**Experiment-2: Implementation of Conditional Jump and Loop.**

**Task-1:**

MOV AX, 1234H

MOV BX, 23H

MOV CX, 3H

LOOP1:

ADD AX, BX

LOOP LOOP1

**Task-2:**

MOV AX, 1111H

MOV BX, 1000H

MOV CX, 5H

LOOP1:

CMP AX, BX

JG LABEL1

HLT

LABEL1:

SUB AX, BX

LOOP LOOP1

HLT

**Task-3:**

**Sum the numbers from 0 to A in hexadecimal and store the result in CX.**

Task-4:

;.DATA likhe variable declare kora jay

;DB maane “define Byte”

;DS e shorashori kono data rakha jayna, tai first e eke general purpose register e rekhe then MOV korte hobe DS e

;INT 21H ;eta akta monitor / console niye ashbe, call it everytime to take input

;LEA A ;to show message stored in variable A

;SUB DL, 30H ;to display the actual value, we SUB 30H

;Taking input from keyboard:

org 100h

.MODEL SMALL

.DATA

A DB 0AH,0DH,"ENTER 1ST DIGIT:$"

B DB 0AH,0DH,"ENTER 2ND DIGIT:$"

C DB 0AH,0DH,"THE RESULT IS:$"

.CODE

MOV AX,@DATA

MOV DS,AX

;DISPLAYING 1ST MSG

LEA DX,A

MOV AH,09H

INT 21H

;INPUTTING THE 1ST NUMBER

MOV AH,01H

INT 21H

MOV BL,AL

;DISPLAYING 2ND MSG

LEA DX,B

MOV AH,09H

INT 21H

;INPUTTING THE 2ND NUMBER

MOV AH,01H

INT 21H

MOV BH,AL

; DISPLAYING 3RD MSG

LEA DX,C

MOV AH,09H

INT 21H

;SHOWING OUTPUT

ADD BH,BL

MOV DL, BH

SUB DL,30H

MOV AH,02H

INT 21H

ret

;Now your task is to code to display numbers greater than 9