE 0E 0108r    dec num
204 0156 EB 40 90       jmp y3
205 0159 E9 FF6D       back: jmp r
206 015C               y2: ; this is ele is in the middle
207 015C C6 06 0109r 31 mov cnt,31h
208 0161 8B 1E 010Br    mov bx, top
209 0165 89 1E 010Fr    mov temp,bx
210 0169 8B 36 010Fr    mov si, temp
211 016D 8B 3E 010Fr    mov di, temp
212 0171 46             inc si
213 0172 89 3E 010Dr    y21: mov prev, di
214 0176 8B 3C          mov di, [si]
215 0178 8B F7          mov si, di
216 017A 46             inc si
217 017B FE 06 0109r    inc cnt
218 017F A0 0109r      mov al, cnt
;set up a cntr and travers till+
219                      cntr is equal to index ele
220 0182 8A 16 010Ar    mov dl, ele
221 0186 3A C2          cmp al,dl
222 0188 75 E8          jne y21
223 018A 8B 36 010Dr    mov si, prev                      ;make si
point to prev node
224 018E 46             inc si
225 018F 47             inc di
226 0190 8B 05          mov ax,[di]
227 0192 89 04          mov [si],ax
;make prev node point to the  +
228                      new node
229 0194 FE 0E 0108r    dec num
230 0198               y3: ; ask to continue
231 0198 BA 00B7r      mov dx, offset str6
232 019B B4 09          mov ah,09h

```

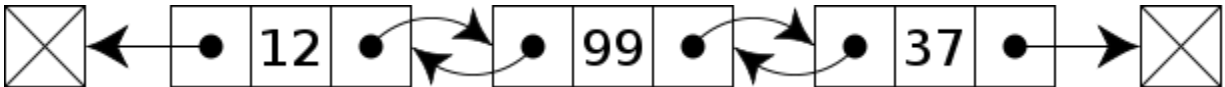
233	019D CD 21	int 21h
234	019F B4 01	mov ah,01
235	01A1 CD 21	int 21h
236	01A3 3C 79	cmp al, 'y'
237	01A5 74 B2	je back
238	01A7 E9 FE6C	jmp menu
239	01AA CC	e: int 3
240		
241		
242	01AB 80 3E 0108r 00	d: cmp num,00
243	01B0 74 00	je cont
244		; jmp z
245	01B2	cont::clearing screen
246	01B2 B8 0600	mov ax,0600h
247	01B5 B7 00	mov bh,00h
248	01B7 B9 0000	mov cx,0
249	01BA B6 48	mov dh,48h
250	01BC B2 79	mov dl,79h
251	01BE CD 10	int 10h
252		;ends clearing screen
253	01C0 B8 0013	mov ax,0013h
254	01C3 CD 10	int 10h
255		
256	01C5 8A 0E 0108r	mov cl,num
257	01C9 BD 0111r	mov bp,offset n
258	01CC BB 011Dr	mov bx,offset linklist
259	01CF 3E: 8A 46 00	copy_ll:mov al,ds:[bp]
260	01D3 88 07	mov [bx],al
261	01D5 43	inc bx
262	01D6 C6 07 2D	mov byte ptr [bx],45
263	01D9 43	inc bx
264	01DA C6 07 3E	mov byte ptr [bx],62
265	01DD 43	inc bx
266	01DE 83 C5 03	add bp,03h
267	01E1 FE C9	dec cl
268		
269	01E3 75 EA	jnz copy_ll
270		
271	01E5 8A 0E 0108r	mov cl,num
272	01E9 FE C9	dec cl
273	01EB B0 03	mov al,03h
274	01ED F6 E1	mul cl
275	01EF FE C0	inc al
276	01F1 A2 013Br	mov pointerl,al

277		
278 01F4 B0 01		mov al,01h
279 01F6 B7 00		mov bh,0h
280 01F8 B3 96		mov bl,0Eh
281 01FA 8A 0E 013Br		mov cl,pointerl
282 01FE B5 00		mov ch,00h
283 0200 B2 04		mov dl,4h
284 0202 B6 04		mov dh,4h
285 0204 BD 011Dr		mov bp,offset linklist
286 0207 B4 13		mov ah,13h
287 0209 CD 10		int 10h
288		
289 020B B4 07		mov ah,07h
290 020D CD 21		int 21h
291		
292 020F B8 0003		mov ax,0003h
293 0212 CD 10		int 10h
294		
295 0214 E9 FDFF		jmp menu
296		
297 0217	code ends	
298	end start	



DOUBLY LINKED LIST:

In a 'doubly linked list', each node contains, besides the next-node link, a second link field pointing to the 'previous' node in the sequence. The two links may be called 'forward('s') and 'backwards', or 'next' and 'prev'('previous').



