

**LAB MANUAL**

**NAME: MOIZ AHMED KHAN**

**ID: CSC-22S-089**

**COURSE: COMPUTER ORGANIZATION AND ASSEMBLY LANGUAGE**

**SEMESTER: 3B**

**TEACHER: SAHAR ZAFAR**

**DEPARTMENT: BSCS**

**LAB 1**

Introduction

Tasm + Note pad/ Notepad +

Save file with .asm in C drive tasm 1.4 folder

How to Run the program?

You need to follow three steps

1. Tasm filename.asm ; helps you to find error in the program
2. Tlink filename .obj ; Create object file for machine
3. Filename or file name.exe ; create executable file or show result on screen

1. Create program to print a character.

Segments

.model small

.stack 100h

.data

.code

Start:

Label used for starting the program code

Code for print a character

Mov ah, 2h

Mov dl,’N’

Int 21h

Code for Exit from the code

Mov ah, 4ch

Int 21h

End start

End the Label

Task

Create a program which print 0 on screen with the help of ASCII code.

Create a program which print A character with the help of ASCII code.

Create a program which print your name with the help of function 02.

Write all errors which you know about in today class and write how you correct them.

TASK #1

Create a program which print 0 on screen with the help of ASCII code

Source code;-

.model small

.stack 100h

.data

.code

start:

mov ah,02

mov dl,48

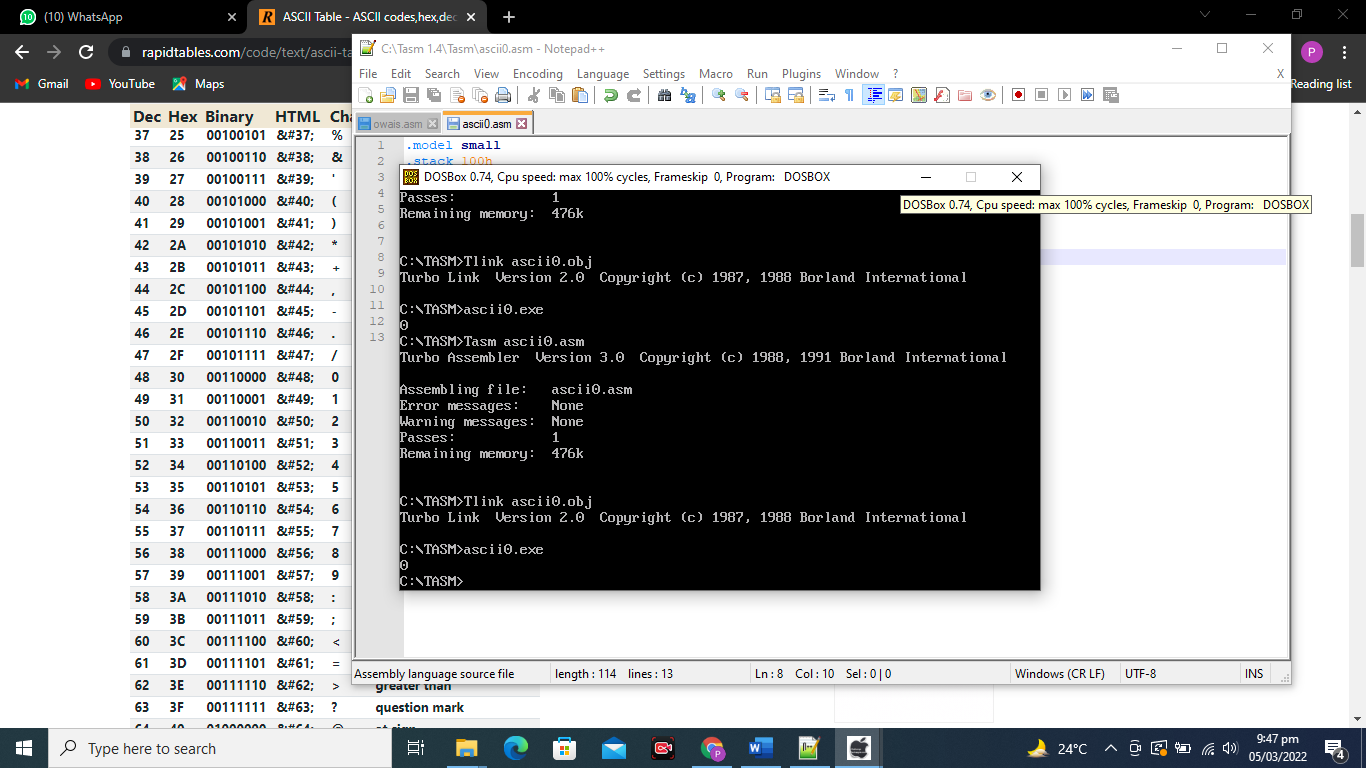
int 21h

mov ah,4ch

int 21h

end start

OUT PUT;-



TASK#2

Create a program which print A character with the help of ASCII code.

SOURCE CODE;-

.model small

.stack 100h

.data

.code

start:

mov ah,02

mov dl,65

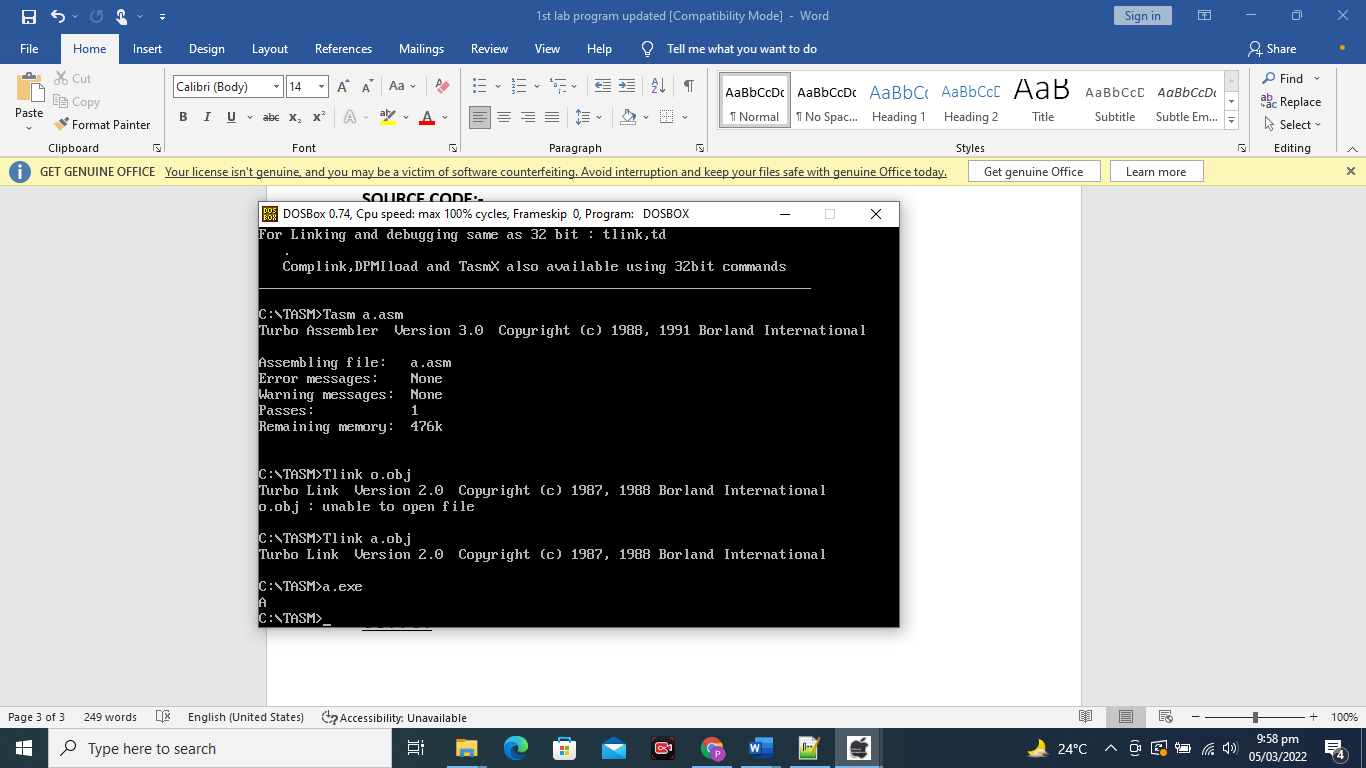
int 21h

mov ah,4ch

int 21h

end start

OUT PUT;-



TASK # 3

Create a program which print your name with the help of function 02.

SOURCE CODE;-

.model small

.stack 100h

.data

.code

start:

mov ah,02

mov dl,'S'

int 21h

mov ah,02

mov dl,'H'

int 21h

mov ah,02

mov dl,'E'

int 21h

mov ah,02

mov dl,'H'

int 21h

mov ah,02

mov dl,'R'

int 21h

mov ah,02

mov dl,'Y'

int 21h

mov ah,02

mov dl,'A'

int 21h

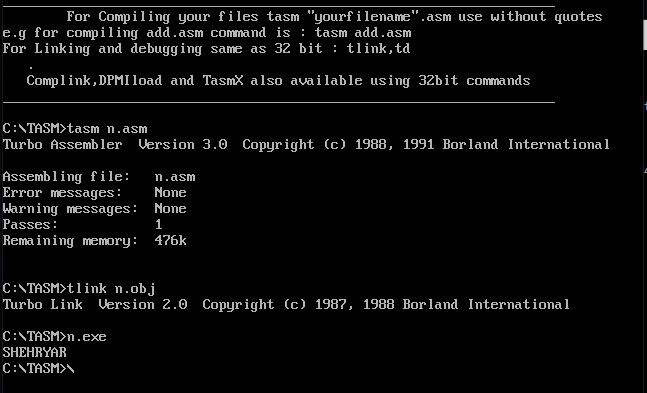
mov ah,02

mov dl,'R'

int 21h

end start

OUTPUT;-



TASK #4

Write all errors which you know about in today class and write how you correct them

NEED EXPRESSION ERROR

This error arrives during program because of add (:) after end start label

FILE NOT FOUND;-

This error arrives during program, because we did not save our file with .asm extension

Lab 2

Basic DOS Functions

Functions for take input.

01= for single character

3fh= for string input

1. Create a program which take input from user.

.model small

.stack 100h

.data

.code

Start:

Mov ah, 01

Int 21h

Mov ah, 4ch

Int 21h

End start

1. Create a program which take input and print it on output screen.

.model small

.stack 100h

.data

.code

Start:

Code for input

Mov ah, 01

Int 21h

Mov ah, 02

Code for print input character

Mov dl, al

Int 21h

Mov ah, 4ch

Int 21h

End start

1. Create a program which takes input a character from user and print it on new line.

. model small

. stack 100h

.data

. code

Start:

Mov ah, 01

Int 21h

Mov dl, al

Mov ah,02

Mov dl, 0AH

Int 21h

Mov ah,02

Mov dl, 0DH

Int 21h

Mov ah,02

Mov dl, bl

Int 21h

Mov ah, 4ch

Int 21h

End start

1. Take string as an input from user.

.model small

.stack 100h

.data

.code

Start :

Mov ah, 3fh

Int 21h

Mov ah, 4ch

Int 21h

End start

Task

Q. Search about different function and try to use in code.

Q create a code for given output

\*\*\*\*\*\*\*\*\*\*\*

A

A

\*\*\*\*\*\*\*\*\*\*

Search about different function and try to use in code.

;take input from user and print in new line.

.model small

.stack 100h

.data

.code

start:

mov ah,01

int 21h

mov bh,al

mov ah,01

int 21h

mov bl,al

mov dl,10

mov ah,02h

int 21h

mov ah,02

mov dl,bh

int 21h

mov ah,02

mov dl,bl

int 21h

mov ah,4ch

int 21h

end start

create a code for given output.

