

Exercice 1

Réponse

```
ORG 00
CALL 20
CALL 50

ORG 20
MOV CL, 0
BOUCLE:
IN 0
CMP AL, 0D
JZ FIN
AND AL, CF
MUL CL, A
ADD CL, AL
JMP BOUCLE
FIN:
PUSH CL
POP AL
RET

ORG 50
SUITE:
MOV BL, 0
PUSH BL
AFFICHE:
PUSH AL
POP BL
MOD AL, A
OR AL, 30
PUSH AL
PUSH BL
POP AL
DIV AL, A
CMP AL, 0
JNZ AFFICHE
MOV BL, C0
LIRE:
POP AL
CMP AL, 0
JZ FIN2
MOV [BL], AL
INC BL
JMP LIRE
FIN2:
RET
END
```

Exercice 2

Réponse

```
    ORG 20
    POP DL
    MOV CL, 0
BOUCLE:
    IN 0
    CMP AL, 0D
    JZ FIN
    AND AL, CF
    MUL CL, A
    ADD CL, AL
    JMP BOUCLE
FIN:
    PUSH CL
    PUSH DL
    RET

    ORG 50
    POP DL
    POP AL
SUITE:
    MOV BL, 0
    PUSH BL
AFFICHE:
    PUSH AL
    POP BL
    MOD AL, A
    OR AL, 30
    PUSH AL
    PUSH BL
    POP AL
    DIV AL, A
    CMP AL, 0
    JNZ AFFICHE
    MOV BL, C0
LIRE:
    POP AL
    CMP AL, 0
    JZ FIN2
    MOV [BL], AL
    INC BL
    JMP LIRE
FIN2:
    RET

    ORG 00
    CALL 20
    CALL 50
    END
```

Exercice 3

Réponse

```
CLO
```

```

    ORG 20
    POP DL
    MOV CL, 0
    PUSH BL
BOUCLE:
    IN 0
    CMP AL, 0D
    JZ FIN
    AND AL, CF
    MUL CL, A
    ADD CL, AL
    JMP BOUCLE
FIN:
    PUSH CL
    PUSH DL
    RET
    ORG 50
SUITE:
    POP DL
    POP AL
AFFICHE:
    PUSH AL
    POP BL
    MOD AL, A
    OR AL, 30
    PUSH AL
    PUSH BL
    POP AL
    DIV AL, A
    CMP AL, 0
    JNZ AFFICHE
    MOV BL, C0
LIRE:
    POP AL
    CMP AL, 0
    JZ FIN2
    MOV [BL], AL
    INC BL
    JMP LIRE
FIN2:
    PUSH DL
    RET
    ORG 01
    CALL 20
    CALL 50
    END

```

Exercice 3

```

    CLO
    ORG 20
    MOV CL,0
BOUCLE:
    IN 0
    CMP AL,0D
    JZ FIN
    AND AL,CF
    MUL CL,A
    ADD CL,AL
    JMP BOUCLE
FIN:
    PUSH CL

```

```

    POP AL
    RET
;-----CALCUL PGCD-----
    ORG 40
WHILE:
    CMP AL,BL ;Condition de sortie
    JZ ENDWHILE ; Si AL != BL
    JS INF ; Jump sans inf si A est < à B
    Sup: SUB AL, BL ; A := A - B
    JMP WHILE
    Inf:
    SUB BL, AL ; B := B - A
    JMP WHILE
ENDWHILE:
    PUSH AL
    POP CL
    RET
;-----FIN PGCD -----
    ORG 60
SUITE:
    MOV BL,0
    PUSH BL
AFFICHE:
    PUSH AL ; BL := AL
    POP BL
    MOD AL,A ; obtenir unité
    OR AL,30 ; Transforme unité en ASCII PUSH AL ; Garde ASCII PUSH BL POP AL ; met AL = à BL
    DIV AL,A
    CMP AL,0
    JNZ AFFICHE
    MOV BL,C0
LIRE:
    POP AL
    CMP AL,0
    JZ FIN2
    MOV [BL],AL
    INC BL
    JMP LIRE
FIN2:
    RET
    ORG 01
    CALL 20
    PUSH AL
    CALL 20
    PUSH AL
    POP BL
    POP AL
    CALL 40
    CALL 60
    END

```