A doubly linked list whose nodes contain three fields: an integer value, the link forward to the next node, and the link backward to the previous node

Code for doubly linked list:

```
Doublyll.asm
1  0000                                data segment
2  0000 0A 0D 43 48 4F 4F53+ str1 db 0ah,0dh,"CHOOSE OPERATION",0ah,0dh,'$'
3      45 20 4F 50 45 52   41+
4      54 49 4F 4E 0A 0D   24
5  0015 0A 0D 45 4E 54 45      52+ str2 db 0ah,0dh,"ENTER NUMBER OF NODE TO BE
DELETED",0AH,0DH,'$'
6      20 4E 55 4D 42 45   52+
7      20 4F 46 20 4E 4F   44+
8      45 20 54 4F 20 42   45+
9      20 44 45 4C 45 54   45+
10     44 0A 0D 24
11  003C 0A 0D 43 55 52 52      45+ str11 db 0ah,0dh,"CURRENT NO OF NODES ARE:   ','$'
12     4E 54 20 4E 4F 20   4F+
13     46 20 4E 4F 44 45   53+
14     20 41 52 45 3A 20   24
15  0058 0A 0D 52 20 46 4F      52+ str3 db 0ah,0dh,"R FOR POP",0ah,0dh,'$'
16     20 50 4F 50 0A 0D   24
17  0066 0A 0D 44 20 46 4F      52+ str8 db 0ah,0dh,"D FOR DISPLAY",0ah,0dh,'$'
18     20 44 49 53 50 4C   41+
19     59 0A 0D 24
20  0078 0A 0D 41 6E 79 20      6B+ str9 db 0ah,0dh,"Any key for exit",0ah,0dh,'$'
21     65 79 20 66 6F 72   20+
22     65 78 69 74 0A 0D   24
23  008D 0A 0D 45 6E 74 65      72+ str4 db 0ah,0dh,"Enter value to be pushed",0ah,0dh,'$'
24     20 76 61 6C 75 65   20+
25     74 6F 20 62 65 20   70+
```

```

26      75 73 68 65 64 0A   0D+
27      24
28  00AA 0A 0D 4F 76 65 72      66+ str5 db 0ah,0dh,"Overflow",0ah,0dh,'$'
29      6C 6F 77 0A 0D 24
30  00B7 0A 0D 44 6F 20 79      6F+ str6 db 0ah,0dh,"Do you want to continue?
(y/n)",0ah,0dh,'$'
31      75 20 77 61 6E 74   20+
32      74 6F 20 63 6F 6E   74+
33      69 6E 75 65 3F 20   28+
34      79 2F 6E 29 0A 0D   24
35  00DA 0A 0D 45 6D 70 74      79+ str7 db 0ah,0dh,"Empty list",0ah,0dh,'$'
36      20 6C 69 73 74 0A   0D+
37      24
38  00E9 0A 0D 50 6F 70 7069+ str10 db 0ah,0dh,"Popping ",0ah,0dh,'$'
39      6E 67 20 20 0A 0D   24
40  00F7 0A 0D 50 20 46 4F52+ str12 db 0ah,0dh,"P FOR PUSH",0ah,0dh,'$'
41      20 50 55 53 48 0A   0D+
42      24
43  0106 01*(00)                choose db 1 dup(0)
44  0107 01*(00)                max db 1 dup(0)
45  0108 01*(00)                num db 1 dup(0)
46  0109 01*(00)                cnt db 1 dup(0)
47  010A 01*(00)                ele db 1 dup(0)
48  010B 01*(0000)              top dw 1 dup (0)
49  010D 01*(0000)              t dw 1 dup(0)
50  010F 01*(0000)              temp dw 1 dup(0)
51  *111                        node struc
52  *000 01*(0000)              prev dw 0
53  *002 01*(00)                val db 0
54  *003 01*(0000)              next dw 0