\*\*\*\*\*\*\*\*\*\*\*

A

A

\*\*\*\*\*\*\*\*\*\*

CODE;-

.model small

.stack 100h

.data

var db 10,"\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*$"

.code

start:

mov ax,@data

mov ds,ax

mov dx,offset var

mov ah,09

int 21h

mov ah,02

mov dl,10

int 21h

mov ah,02

mov dl,'A'

int 21h

mov dx,offset var

mov ah,09

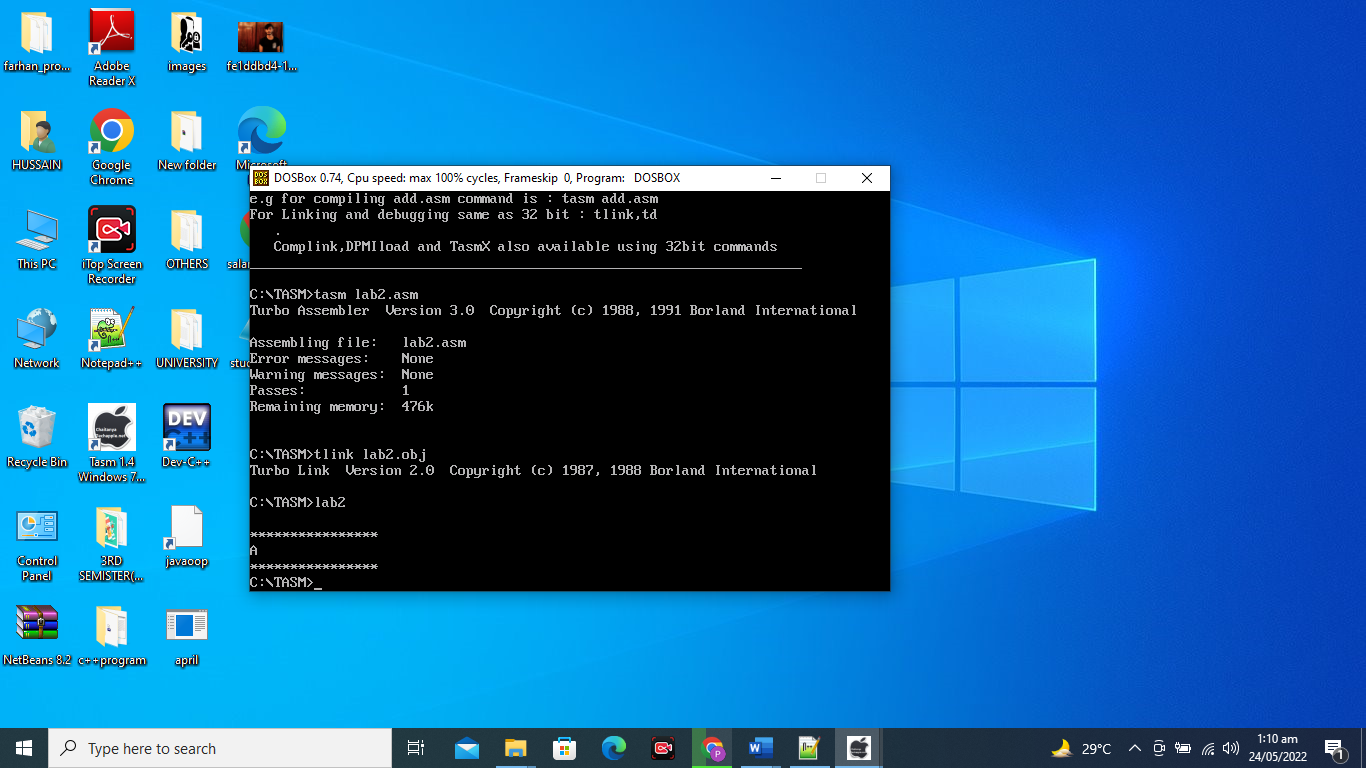
int 21h

mov ah,4ch

int 21h

end start

OUTPUT



Lab 3

Variable

Function 9 : is use to display string on screen

LEA :This instruction load address of variable in destination register.

Offset : Put address of variable (which contain string) in the destination register.

.data: responsible to declare variable

Object: To display a string on the screen.

Assembly Code:

.model small

.stack 100h

.data

str1db 'Sindh Madressatul Islam University$' ;define byte

.code

main proc

;initialize ds

Mov ax,@data ;name of data segment defined by .data

Mov ds,ax ;initialize ds;display string

lea dx,str1 ;get string

mov ah,09h ;display string function

int 21h ;display string

;return to DOS

mov ah,4ch ;exit program with return code

int 21h ;DOS exit

mainendp

end main

2. To display string on screen. (offset)

. model small

. stack 100h

.data

Msg db " Hello world$"

.code

start:

mov ax,@data

Mov ds,ax

mov ah,09

mov dx, offset msg

int 21h

mov ah,4ch

int 21h

end start

2. Display String on new line.

.MODEL SMALL

.STACK 100H

.DATA

STRING\_1 DB 'SMI$'

STRING\_2 DB 'University $'

. CODE

MAIN PROC

MOV AX, @DATA ; initialize DS

MOV DS, AX

LEA DX, STRING\_1 ; load & display the STRING\_1

MOV AH, 9

INT 21H

MOV AH, 2 ; carriage return

MOV DL, 0DH

INT 21H

MOV DL, 0AH ; line feed

INT 21H

LEA DX, STRING\_2 ; load & display the STRING\_2

MOV AH, 9

INT 21H

MOV AH, 4CH ; return control to DOS

INT 21H

MAIN ENDP

END MAIN

Lab Task:

1. Assembly code displaying bio data (multiple strings) on new line.

.model small

.stack 100h

.data

str1db 'Name: Nazia.$' ;define byte

str2db 'Roll no.: 14cs01.$'

str3db 'Batch: 4A.$'

str4db 'University: Sindh Madressatul Islam University.$'

.code

main proc

;initialize ds

movax,@data ;name of data segment defined by .data

movds,ax ;initialize ds

;display string

lea dx,str1 ;get string

mov ah,09h ;display string function

int 21h ;display string

mov dl,10 ;line feed

mov ah,02h

int 21h

;display string

lea dx,str2 ;get string

mov ah,09h ;display string function

int 21h ;display string

mov dl,10 ;line feed

mov ah,02h

int 21h

;display string

lea dx,str3 ;get string

mov ah,09h ;display string function

int 21h ;display string

mov dl,10 ;line feed

mov ah,02h

int 21h

;display string

lea dx,str4 ;get string

mov ah,09h ;display string function

int 21h ;display string

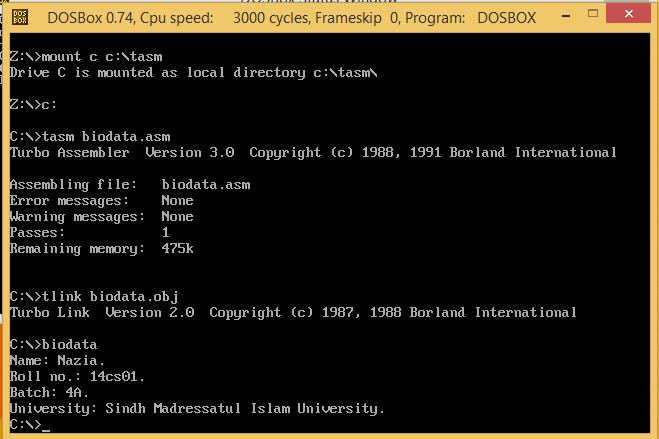
;return to DOS

mov ah,4ch ;exit program with return code

int 21h ;DOS exit

mainendp

end main



Task:

1. Create a program which shows Multiple string on output screen

2: Create this format using Assembly Program.

\*\*\*\*\*\*\*\*\*\*\*\*\*

Name:

Input Name from User

Father Name

Input father Name

Roll No:

Input roll No:

Institute Name:

Input Institute Name

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

TASK

1. Create a program which shows Multiple string on output screen

SOURCE CODE

.model small

.stack 100h

.data

var1 db 10,"MY NAME IS SHEHRYAR$"

var2 db 10,"I AM STUDY IN SMIU UNIVERSITY$"

var3 db 10,"ENROLL IN BSCS PROGRAM$"

.code

start:

mov ax,@data

mov ds,ax

mov dx,offset var1

mov ah,09

int 21h

mov dx,offset var2

mov ah,09

int 21h

mov dx,offset var3

mov ah,09

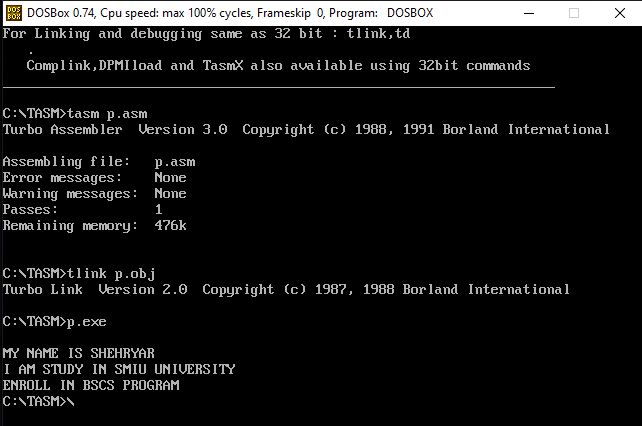
int 21h

mov ah,4ch

int 21h

end start

OUT PUT



2: Create this format using Assembly Program.

\*\*\*\*\*\*\*\*\*\*\*\*\*

Name:

Input Name from User

Father Name

Input father Name

Roll No:

Input roll No:

Institute Name:

Input Institute Name

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

SOURCE CODE;-

.model small

.stack 100h

.data

var1 db 10,"\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*$"

var2 db 10,"NAME$"

var3 db 10,"FATHER$"

var4 db 10,"ROLL NO$"

var5 db 10,"INSTITUE NAME$"

var6 db 10,"\*\*\*\*\*\*\*\*\*\*\*\*\*\*$"

.code

start:

mov ax,@data

mov ds,ax

mov dx,offset var1

mov ah,09

int 21h

mov dx,offset var2

mov ah,09

int 21h

mov ah,2

mov dl,10

int 21h

mov ah,3fh

int 21h

mov dx,offset var3

mov ah,09

int 21h

mov ah,2

mov dl,10

int 21h

mov ah,3fh

int 21h

mov dx,offset var4

mov ah,09

int 21h

mov ah,2

mov dl,10

int 21h

mov ah,3fh

int 21h

mov dx,offset var5

mov ah,09

int 21h

mov ah,2

mov dl,10

int 21h

mov ah,3fh

int 21h

mov dx,offset var6

mov ah,09

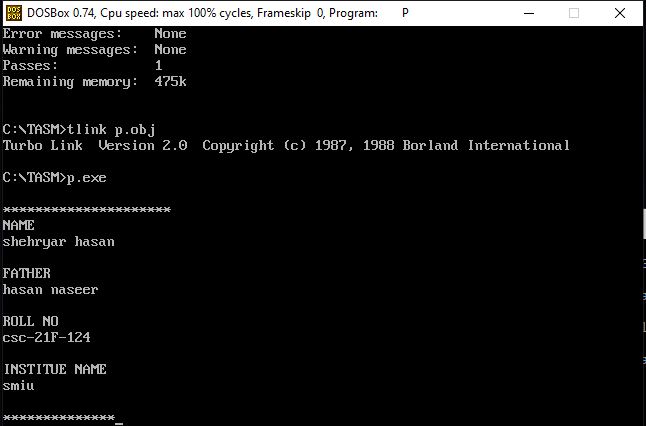
int 21h

mov ah,4ch

int 21h

end start

OUTPUT;-



Lab 4

Exchange Keyword

2. To create a program for Exchange the value between different registers.

. model small

. stack 100h

. code

start:

mov al, 49 ; ascii code of 1

mov bl, 50

xchg al,bl

mov ah,02

mov dl,al

int 21h

mov ah,02

movdl,bl

int 21h

Mov ah, 4ch

Int 21h

end start

Task 1: Create a program with any new mnemonic.

Task 2: Use variable in above program.

Task 3: Create a program which exchange characters.

Task 1 Create a program with any new mnemonic.

. model small

. stack 100h

.data

var db '1'

. code

start:

mov ax, @data

mov ds, ax

lea al, var

mov bl, 50

cmp al, 16h

je exit

xchg al,bl

mov ah,02

mov dl,al

int 21h

mov ah,02

mov dl,bl

int 21h

exit:

Mov ah, 4ch

Int 21h

end start

Task 2: Use variable in above program.

SOURCE CODE;-

.model small

.stack 100h

.data

var1 db 10,"THE VLAUE OF A=1 AND B=2 BEFORE CHANGE$"

var2 db 10,"THE VLAUE OF A AFTER CHANGE$"

var3 db 10,"THE VLAUE OF B AFTER CHANGE$"

.code

start:

mov ax,@data

mov ds,ax

mov al,49

mov bl,50

mov dx,offset var1

mov ah,09

int 21h

xchg al,bl

mov dx,offset var2

mov ah,09

int 21h

mov ah,02

mov dl,al

int 21h

mov dx,offset var3

mov ah,09

int 21h

mov ah,02

mov dl,bl

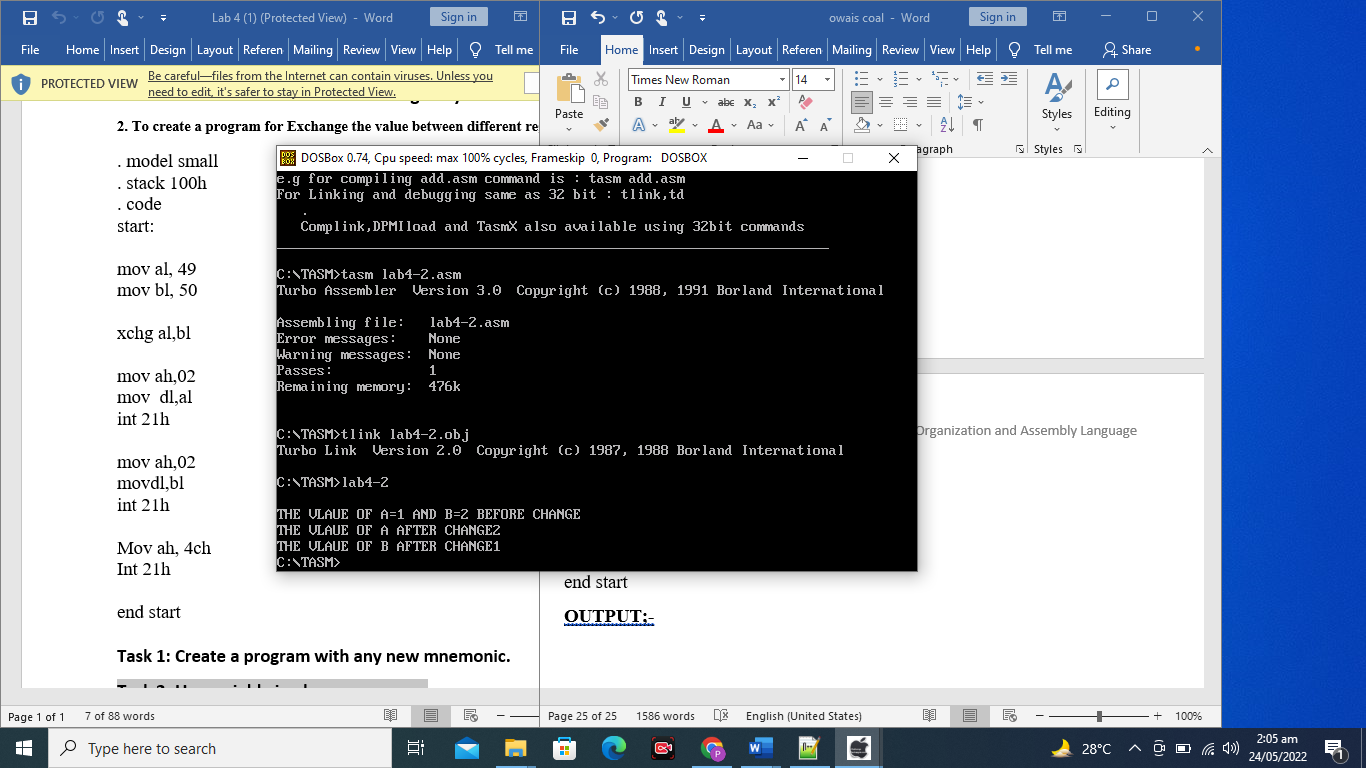
int 21h

mov ah,4ch

int 21h

end start

OUTPUT;-



Task 3: Create a program which exchange characters.

