```
ORG 00H
                      ; Set the starting address of the program to 00H
; 16-Bit Subtraction
; First 16-bit number: 1234H (MSB: 12H, LSB: 34H)
; Second 16-bit number: 5678H (MSB: 56H, LSB: 78H)
                   ; Set the starting address of the program to 00H
ORG 00H
; First 16-bit number: 1234H (MSB: 12H, LSB: 34H)
; Second 16-bit number: 5678H (MSB: 56H, LSB: 78H)
                   ; Load the LSB of the first 16-bit number (34H) into the
MOV A, #34H
accumulator
                  ; Load the LSB of the second 16-bit number (78H) into
MOV R0, #78H
register R0
ADD A, RO
                  ; Add the contents of R0 (78H) to A (34H), storing the result
in A
MOV 50H, A
                  ; Store the result's LSB in RAM location 50H
MOV A, #12H
                  ; Load the MSB of the first 16-bit number (12H) into the
accumulator
MOV R1, #56H
                   ; Load the MSB of the second 16-bit number (56H) into
register R1
ADDC A, R1
                   ; Add the contents of R1 (56H) to A (12H) along with carry
from previous addition
MOV 51H, A
                  ; Store the result's MSB in RAM location 51H
END
                   ; End of the program
                      ; Load the LSB of the first 16-bit number into the
MOV A, #34H
accumulator
MOV RO, #78H
                     ; Load the LSB of the second 16-bit number into register
R0
CLR C
                     ; Clear the carry to prepare for subtraction
SUBB A, RO
                      ; Subtract R0 from A with borrow (A = 34H - 78H - carry)
MOV 50H, A
                      ; Store the result's LSB in RAM location 50H
MOV A, #12H
                     ; Load the MSB of the first 16-bit number into the
accumulator
                     ; Load the MSB of the second 16-bit number into register
MOV R1, #56H
                    ; Subtract R1 from A with borrow from previous operation
SUBB A, R1
MOV 51H, A
                      ; Store the result's MSB in RAM location 51H
END
                      ; End of the program
```