55  *005                        node ends
56  0111 04*(0000 00 0000)      n node 4 dup(<>)
57
58  0125 1E*(00)                linklist db 30 dup(0)
59  0143 00                      pointerl db 0
60
61  0144                        data ends
62  0000                        code segment
63                                assume cs:code, ds:data,es:data
64  0000 B8 0000s                start: mov ax,data
65  0003 8E D8                    mov ds,ax
66  0005 8E C0                    mov es,ax
67  0007 C6 06 0107r 04          mov max,04
68  000C C6 06 0108r 00          mov num,00
69  0011 C6 06 010Ar 00          mov ele,00
70  0016 BA 0000r                menu: mov dx, offset str1
71  0019 B4 09                    mov ah,09h
72  001B CD 21                    int 21h

```

73	001D BA 00F7r		mov dx, offset str12
74	0020 B4 09		mov ah,09h
75	0022 CD 21		int 21h
76	0024 BA 0058r		mov dx, offset str3
77	0027 B4 09		mov ah,09h
78	0029 CD 21		int 21h
79	002B BA 0066r		mov dx, offset str8
80	002E B4 09		mov ah,09h
81	0030 CD 21		int 21h
82	0032 BA 0078r		mov dx, offset str9
83	0035 B4 09		mov ah,09h
84	0037 CD 21		int 21h
85	0039 B4 07		mov ah,07
86	003B CD 21		int 21h
87	003D 3C 70		cmp al, 'p'
88	003F 74 0B		je p
89	0041 3C 72		cmp al, 'r'
90	0043 74 4E		je call_r
91	0045 3C 64		cmp al, 'd'
92	0047 74 17		je call_d
93	0049 E9 0189		jmp e
94	004C A0 0108r	p:	mov al, num
95	004F 8A 16 0107r		mov dl, max
96	0053 3A C2		cmp al,dl
97	0055 75 0C		jne x
98			; overflow
99	0057 BA 00AAr		mov dx,offset str5
100	005A B4 09		mov ah,09
101	005C CD 21		int 21h
102	005E EB B6		jmp menu
103	0060 E9 0173	call_d: jmp	d
104	0063 BA 008Dr	x:	mov dx, offset str4
105	0066 B4 09		mov ah,09h
106	0068 CD 21		int 21h
107			;ask for value to be entered
108	006A B4 01		mov ah,01
109	006C CD 21		int 21h
110	006E 80 3E 0108r 00		cmp num,00
111	0073 75 21		jne x1
112			; this when list is empty
113	0075 A2 0113r		mov n[0].val,al
	point to first node		;make top
114	0078 C7 06 010Br 0111r		mov top, offset n[0]
115	007E FE 06 0108r		inc num
116	0082	x2:	; ask to continue
117	0082 BA 00B7r		mov dx, offset str6
118	0085 B4 09		mov ah,09h
119	0087 CD 21		int 21h

120	0089 B4 01		mov ah,01	
121	008B CD 21		int 21h	
122	008D 3C 79		cmp al, 'y'	
123	008F 74 BB		je p	
124	0091 EB 83		jmp menu	
125	0093 EB 47 90	call_r: jmp	r	
126	0096	x1:	; this when list is not empty	
127	0096 8B 1E 010Br		mov bx,top	
128	009A 89 1E 010Fr		mov temp,bx	
129	009E 8B 36 010Fr		mov si,temp	
130	00A2 8B 3E 010Fr		mov di,temp	
131	00A6 83 C6 03		add si,3	
132	00A9 89 3E 010Fr	x12: mov	temp,di	
133	00AD 8B 3C		mov di,[si]	