SOURCE CODE;-

.model small

.stack 100h

.data

var1 db 10,"VALUES BEFORE CHANGES A=1 B=2$"

var2 db 10, "VALUES OF A AFTER CHANGE : $"

var3 db 10,"VALUES OF B AFTER CHANGE : $"

.code

start:

mov ax,@data

mov ds,ax

mov dx,offset var1

mov ah,9

int 21h

mov al,49

mov bl,50

xchg al,bl

mov dx,offset var2

mov ah,09

int 21h

mov ah,02

mov dl,al

int 21h

mov dx,offset var3

mov ah,09

int 21h

mov ah,02

mov dl,bl

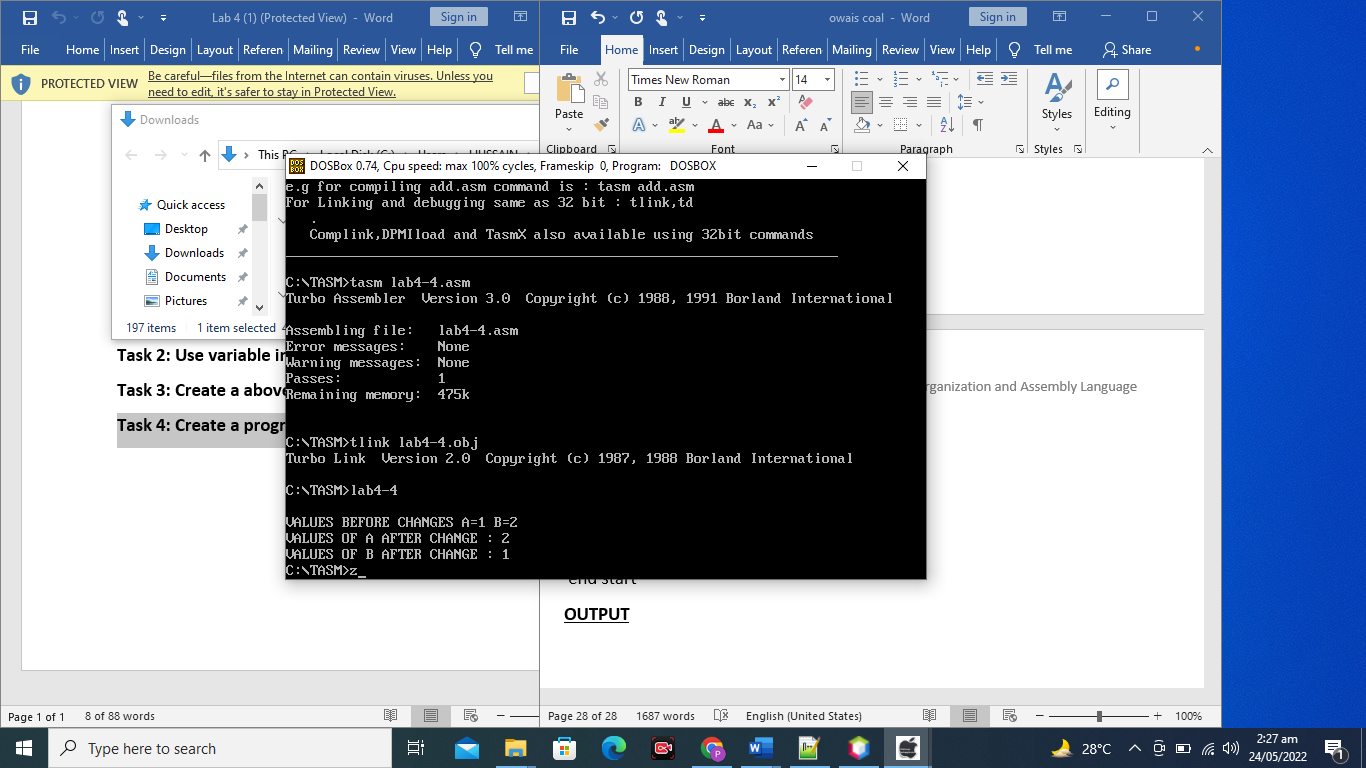
int 21h

mov ah,4ch

int 21h

end start

OUTPUT



Lab 5

Case conversation

Program #1

P#1: To convert the small letter into capital.

.model small

.stack 100h

.data

str1 db 'Enter lower case letter: - $'

str2 db 0dh,0ah,'Upper case: - $'

.code

start:

;initialie data segment

Mov ax,@data

Mov ds,ax

;display string

mov ah,09

lea dx,str1

int 21h

;input character

mov ah, 01h

int 21h

;lower to upper case conversion

sub al,20h

mov bl,al

;display string

mov ah,09

lea dx,str2

int 21h

;display character

;display string

mov ah,02

mov dl,bl

int 21h

mov ah,4ch

int 21h

end start

Program #2

P#1 EQU

.model small

.stack 100h

.data

p equ 41h

.code

start:

mov ax,@data

mov ds,ax

mov ah,02

mov dl,p

int 21h

mov ah,4ch

int 21h

end start

P#2 EQU

.model small

.stack 100h

.data

Msg1 equ 'type your name$'

Msg db msg1

p equ 41h

.code

start:

mov ax,@data

mov ds,ax

Mov ah,09

lea dx, msg

int 21h

mov ah,02

mov dl ,p

int 21h

mov ah,4ch

int 21h

end start

P#3: Use EQU in program for new line.

.model small

.stack 100h

.data

line equ 0AH

carriage equ 0DH

.code

start:

mov ah,02

mov dl, 'a'

int 21h

mov ah, 02

mov dl,line

int 21h

mov ah, 02

mov dl,carriage

int 21h

mov ah,02

mov dl, 'b'

int 21h

mov ah,4ch

int 21h

end start

Task

1. Create a program which convert capital to small.
2. Create a program which print! on 1, @ on 2, # on 3 and so on up to 9.
3. Create a program using EQU

a -Create a program which convert capital to small.

SOURCE CODE;-

.model small

.stack 100h

.data

var1 DB 10,"ENTER THE LETTER IN CAPITAL $"

var2 DB 10,"YOUR LETTER CONVERTED INTO SMALL $"

.code

start:

mov ax,@data

mov ds,ax

mov dx,offset var1

mov ah,09

int 21h

mov ah,01

int 21h

add al,32

mov dx,offset var2

mov ah,09

int 21h

mov dl,al

mov ah,02

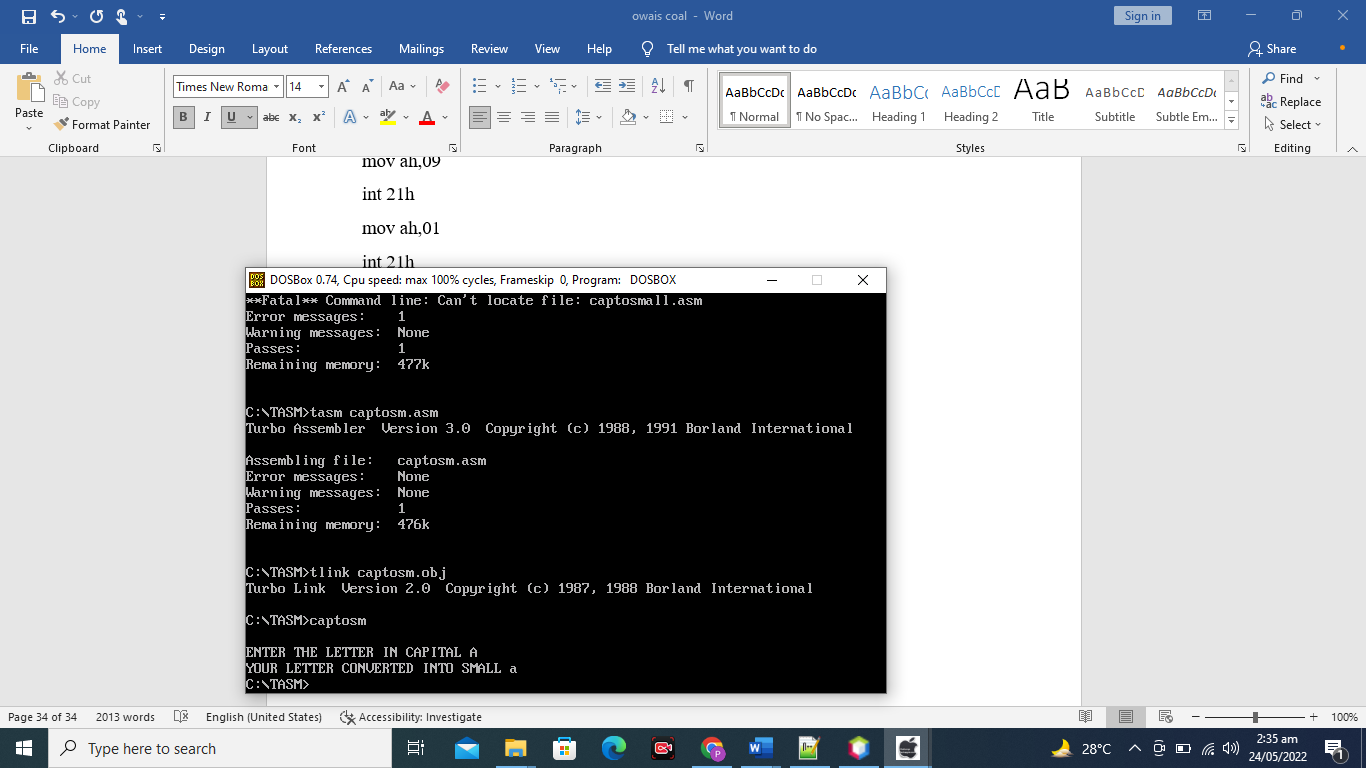
int 21h

mov ah,4ch

int 21h

end start

OUTPUT



B.Create a program which print! on 1, @ on 2, # on 3 and so on up to 9.

SOURCE CODE;-

.model small

.stack 100h

.data

var1 db 10,"!$"

var2 db 10,"@$"

var3 db 10,"#"

var4 db 10,"^$"

var5 db 10,"&$"

var6 db 10,"\*$"

var7 db 10,"-$"

var8 db 10,"+$"

var9 db 10,")$"

.code

start:

mov ax,@data

mov ds,ax

mov ah,01

int 21h

cmp al,49

je e1

cmp al,50

je e2

cmp al,51

je e3

cmp al,52

je e4

cmp al,53

je e5

cmp al,54

je e6

cmp al,55

je e7

cmp al,56

je e8

cmp al,57

je e9

e1:

mov dx,offset var1

mov ah,09

int 21h

mov ah,4ch

int 21h

e2:

mov dx,offset var2

mov ah,09

int 21h

mov ah,4ch

int 21h

e3:

mov dx,offset var3

mov ah,09

int 21h

mov ah,4ch

int 21h

e4:

mov dx,offset var4

mov ah,09

int 21h

mov ah,4ch

int 21h

e5:

mov dx,offset var5

mov ah,09

int 21h

mov ah,4ch

int 21h

e6:

mov dx,offset var6

mov ah,09

int 21h

mov ah,4ch

int 21h

e7:

mov dx,offset var7

mov ah,09

int 21h

mov ah,4ch

int 21h

e8:

mov dx,offset var8

mov ah,09

int 21h

mov ah,4ch

int 21h

e9:

