SL	NAME OF EXPERIMENT	PAGE NO
01	Write an assembly language program that can print a string.	
02	Write an assembly language program that can add and subtract two number up to 3 digits.	
03	Write an assembly language program that can convert an uppercase letter to a lowercase / a lowercase letter to a uppercase letter	
04	Write an assembly language program that can reverse a bit pattern.	
05	Write an assembly language program that can reverse the given input.	
06	Write an assembly language program for push and pop operations on a stack.	
07	Write an assembly language program to print the Fibonacci series.	
08	Write an assembly language program to find if a given number is even or odd.	
09	Write an assembly language program for multiplication and division of two numbers up to 2 or 3 digits.	
10	Write an assembly language program for grade calculation for user input <=100 Where, o Marks >=80 then A+ o Marks >=70 then A o Marks >=60 then B o Marks <60 then C	
11	Write an assembly language program that can compute the sum of the first 4 natural numbers (1, 2, 3, 4), where the sum is 10.	
12	Write an assembly language program to display IBM characters.	
13	Write an assembly language program to print the largest of two or three numbers.	
14	Write an assembly language program that displays the character that comes first in a sequence.	
15	Write an assembly language program to read characters until a blank is read.	

16	Write an assembly language program with a count-controlled loop to display a row of 80 stars.	
17	Write an assembly language program that will display a single ? (question mark) character on the screen.	
18	Write an assembly language program to read two capital letters and display them in alphabetical order.	
19	Write an assembly language program to read a character; if it's "Y" or "y", display it, otherwise terminate the program.	
20		