134	00AF 83 FF 00		cmp di,0000	;travers till
cur->next!=NULL				
135	00B2 74 07		je x11	
136	00B4 8B F7		mov si,di	
137	00B6 83 C6 03		add si,3	
138	00B9 EB EE		jmp x12	
139	00BB 83 C6 02	x11: add	si,2	
140	00BE 89 36 010Dr		mov t,si	
141	00C2 83 C6 02		add si,2	
142	00C5 88 04		mov [si],al	;make new
node and give it data ip by +				
143		user		
144	00C7 8B 3E 010Fr		mov di, temp	
145	00CB 8B 36 010Dr		mov si,t	
146	00CF 89 3C		mov [si],di	;give the
PREV ptr to new node				
147	00D1 83 C7 03		add di,3	
148	00D4 89 35		mov [di],si	;give cur
node NEXT ptr to new node				
149	00D6 FE 06 0108r		inc num	
150	00DA EB A6		jmp x2	
151				
152		;	z: ; if not empty	
153		;	mov bx,top	
154		;	mov temp,bx	
155		;	mov si,temp	
156		;	mov di,temp	
157		;	add si,3	
158		;	z1: add di,2	
159		;	mov dl,[di]	
160		;	mov ah,02	
161		;	int 21h	
162		;	mov di,[si]	
163		;	mov si,di	

```

164 ; add si,3
165 ; cmp di,0000 ;traverse and print
each value till +
166 cur->next!=NULL
167 ; jne z1
168 ; jmp menu
169 00DC 80 3E 0108r 00 r: cmp num,00
170 00E1 75 0A jne y
171 ; empty
172 00E3 BA 00DAr mov dx, offset str7
173 00E6 B4 09 mov ah,09h
174 00E8 CD 21 int 21h
175 00EA E9 FF29 m: jmp menu
176 00ED y: ; not empty
177 00ED BA 003Cr mov dx, offset str11
178 00F0 B4 09 mov ah,09h
179 00F2 CD 21 int 21h
180 00F4 8A 16 0108r mov dl,num
181 00F8 80 C2 30 add dl,30h
182 00FB B4 02 mov ah,02
183 00FD CD 21 int 21h
184 00FF BA 0015r mov dx, offset str2
185 0102 B4 09 mov ah,09h
186 0104 CD 21 int 21h
187 0106 B4 01 mov ah,01
188 0108 CD 21 int 21h
189 010A A2 010Ar mov ele,al
190 010D C6 06 0109r 00 mov cnt,00
191 0112 80 3E 010Ar 31 cmp ele,31h
192 0117 75 1C jne y1
193 ; this if first ele is to be deleted
194 0119 8B 36 010Br mov si, top
195 011D 8B 3E 010Br mov di, top
196 0121 83 C6 03 add si,3
197 0124 8B 3C mov di,[si]
198 0126 89 3E 010Br mov top,di ;make top
point tonext (second) node
199 012A C7 05 0000 mov word ptr [di],0000 ;make PREV
of the new top 0000
200 012E FE 0E 0108r dec num
201 0132 E9 008E jmp y3
202 0135 A0 010Ar y1: mov al,ele
203 0138 8A 16 0108r mov dl,num
204 013C 80 C2 30 add dl,30h
205 013F 3A C2 cmp al,dl
206 0141 75 38 jne y2
207 ;this if last ele is to be deleted
208 0143 8B 1E 010Br mov bx, top

```

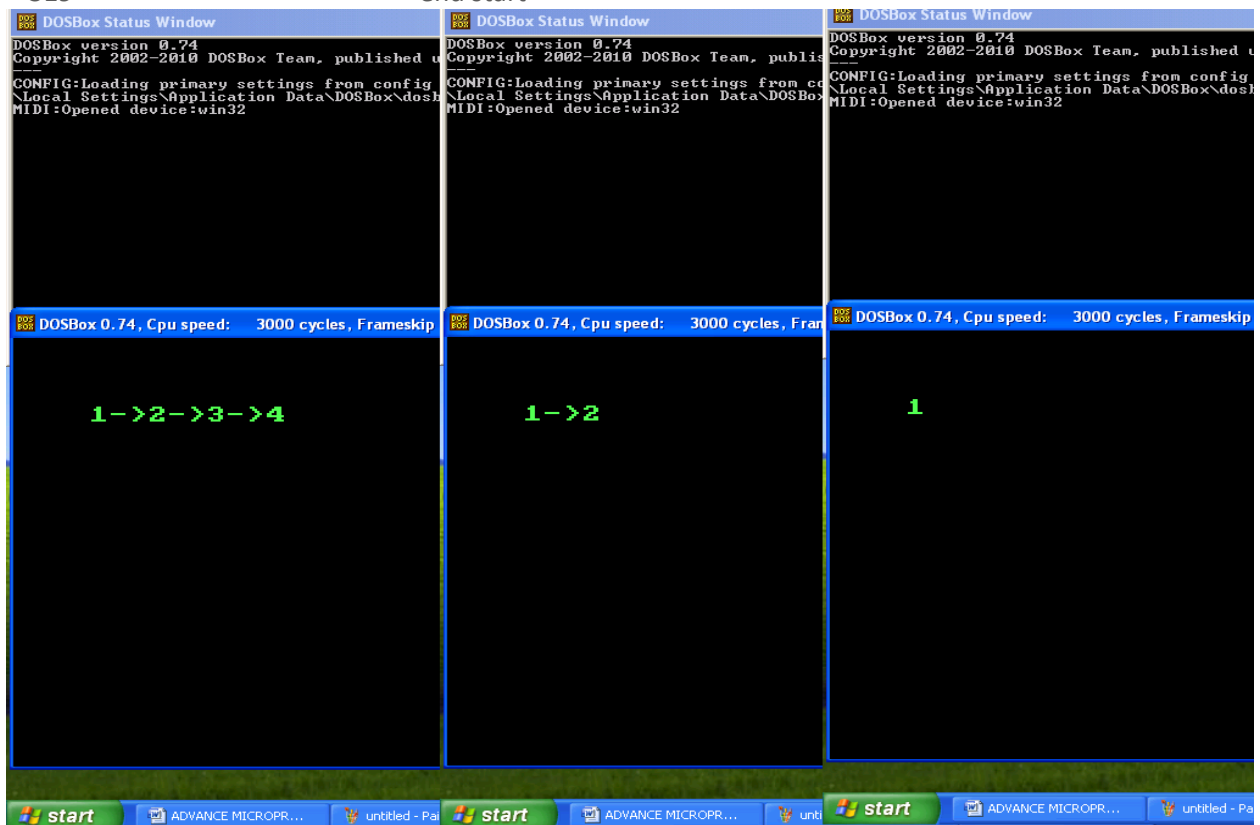
```

209 0147 89 1E 010Fr      mov temp,bx
210 014B 8B 36 010Fr      mov si, temp
211 014F 8B 3E 010Fr      mov di, temp
212 0153 83 C6 03          add si,3
213 0156 89 3E 010Dr      y11: mov t, di
214 015A 8B 3C             mov di, [si]
215 015C 8B F7             mov si, di
216 015E 83 C6 03          add si,3