mov dx,offset var9

mov ah,09

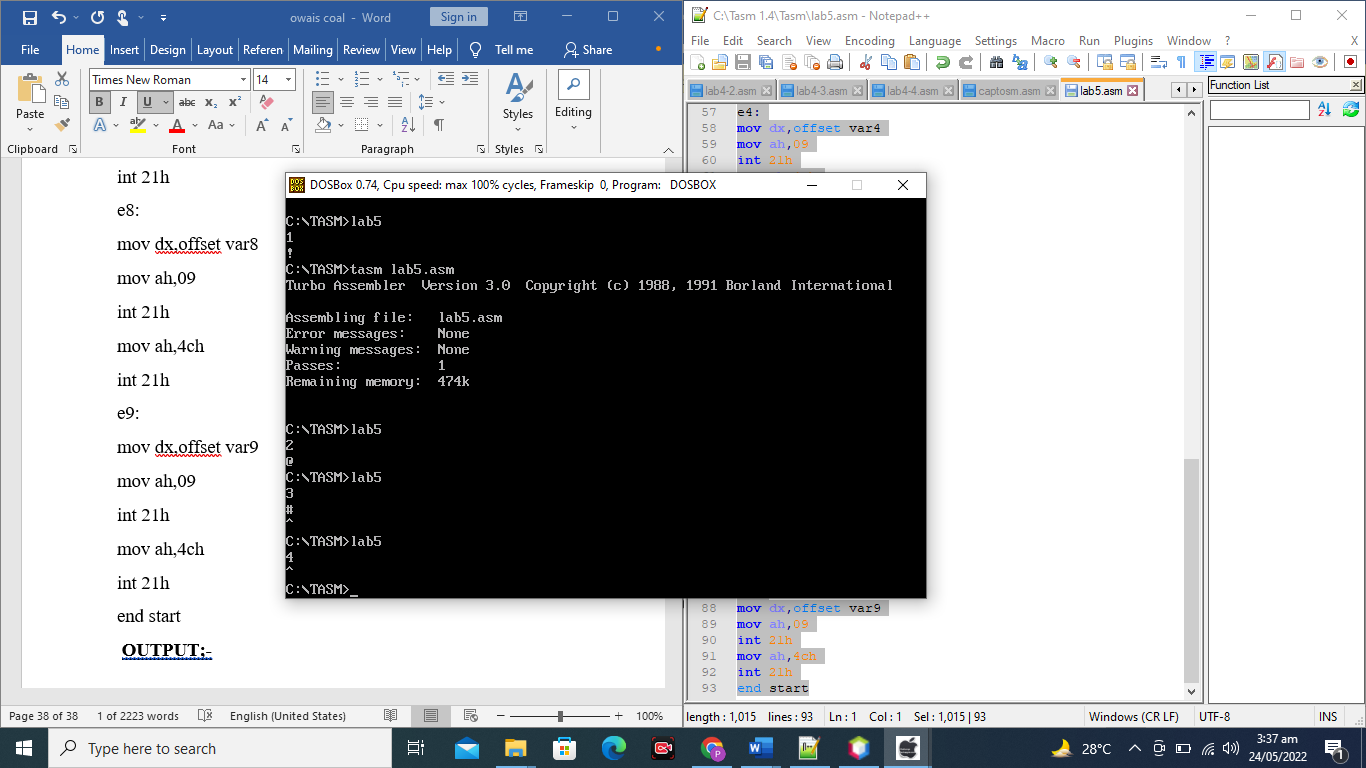
int 21h

mov ah,4ch

int 21h

end start

OUTPUT;-



Create a program using EQU

SOURCE CODE;-

.model small

.stack 100h

.data

exit equ 4ch

print equ 02

.code

start:

mov ah,01

int 21h

mov dl,al

mov ah,print

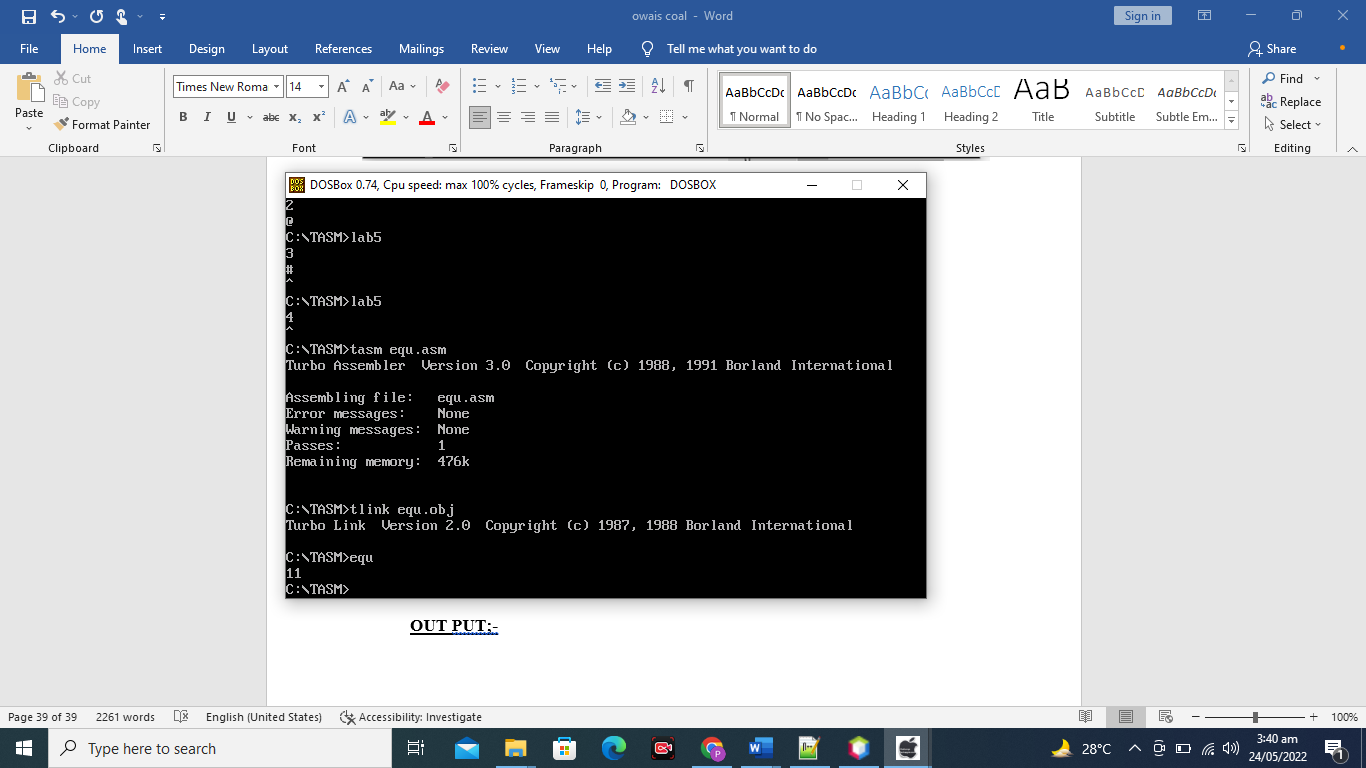
int 21h

mov ah,exit

int 21h

end start

OUT PUT;-



LAB 06

Write a Program to Display ASCII characters from A to Z through Looping.

SOURCE CODE;-

.model small

.stack 100h

.data

.code

start:

mov cx,26

mov dl,65

l1:

mov ah,02

int 21h

inc dl

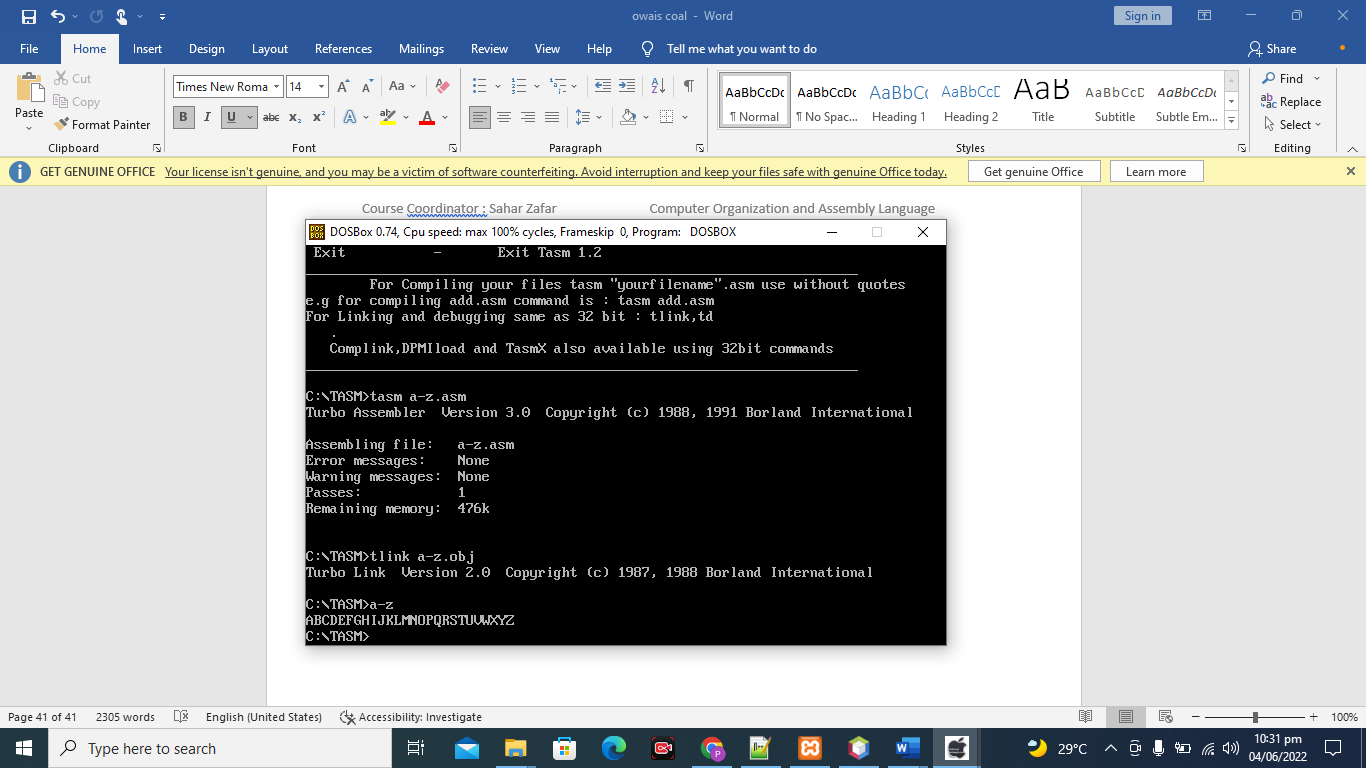
loop l1

mov ah,4ch

int 21h

end start

OUTPUT



Write a Program to Display ASCII characters from a to z through Looping.

SOURCE CODE;-

.model small

.stack 100h

.data

.code

start:

mov cx,26

mov dl,97

l1:

mov ah,02

int 21h

inc dl

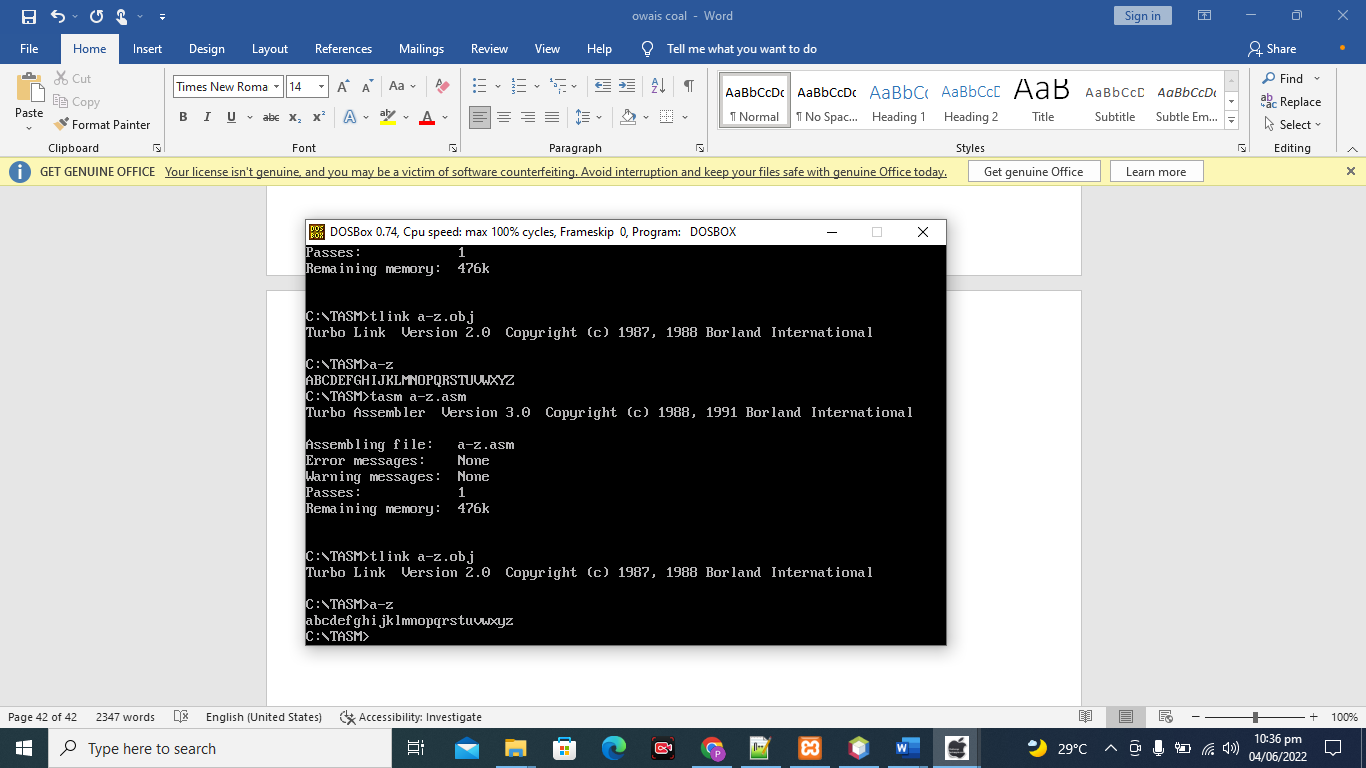
loop l1

mov ah,4ch

int 21h

end start

OUTPUT



Write a Program to Display ASCII characters from 0 to 9 through Looping.