217 0161 83 3C 00          cmp word ptr [si], 0000      ;traverse till
cur->next!=NULL
218 0164 75 F0             jne y11
219 0166 8B 36 010Dr      mov si, t
220 016A 83 C6 03          add si,3      ;(use t to
keep track of the prev node)
221 016D C7 04 0000        mov word ptr [si],0000      ;make NEXT
of second-last node 0000
222 0171 FE 0E 0108r      dec num
223 0175 EB 4C 90          jmp y3
224 0178 E9 FF61          back: jmp r
225 017B                   y2: ; this is ele is in the middle
226 017B C6 06 0109r 31    mov cnt,31h
227 0180 8B 1E 010Br      mov bx, top
228 0184 89 1E 010Fr      mov temp,bx
229 0188 8B 36 010Fr      mov si, temp
230 018C 8B 3E 010Fr      mov di, temp
231 0190 83 C6 03          add si,3
232 0193 89 3E 010Dr      y21: mov t, di
233 0197 8B 3C             mov di, [si]
234 0199 8B F7             mov si, di
235 019B 83 C6 03          add si, 3
236 019E FE 06 0109r      inc cnt
237 01A2 A0 0109r          mov al, cnt
238 01A5 8A 16 010Ar      mov dl, ele
239 01A9 3A C2             cmp al,dl      ;traverse till
count is equal to index
240 01AB 75 E6             jne y21
241 01AD 8B 36 010Dr      mov si, t
242 01B1 83 C6 03          add si,3      ;si points
to NEXTof prev node
243 01B4 83 C7 03          add di,3      ;di point to
NEXT of node to be deleted
244 01B7 8B 05             mov ax,[di]
245 01B9 89 04             mov [si],ax      ;make prev
node point to the next node +
246 of cur node
247 01BB 8B 3D             mov di, [di]      ;di points to node
next to the node to +
248 be deleted

```

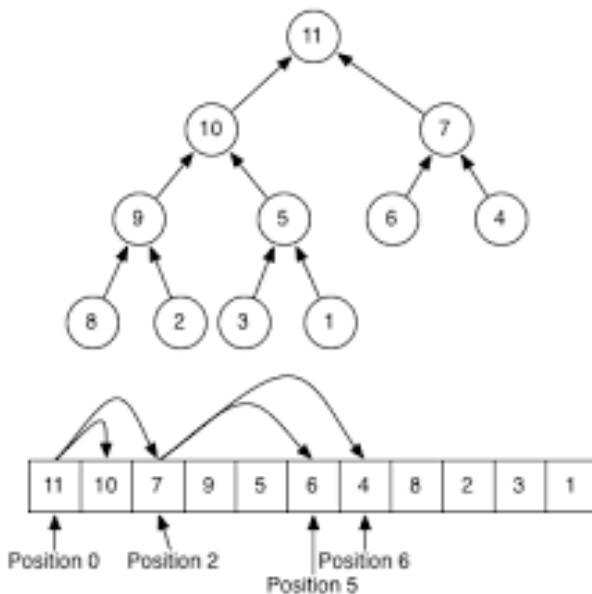
249	01BD 89 35		mov [di],si	;make it
	point to the prev	node		
250	01BF FE 0E 0108r		dec num	
251	01C3	y3:	; ask to continue	
252	01C3 BA 00B7r		mov dx, offset str6	
253	01C6 B4 09		mov ah,09h	
254	01C8 CD 21		int 21h	
255	01CA B4 01		mov ah,01	
256	01CC CD 21		int 21h	
257	01CE 3C 79		cmp al, 'y'	
258	01D0 74 A6		je back	
259	01D2 E9 FE41		jmp menu	
260	01D5 CC	e:	int 3	
261				
262	01D6 80 3E 0108r 00	d:	cmp num,00	
263	01DB 74 00		je cont	
264			; jmp z	
265	01DD		cont::clearing screen	
266	01DD B8 0600		mov ax,0600h	
267	01E0 B7 00		mov bh,00h	
268	01E2 B9 0000		mov cx,0	
269	01E5 B6 48		mov dh,48h	
270	01E7 B2 79		mov dl,79h	
271	01E9 CD 10		int 10h	
272			;ends clearing screen	
273	01EB B8 0013		mov ax,0013h	
274	01EE CD 10		int 10h	
275				
276	01F0 8A 0E 0108r		mov cl,num	
277	01F4 BD 0111r		mov bp,offset n	
278	01F7 BB 0125r		mov bx,offset linklist	
279	01FA 83 C5 02	copy_II:	add bp,02h	
280	01FD 3E: 8A 46 00		mov al,ds:[bp]	
281	0201 88 07		mov [bx],al	
282	0203 43		inc bx	
283	0204 C6 07 2D		mov byte ptr [bx],45	