SOURCE CODE;-

.model small

.stack 100h

.data

.code

start:

mov cx,10

mov dl,48

l1:

mov ah,02

int 21h

inc dl

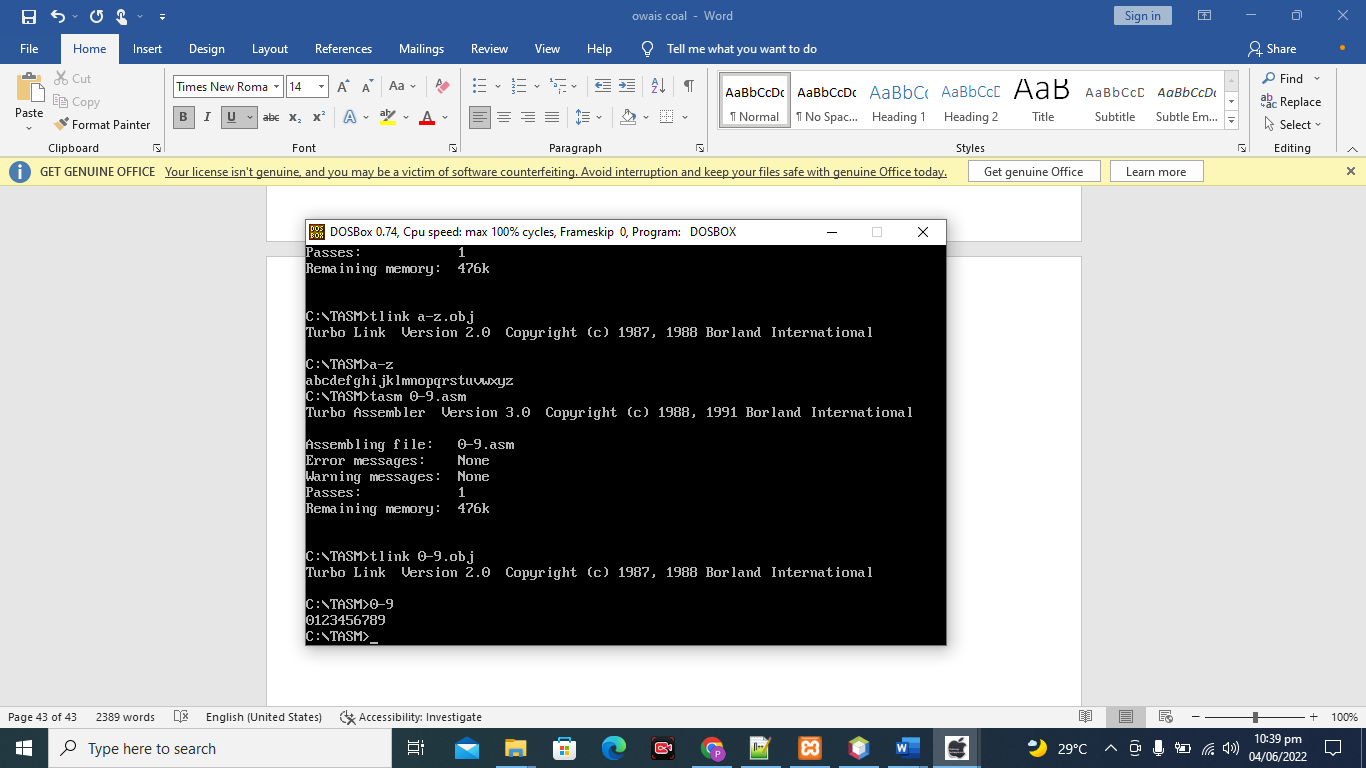
loop l1

mov ah,4ch

int 21h

end start

OUTPUT



Write a Program to Display ASCII characters from Z to A through Looping.

SOURCE CODE;-

.model small

.stack 100h

.data

.code

start:

mov cx,26

mov dl,90

l1:

mov ah,02

int 21h

dec dl

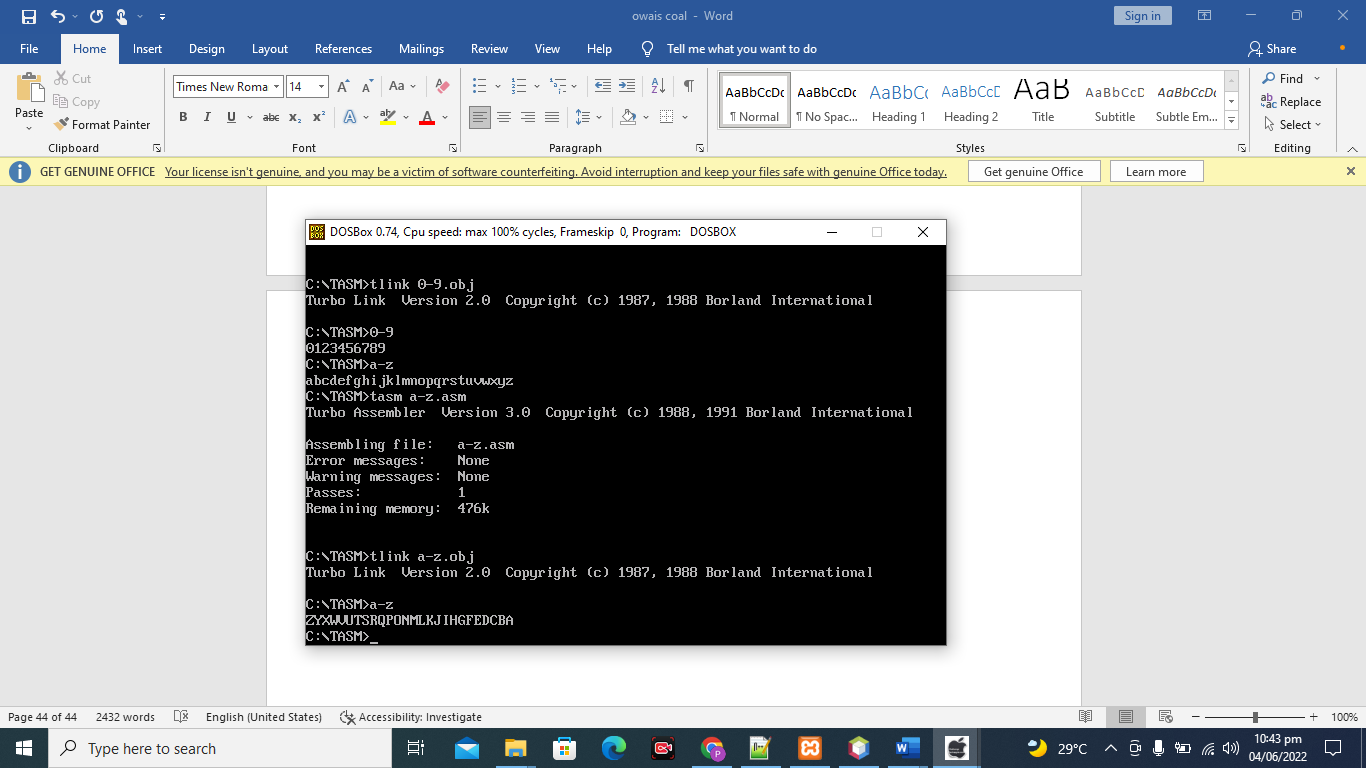
loop l1

mov ah,4ch

int 21h

end start

OUT PUT;-



Write a Program to Display ASCII characters from 9 to 0 through Looping.

SOURCE CODE;-

.model small

.stack 100h

.data

.code

start:

mov cx,10

mov dl,57

l1:

mov ah,02

int 21h

DEC dl

loop l1

mov ah,4ch

int 21h

end start

OUTPUT



Write a Program to Display ASCII characters from Z-A & a-z through Looping.

.model small

.stack 100h

.data

.code

start:

mov cx,26

mov dl,90

l1:

mov ah,02

int 21h

dec dl

loop l1

mov cx,26

mov dl,97

l2:

mov ah,02

int 21h

dec dl

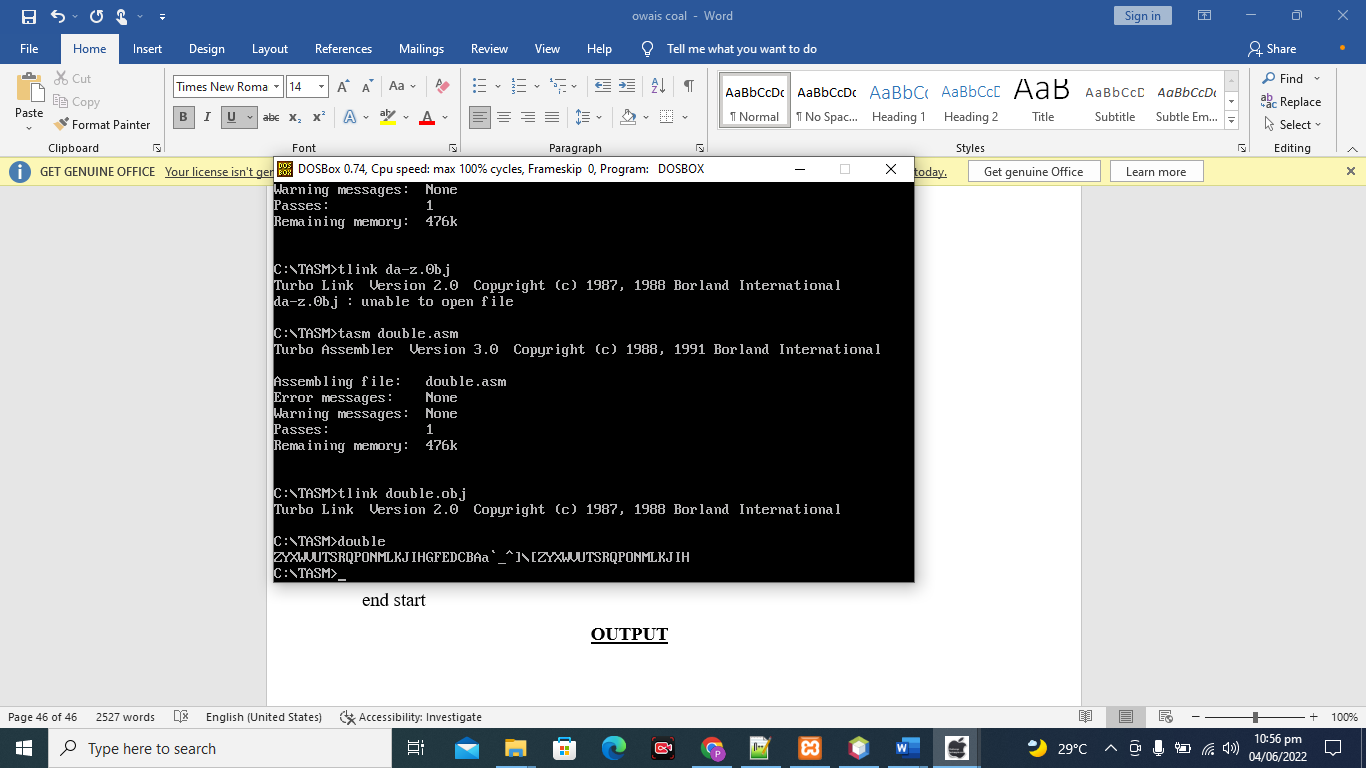
loop l2

mov ah,4ch

int 21h

end start

**OUTPUT**



**Program to print name 10 times**

**SOURCE CODE;-**

.model small

.stack 100h

.data

name2 db 10,"Shehryar $"

.code

start:

mov ax,@data

mov ds,ax

mov cx,10

l1:

mov dx,offset name2

mov ah,09

int 21h

inc dx

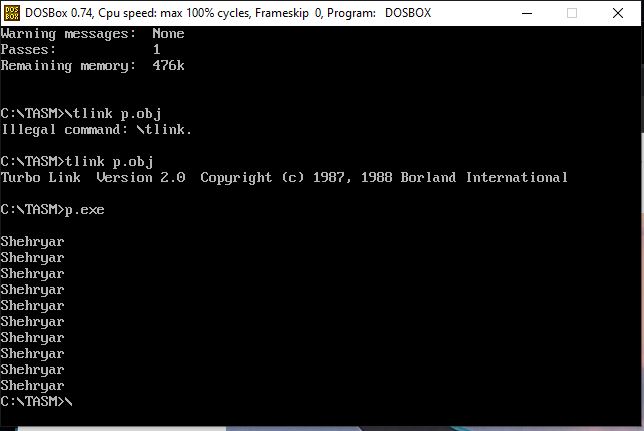
loop l1

mov ah,4ch

int 21h

end start

**OUTPUT**



**Write a program in Assembly Language to print following pattern:**

**0iiiiii0iiiiii0iiiiii0iiiiii0**

**SOURCE CODE;-**

.model small

.stack 100h

.data

.code

start:

mov cx,5

l1:

mov ah,2

mov dl,48

int 21h

mov bx,cx

mov cx,6

mov dl,'i'

l2:

mov ah,2

int 21h

loop l2

mov cx,bx

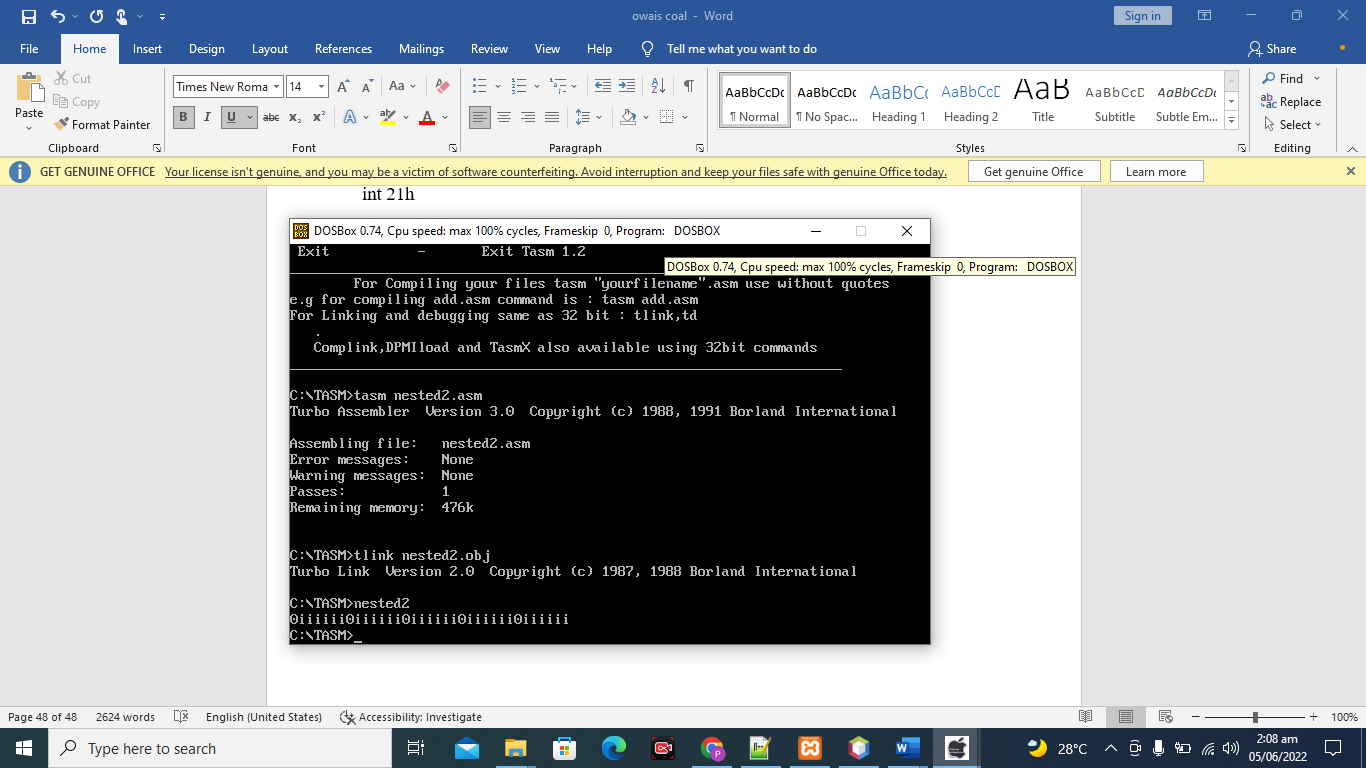
loop l1

mov ah,4ch

int 21h

end start

**OUTPUT**



**LAB 07**

.MODEL SMALL

.STACK 100H

.DATA

sms db 10,"GUESS THE NUMBER $"

abovems db 10,"YOU GUESS ABOVE GO LOW $"

lowms db 10, "YOU GUESS LOW GO ABOVE $"

foundms db 10,"YOU FIND IT CONGRTAS $"

.CODE

start:

mov ax,@data

mov ds,ax

mov dx,offset sms

mov ah,09

int 21h

input:

mov ah,01

int 21h

cmp al,'5'

jg above

jb below

je found

above:

mov dx,offset abovems

mov ah,09

int 21h

jmp input

below:

mov dx,offset lowms

mov ah,09

int 21h

jmp input

found:

mov dx,offset foundms

mov ah,09

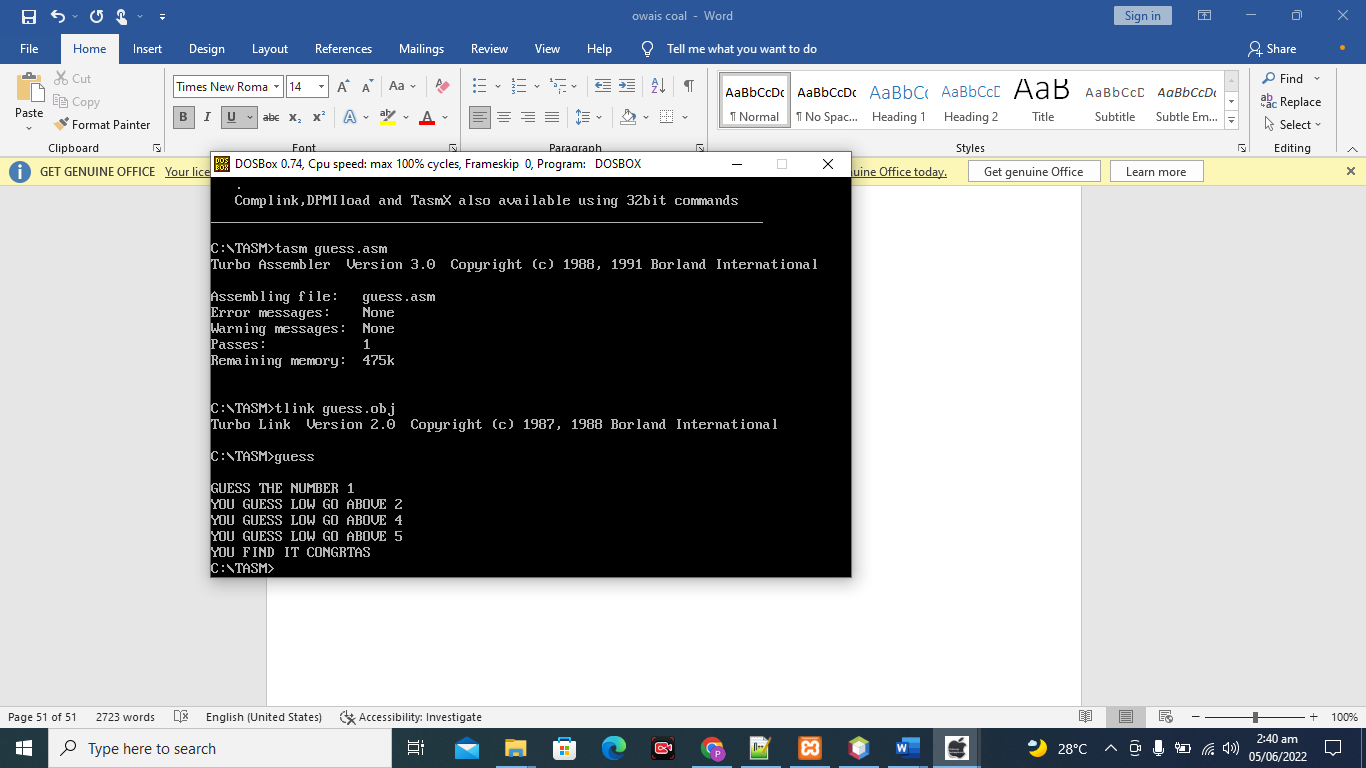
int 21h

mov ah,4ch

int 21h

end start

**OUT PUT**



**Create any programs using different jumps category.\**

**SOURCE CODE;-**

.model small

.stack 100h

.data

age db 10,"ENTER YOUR AGE $"

notvalid db 10,"YOU ARE NOT GO $"

valid db 10," YOU ARE G0 $"

.CODE

start:

mov ax,@data

mov ds,ax

mov dx,offset age

mov ah,09

int 21h

mov ah,01

int 21h

cmp al,'9'

je equal

jb notequal

equal:

mov dx,offset valid

mov ah,09

int 21h

mov ah,4ch

int 21h

notequal:

mov dx,offset notvalid

mov ah,09

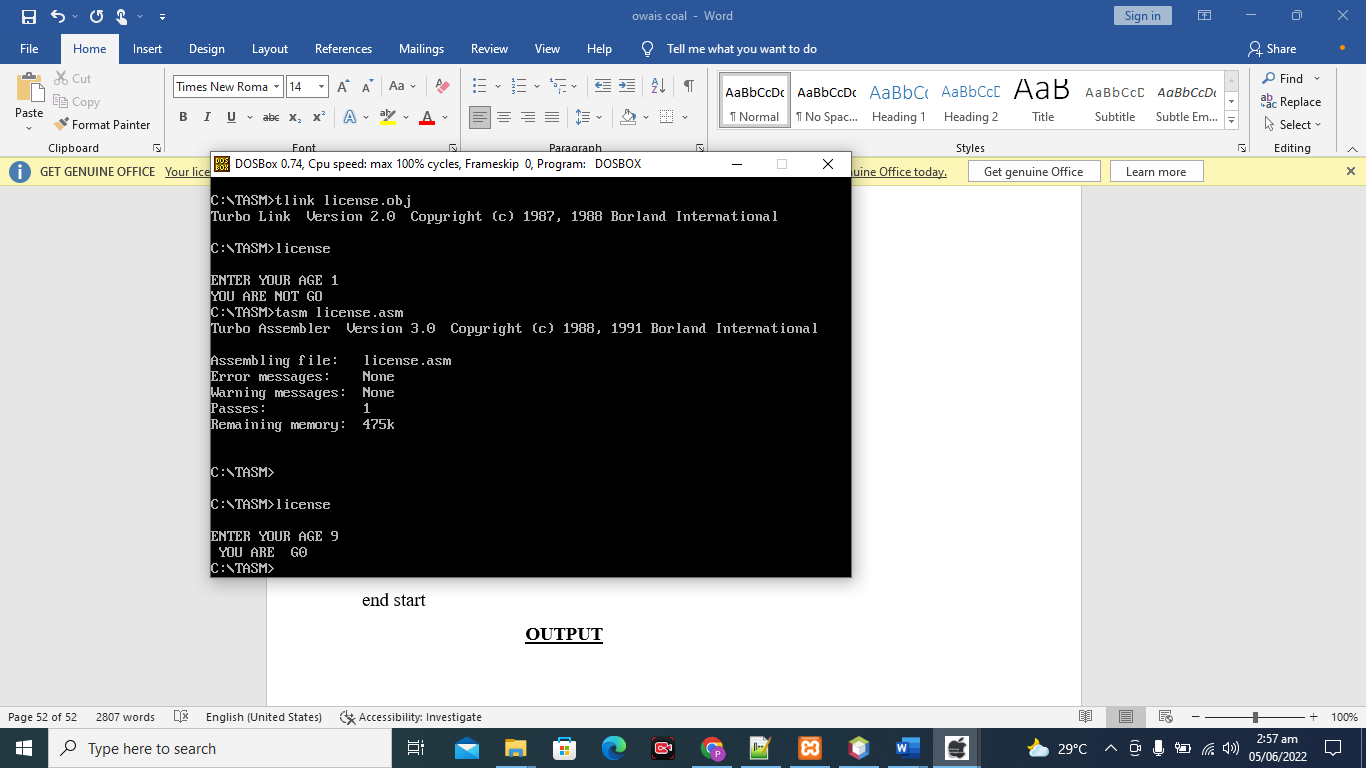
int 21h

mov ah,4ch

int 21h

end start

**OUTPUT**



**LAB 08**

**Program will take input until user press capital A**

**SOURCE CODE;-**

.MODEL SMALL

.stack 100h

.DATA

.CODE

start:

repeat:

mov ah,01

int 21h

cmp al,'a'

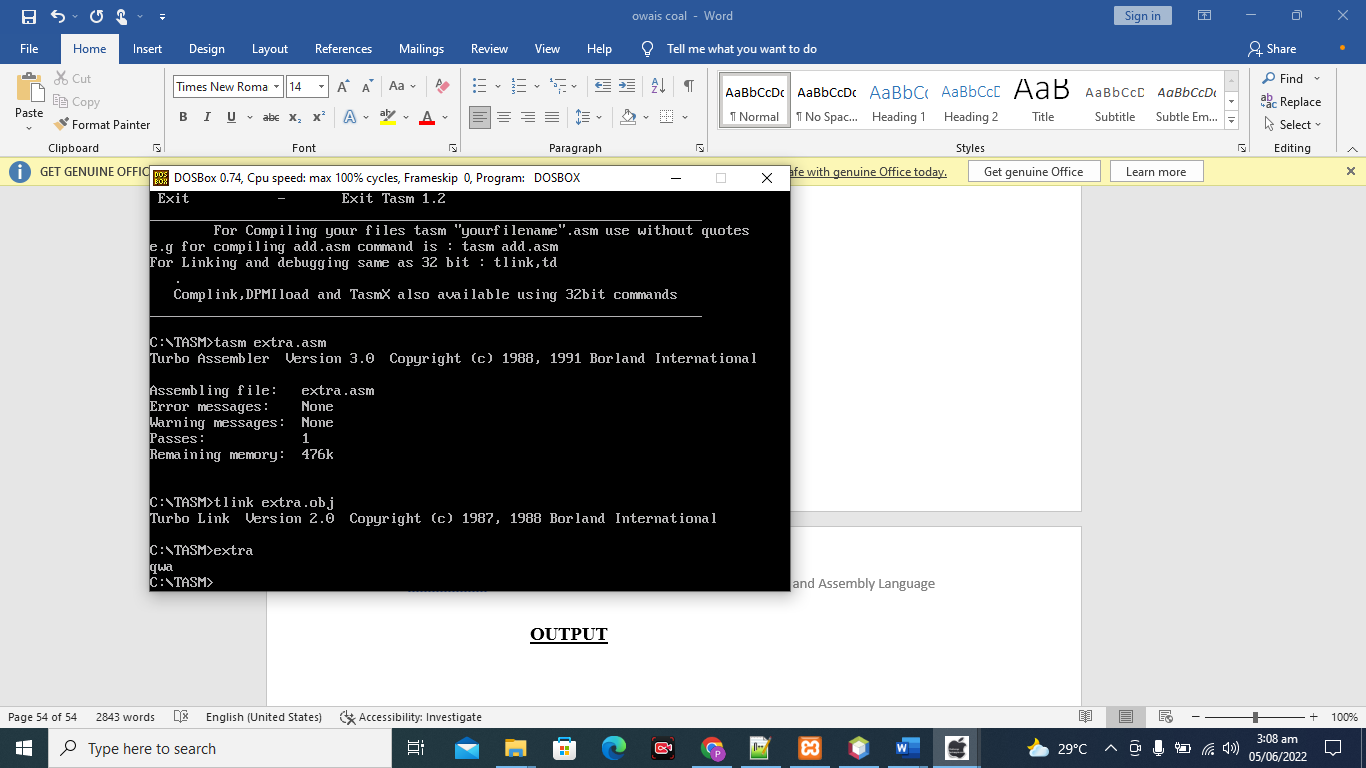
jne repeat

mov ah,4ch

int 21h

end start

**OUTPUT**



**Create a program using OR condition**

**SOURCE CODE;-**

.model small

.stack 100h

.code

start:

mov ah,01

int 21h

cmp al,'Y'

je then

cmp al, 'y'

je then

then :

mov dl, al

mov ah ,02

int 21h

jmp endif\_

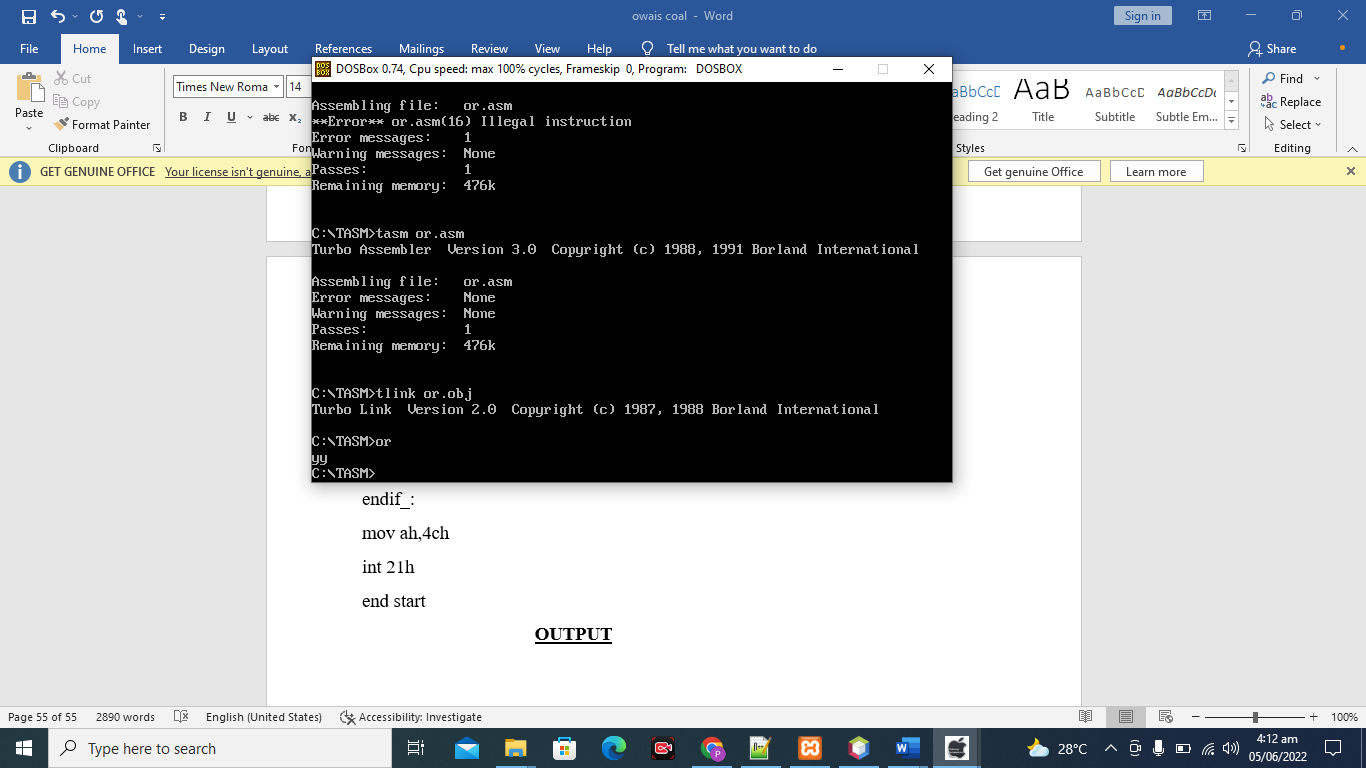
endif\_:

mov ah,4ch

int 21h

end start

**OUTPUT**



**Create a program using And logic**

**SOURCE CODE;-**

.model small

.stack 100h

.code

start:

mov ah,01

int 21h

cmp al,'Y'

je then

cmp al, 'y'

je then

then :

mov dl, al

mov ah ,02

int 21h

jmp endif\_

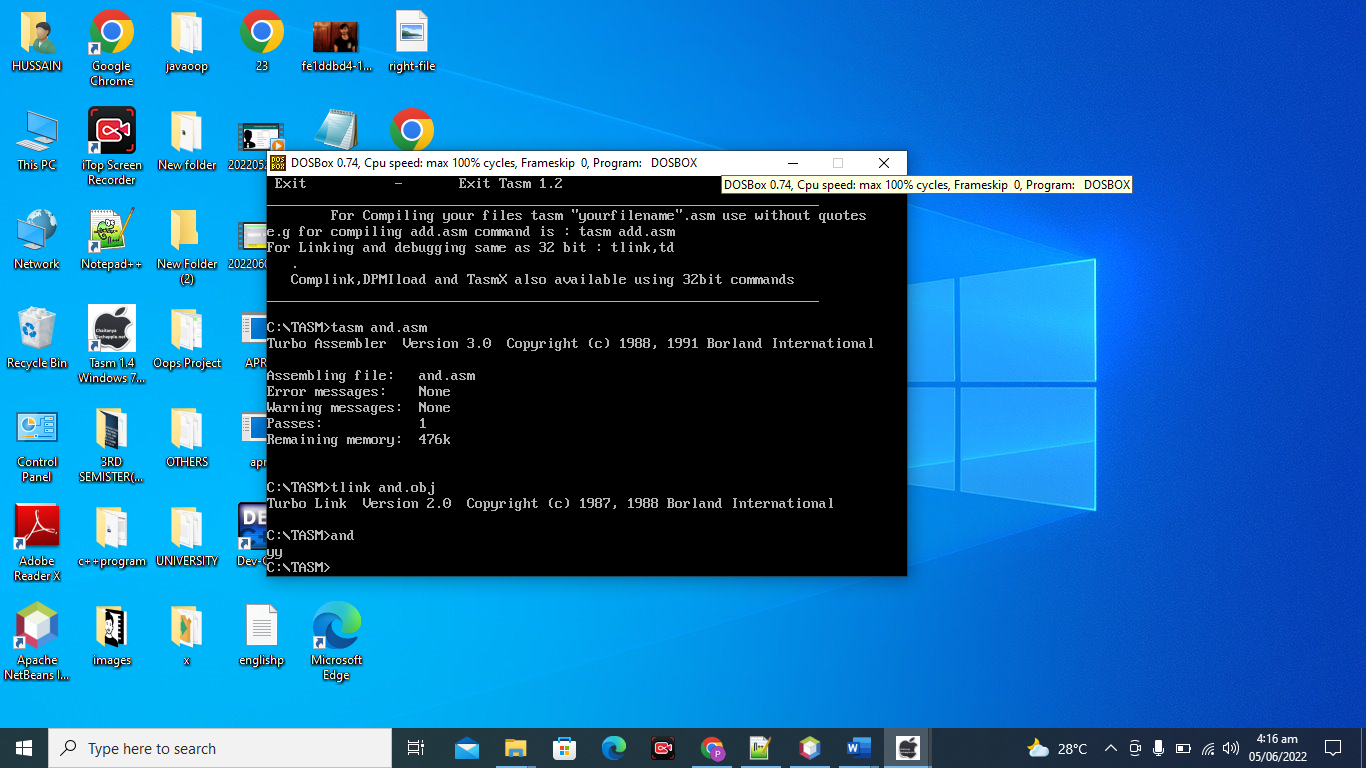
endif\_:

mov ah,4ch

int 21h

end start

**OUTPUT;-**



**Create pattern with help of nested loop**

**SOURCE CODE**

.model small

.stack 100h

.data

.code

start:

MOV CX,3

l1:

mov ah,2

mov dl,97

int 21h

mov bx,cx

mov cx,3

mov dl,48

l2:

mov ah,2

int 21h

inc dl

loop l2

mov cx,bx

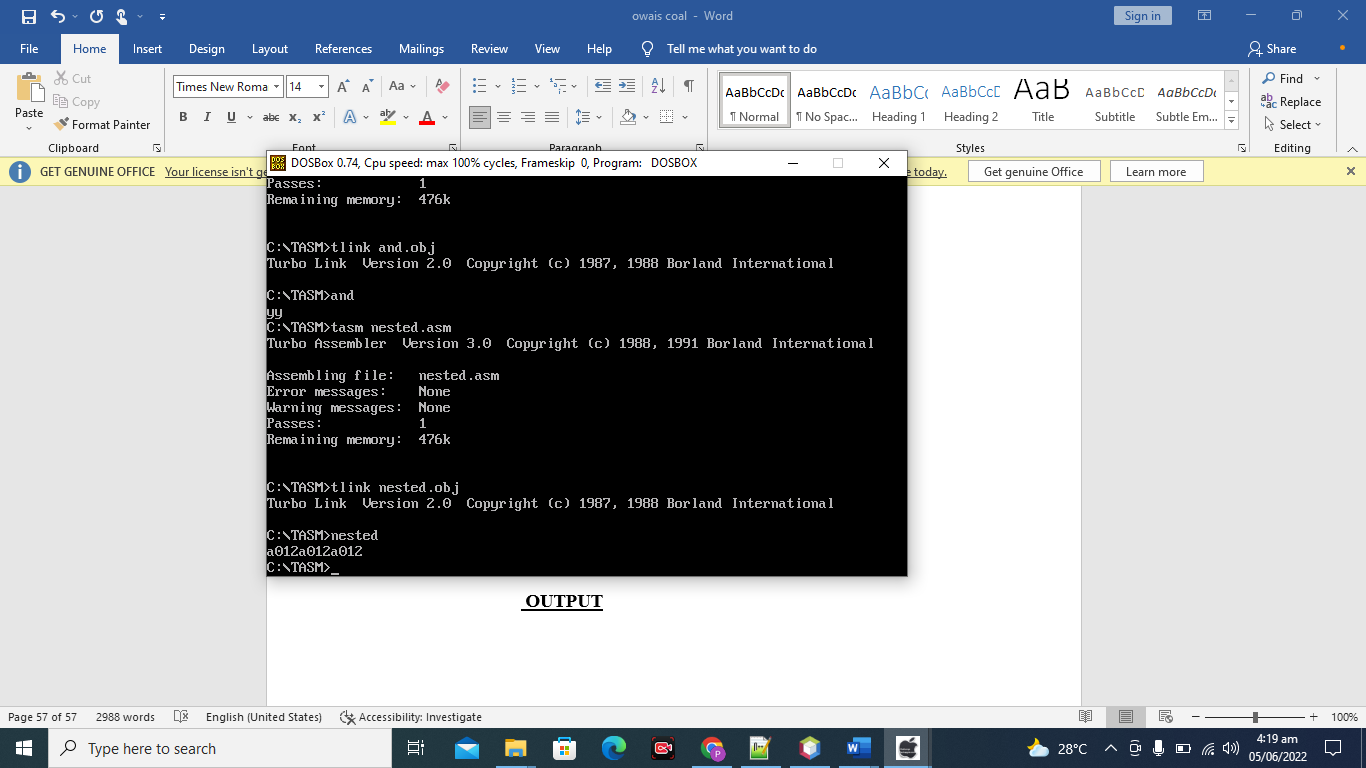
loop l1

mov ah,4ch

int 21h

end start

**OUTPUT**



**LAB 09**

**Create a program which compare string and print message accordingly. Hint : use jg,jl**

**SOURCE CODE;-**

.model small

.stack 100h

.data

var1 db 10,"shehryar$"

var2 db 10," shehryar $"

m db 10,"MATCH $"

n db 10,"NOT MATCH$"

.code

start:

mov ax,@data

mov ds,ax

mov es,ax

lea si,var1

lea di,var2

cld

cmpsb

jz match

mov dx,offset n

mov ah,09

int 21h

mov ah,4ch

int 21h

match:

mov dx,offset m

mov ah,09

int 21h

mov ah,4ch

int 21h

end start

**OUTPUT**



**Create a program for Scan and compare string instruction.**

**SOURCE CODE;-**

.model small

.stack 100h

.data

str1 db "important equation$"

fmsg db 10,"MATCH $"

ntmsg db 10,"NOT MATCH $"