284	0207 43		inc bx	
285	0208 C6 07 3E		mov byte ptr [bx],62	
286	020B 43		inc bx	
287	020C 83 C5 03		add bp,03h	
288	020F FE C9		dec cl	
289				
290	0211 75 E7		jnz copy_II	
291				
292	0213 8A 0E 0108r		mov cl,num	
293	0217 FE C9		dec cl	
294	0219 B0 03		mov al,03h	
295	021B F6 E1		mul cl	

296	021D FE C0	inc al
297	021F A2 0143r	mov pointerl,al
298		
299	0222 B0 01	mov al,01h
300	0224 B7 00	mov bh,0h
301	0226 B3 0A	mov bl, 0Ah
302	0228 8A 0E 0143r	mov cl,pointerl
303	022C B5 00	mov ch,00h
304	022E B2 04	mov dl,4h
305	0230 B6 04	mov dh,4h
306	0232 BD 0125r	mov bp,offset linklist
307	0235 B4 13	mov ah,13h
308	0237 CD 10	int 10h
309		
310	0239 B4 07	mov ah,07h
311	023B CD 21	int 21h
312		
313	023D B8 0003	mov ax,0003h
314	0240 CD 10	int 10h
315		
316	0242 E9 FDD1	jmp menu
317		
318	0245	code ends
319		end start



HEAP:

A heap is a partially sorted binary tree. Although a heap is not completely in order, it conforms to a sorting principle: every node has a value less than either of its children. Additionally, a heap is a "complete tree" -- a complete tree is one in which there are no gaps between leaves. A heap is a specialized tree-based data structure that satisfied the heap property: if B is a child node of A, then $\text{key}(A) \geq \text{key}(B)$. This implies that an element with the greatest key is always in the root node, and so such a heap is sometimes called a max-heap. Of course, there's also a minheap.



CODE FOR HEAP:

maxheap.asm

```
1  0000                                data segment
2  0000 0A 0D 43 48 4F 4F53+ str1 db 0ah,0dh,"CHOOSE OPERATION",0ah,0dh,'$'
3      45 20 4F 50 45 52    41+
4      54 49 4F 4E 0A 0D    24
5  0015 0A 0D 50 20 46 4F    52+ str2 db 0ah,0dh,"P FOR INSERT",0AH,0DH,'$'
6      20 49 4E 53 45 52    54+
7      0A 0D 24
8  0026 0A 0D 52 20 46 4F    52+ str3 db 0ah,0dh,"R FOR DELETING",0ah,0dh,'$'
9      20 44 45 4C 45 54    49+
10     4E 47 0A 0D 24
11  0039 0A 0D 44 20 46 4F    52+ str8 db 0ah,0dh,"D FOR DISPLAY",0ah,0dh,'$'
12     20 44 49 53 50 4C    41+
```

```

13      59 0A 0D 24
14 004B 0A 0D 41 6E 79 20      6B+ str9 db 0ah,0dh,"Any key for exit",0ah,0dh,'$'
15      65 79 20 66 6F 72      20+
16      65 78 69 74 0A 0D      24
17 0060 0A 0D 45 6E 74 65      72+ str4 db 0ah,0dh,"Enter value to be pushed",0ah,0dh,'$'
18      20 76 61 6C 75 65      20+
19      74 6F 20 62 65 20      70+
20      75 73 68 65 64 0A      0D+
21      24
22 007D 0A 0D 4F 76 65 72      66+ str5 db 0ah,0dh,"Overflow",0ah,0dh,'$'
23      6C 6F 77 0A 0D 24
24 008A 0A 0D 44 6F 20 79      6F+ str6 db 0ah,0dh,"Do you want to continue?
(y/n)",0ah,0dh,'$'
25      75 20 77 61 6E 74      20+
26      74 6F 20 63 6F 6E      74+
27      69 6E 75 65 3F 20      28+
28      79 2F 6E 29 0A 0D      24
29 00AD 0A 0D 45 6D 70 74      79+ str7 db 0ah,0dh,"Empty",0ah,0dh,'$'
30      0A 0D 24
31 00B7 0A 0D 50 6F 70 70      69+ str10 db 0ah,0dh,"Popping ",0ah,0dh,'$'
32      6E 67 20 20 0A 0D      24
33 00C5 01*(00)      choose db 1 dup(0)
34 00C6 01*(00)      max db 1 dup(0)
35 00C7 01*(00)      num db 1 dup(0)
36 00C8 01*(00)      ele db 1 dup(0)
37 00C9 01*(00)      i db 1 dup(0)
38 00CA 01*(00)      j db 1 dup(0)
39 00CB 01*(00)      t db 1 dup(0)
40 00CC 01*(00)      x db 1 dup(0)
41 00CD 01*(00)      k db 1 dup(0)
42 00CE 64*(00)      array db 100 dup(0)
43 0132      data ends
44 0000      code segment
45      assume cs:code, ds:data
46 0000 B8 0000s      start: mov ax,data
47 0003 8E D8      mov ds,ax
48 0005 C6 06 00C6r 0A      mov max,10
49 000A C6 06 00C7r 00      mov num,00
50 000F C6 06 00C8r 00      mov ele,00
51 0014 BA 0000r      menu: mov dx, offset str1
52 0017 B4 09      mov ah,09h
53 0019 CD 21      int 21h
54 001B BA 0015r      mov dx, offset str2
55 001E B4 09      mov ah,09h
56 0020 CD 21      int 21h
57 0022 BA 0026r      mov dx, offset str3
58 0025 B4 09      mov ah,09h
59 0027 CD 21      int 21h

```

60	0029 BA 0039r		mov dx, offset str8
61	002C B4 09		mov ah,09h
62	002E CD 21		int 21h
63	0030 BA 004Br		mov dx, offset str9
64	0033 B4 09		mov ah,09h
65	0035 CD 21		int 21h
66	0037 B4 07		mov ah,07
67	0039 CD 21		int 21h
68	003B 3C 70		cmp al, 'p'
69	003D 74 0B		je p
70	003F 3C 72		cmp al, 'r'
71	0041 74 66		je call_r
72	0043 3C 64		cmp al, 'd'
73	0045 74 67		je call_d
74	0047 E9 018D		jmp e
75	004A A0 00C7r	p:	mov al, num
76	004D 8A 16 00C6r		mov dl, max
77	0051 3A C2		cmp al,dl
78	0053 75 09		jne x2
79			; overflow
80	0055 BA 007Dr		mov dx,offset str5
81	0058 B4 09		mov ah,09
82	005A CD 21		int 21h
83	005C EB B6		jmp menu
84	005E	x2:	;ask for value to be entered
85	005E BA 0060r		mov dx,offset str4
86	0061 B4 09		mov ah,09
87	0063 CD 21		int 21h
88	0065 B4 01		mov ah,01
89	0067 CD 21		int 21h
90	0069 A2 00C8r		mov ele,al
91	006C A0 00C7r		mov al,num
92	006F A2 00C9r		mov i, al
93	0072 FE 06 00C9r		inc i ;i=size+1
94	0076 80 3E 00C9r 01	x11:	cmp i, 01 ; check i!=1
95	007B 74 34		je x1
96	007D A0 00C9r		mov al, i
97	0080 B4 00		mov ah, 00
98	0082 B2 02		mov dl, 02
99	0084 F6 F2		div dl
100	0086 8A D8		mov bl,al ;bl=i/2
101	0088 B7 00		mov bh,00
102	008A A0 00C8r		mov al, ele
103	008D 38 80 00CEr		cmp [si+array+bx],al ;check heap[i/2]<ele
104	0091 73 1E		jnc x1
105	0093 8A 80 00CEr		mov al,[si+array+bx]
106	0097 53		push bx
107	0098 8A 1E 00C9r		mov bl, i ; bl=i

108	009C B7 00		mov	bh, 00	
109	009E 88 80 00CEr		mov	[si+array+bx], al	;heap[i]=heap[i/2]
110	00A2 5B		pop	bx	
111	00A3 88 1E 00C9r		mov	i, bl	;i=i/2
112	00A7 EB CD		jmp	x11	
113	00A9 EB 29 90	call_r:	jmp	r	
114	00AC EB 9C	call_p:	jmp	p	
115	00AE E9 00C8	call_d:	jmp	call_d2	
116	00B1 8A 1E 00C9r	x1:	mov	bl, i	
117	00B5 B7 00		mov	bh, 00	
118	00B7 A0 00C8r		mov	al, ele	
119	00BA 88 80 00CEr		mov	[si+array+bx], al	;heap[i]=ele
120	00BE FE 06 00C7r		inc	num	
121	00C2 BA 008Ar		mov	dx, offset str6	
122	00C5 B4 09		mov	ah, 09	
123	00C7 CD 21		int	21h	
124	00C9 B4 01		mov	ah, 01	
125	00CB CD 21		int	21h	
126	00CD 3C 79		cmp	al, 'y'	
127	00CF 74 DB		je	call_p	
128	00D1 E9 FF40		jmp	menu	
129					
130	00D4 80 3E 00C7r 00	r:	cmp	num, 00	
131	00D9 75 0A		jne	y	
132	00DB BA 00ADr		mov	dx, offset str7	;empty heap
133	00DE B4 09		mov	ah, 09	
134	00E0 CD 21		int	21h	
135	00E2 E9 FF2F		jmp	menu	
136	00E5	y:		; pop max ele	
137	00E5 BA 00B7r		mov	dx, offset str10	
138	00E8 B4 09		mov	ah, 09	
139	00EA CD 21		int	21h	
140	00EC 8A 84 00CFr		mov	al, [si+array+1]	
141	00F0 A2 00CCr		mov	x, al	;x=heap[1] ie ele to be
deleted					
142	00F3 8A D0		mov	dl, al	
143	00F5 B4 02		mov	ah, 2	
144	00F7 CD 21		int	21h	
145	00F9 8A 1E 00C7r		mov	bl, num	
146	00FD B7 00		mov	bh, 00	
147	00FF 8A 80 00CEr		mov	al, [si+array+bx]	
148	0103 A2 00CDr		mov	k, al	;k= heap[n]
149	0106 FE 0E 00C7r		dec	num	;dec size of heap
150	010A A0 00C7r		mov	al, num	
151	010D C6 06 00C9r 01		mov	i, 01	
152	0112 C6 06 00CAr 02		mov	j, 02	
153	0117 A0 00C7r	y2:	mov	al, num	
154	011A FE C0		inc	al	

155	011C 38 06 00CAr	cmp j,al	;check j<=n
156	0120 73 5A	jnc y1	
157	0122 A0 00C7r	mov al,num	
158	0125 38 06 00CAr	cmp j,al	;check j<n
159	0129 73 1E	jnc y11	
160	012B 8A 1E 00CAr	mov bl,j	
161	012F B7 00	mov bh,00	;bx=j
162	0131 8A 80 00CEr	mov al,[si+array+bx]	
163	0135 8A 1E 00CAr	mov bl,j	
164	0139 FE C3	inc bl	
165	013B B7 00	mov bh,00	;bx=j+1
166	013D 8A 90 00CEr	mov dl,[si+array+bx]	
167			
168	0141 3A C2	cmp al,dl	; check heap[j]<heap[j+1]
169	0143 73 04	jnc y11	
170	0145 FE 06 00CAr	inc j	
171	0149	y11:	
172	0149 A0 00CDr	mov al,k	
173	014C 8A 1E 00CAr	mov bl,j	
174	0150 B7 00	mov bh,00	
175	0152 8A 90 00CEr	mov dl,[si+array+bx]	;dl=heap[j]
176	0156 3A C2	cmp al,dl	; check k>=heap[j] if yes,
break			
177	0158 73 22	jnc y1	
178	015A 8A 1E 00C9r	mov bl,i	
179	015E B7 00	mov bh,00	
180	0160 88 90 00CEr	mov [si+array+bx],dl	;heap[i]=heap[j]
181	0164 A0 00CAr	mov al,j	
182	0167 A2 00C9r	mov i,al	;i=j
183	016A A0 00CAr	mov al,j	
184	016D B1 02	mov cl,2	
185	016F F6 E1	mul cl	
186	0171 A2 00CAr	mov j, al	;j=jx2
187	0174 EB A1	jmp y2	
188	0176 E9 FF5B	call_r2:jmp r	
189	0179 EB 20 90	call_d2:jmp d	
190	017C A0 00CDr	y1:	
191	017F 8A 1E 00C9r	mov al,k	
192	0183 B7 00	mov bl,i	
193	0185 88 80 00CEr	mov bh,00	
194	0189 BA 008Ar	mov [si+array+bx],al	;heap[i]=k
195	018C B4 09	mov dx, offset str6	
196	018E CD 21	mov ah,09	
197	0190 B4 01	int 21h	
198	0192 CD 21	mov ah,01	
199	0194 3C 79	int 21h	
200	0196 74 DE	cmp al, 'y'	
201	0198 E9 FE79	je call_r2	
		jmp menu	

202	019B 80 3E 00C7r 00	d:	cmp num, 00
203	01A0 75 0A		jne z
204	01A2 BA 00ADr		mov dx, offset str7 ;empty heap
205	01A5 B4 09		mov ah,09
206	01A7 CD 21		int 21h
207	01A9 E9 FE68		jmp menu
208	01AC	z:	
209	01AC B3 01		mov bl, 01
210	01AE B7 00		mov bh, 00
211	01B0 C6 06 00CBr 01		mov t,01
212	01B5 8A 1E 00CBr	z1:	mov bl,t
213	01B9 B7 00		mov bh,00
214	01BB 8A 90 00CEr		mov dl,[si+array+bx]
215	01BF B4 02		mov ah,02
216	01C1 CD 21		int 21h
217	01C3 FE 06 00CBr		inc t
218	01C7 A0 00CBr		mov al,t
219	01CA 8A 16 00C7r		mov dl,num
220	01CE FE C2		inc dl
221	01D0 3A C2		cmp al,dl
222	01D2 75 E1		jne z1
223	01D4 E9 FE3D		jmp menu
224	01D7 CC	e:	int 3
225			
226	01D8	code ends	
227		end start	