.code

start:

mov ax,@data

mov ds,ax

mov es,ax

mov cx,100

cld

lea di,str1

mov al,'e'

repne scasb

je found

mov dx,offset ntmsg

mov ah,09

int 21h

mov ah,4ch

int 21h

found:

mov dx,offset fmsg

mov ah,09

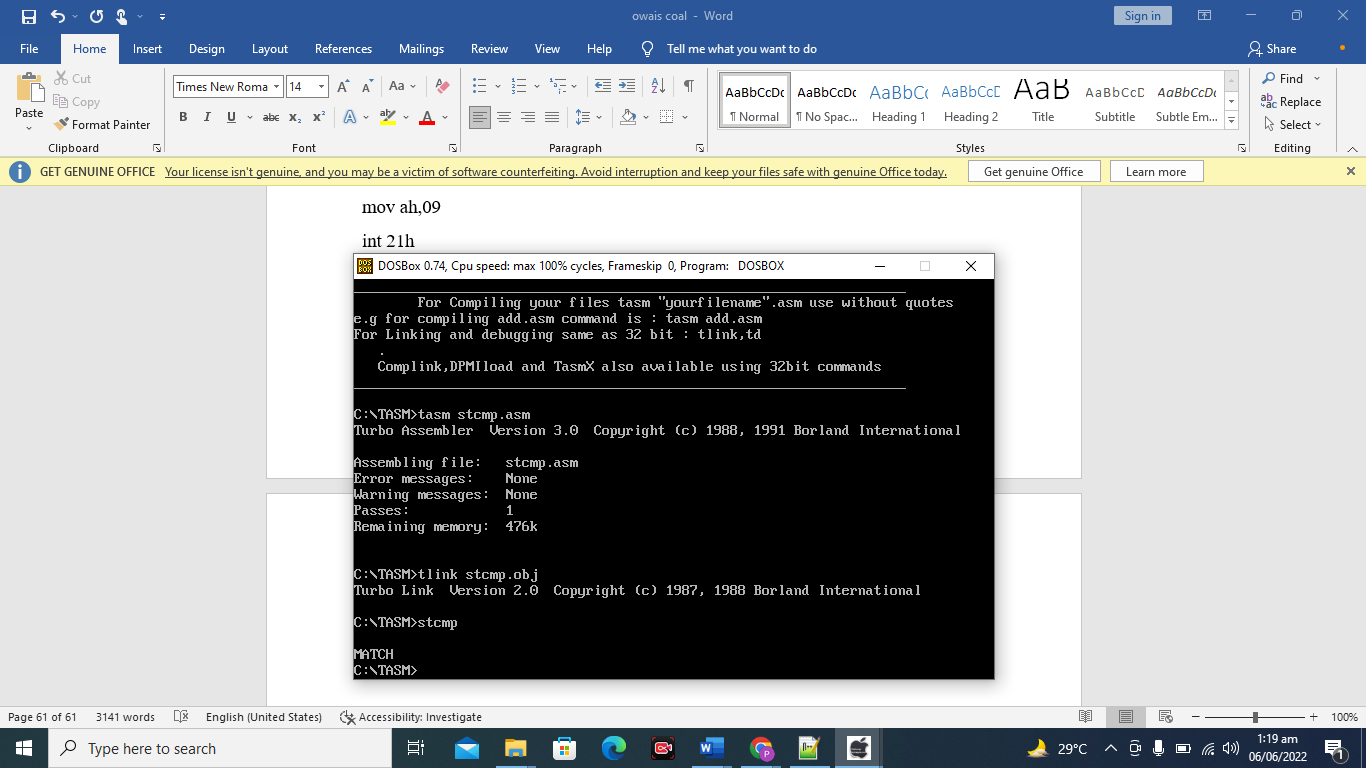
int 21h

mov ah,4ch

int 21h

end start

**OUTPUT**



**Create program using stosb store al data on 2nd location.**

**SOURCE CODE;-**

.model small

.stack 100h

.data

var db "heAlo$"

.code

start:

mov ax,@data

mov ds,ax

mov es,ax

lea di,var+2

mov al,'A'

cld

stosb

mov ah,09

mov dx,offset var

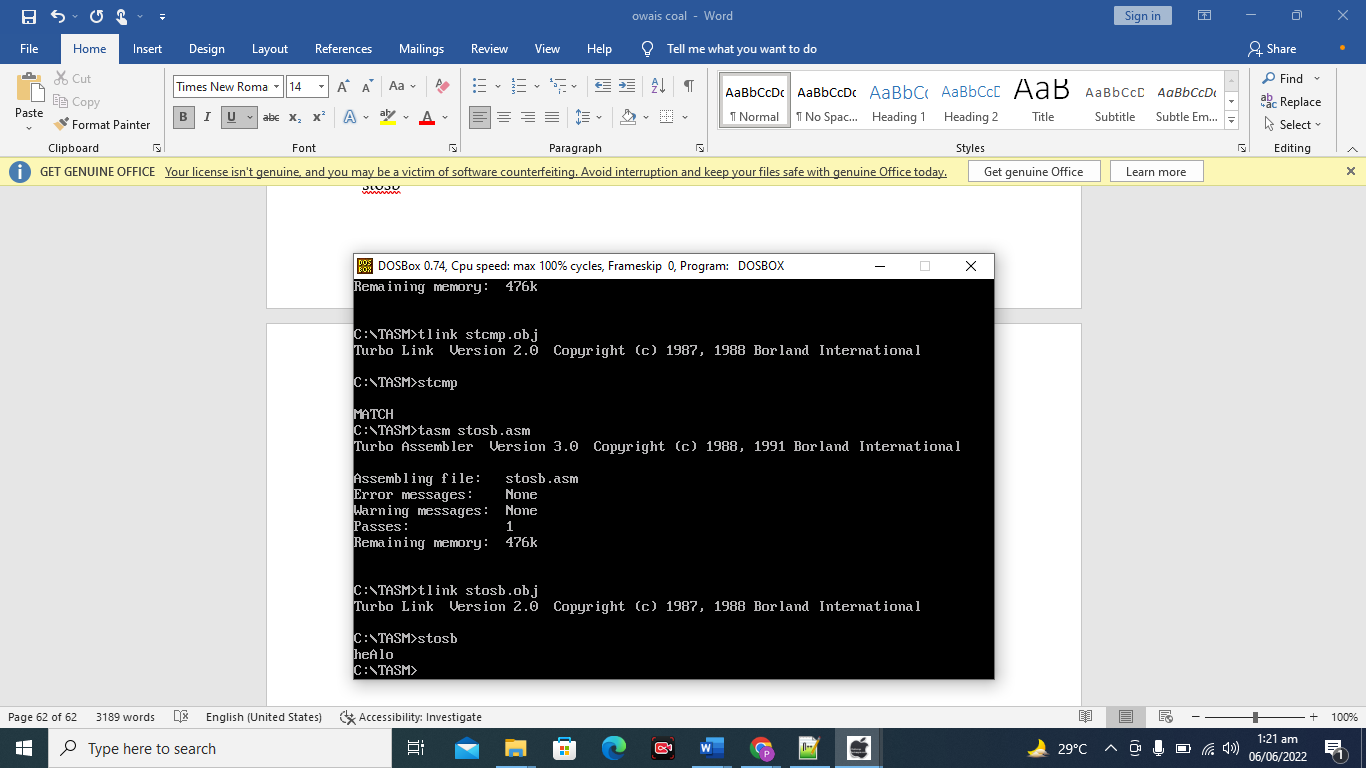
int 21h

mov ah,4ch

int 21h

end start

**OUTPUT**



**LAB 10**

**Create a Program for ROR, ROL,RCL,RCR.**

**SOURCE CODE;-**

ROR;-

.model small

.stack 100h

.code

start:

mov dx,8

ror dx,3

add dx,48

mov ah,2

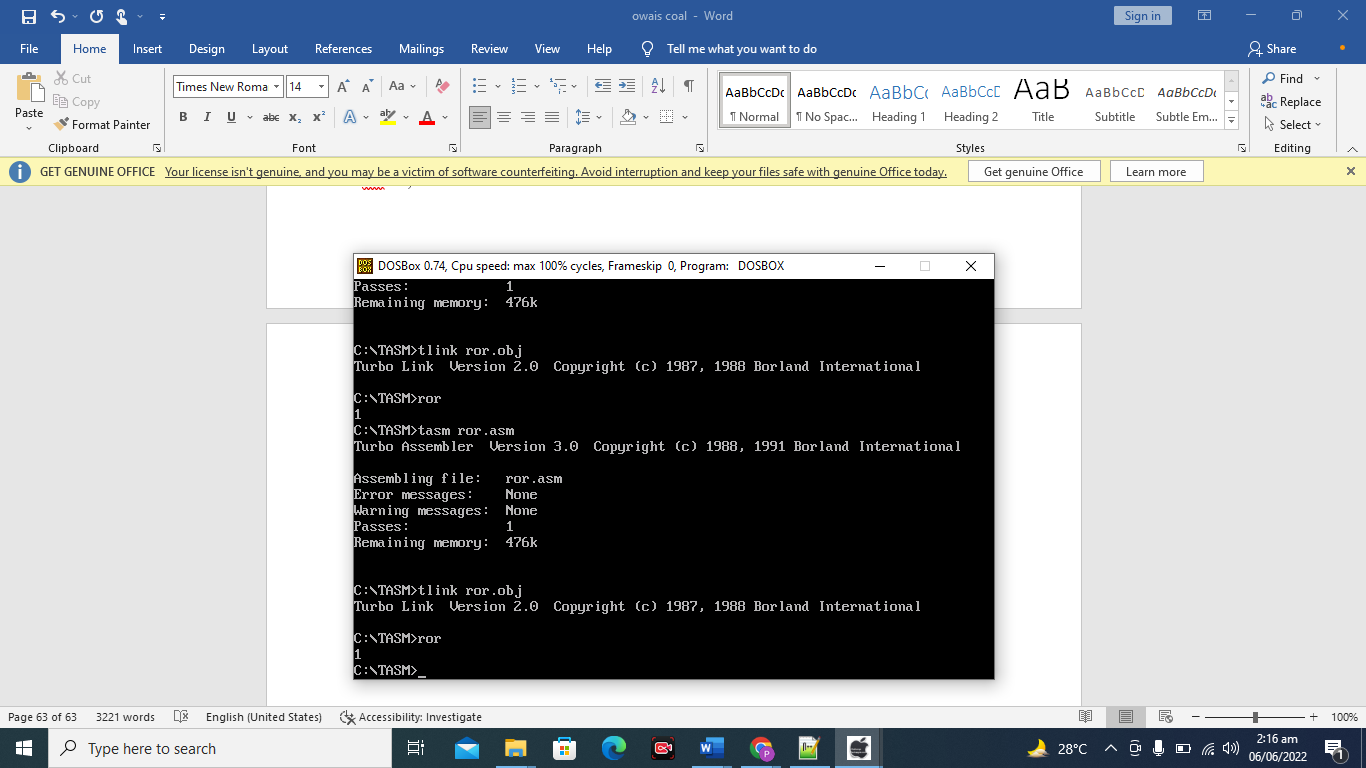
int 21h

mov ah,4ch

int 21h

end start

**OUTPUT;-**



**RCL**

**SOURCER CODE;-**

.model small

.stack 100h

.data

.code

start:

mov dl, 4

rcl dl, 1

add dl, 48

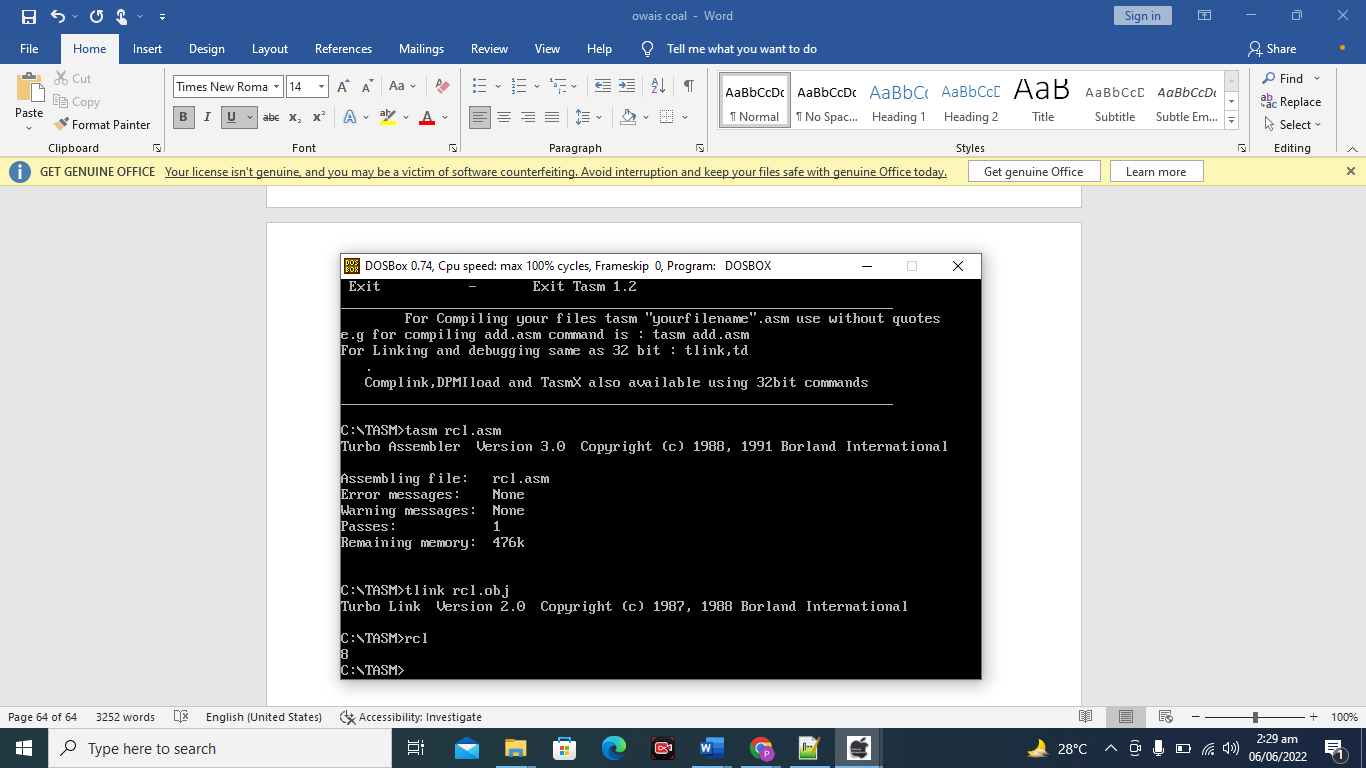
mov ah, 02

int 21h

mov ah,4ch

int 21h

end start **OUTPUT**



**ROL;-**

**SOURCE CODE;-**

.model small

.stack 100h

.data

.code

start:

mov dl, 4

rol dl, 1

add dl, 48

mov ah, 02

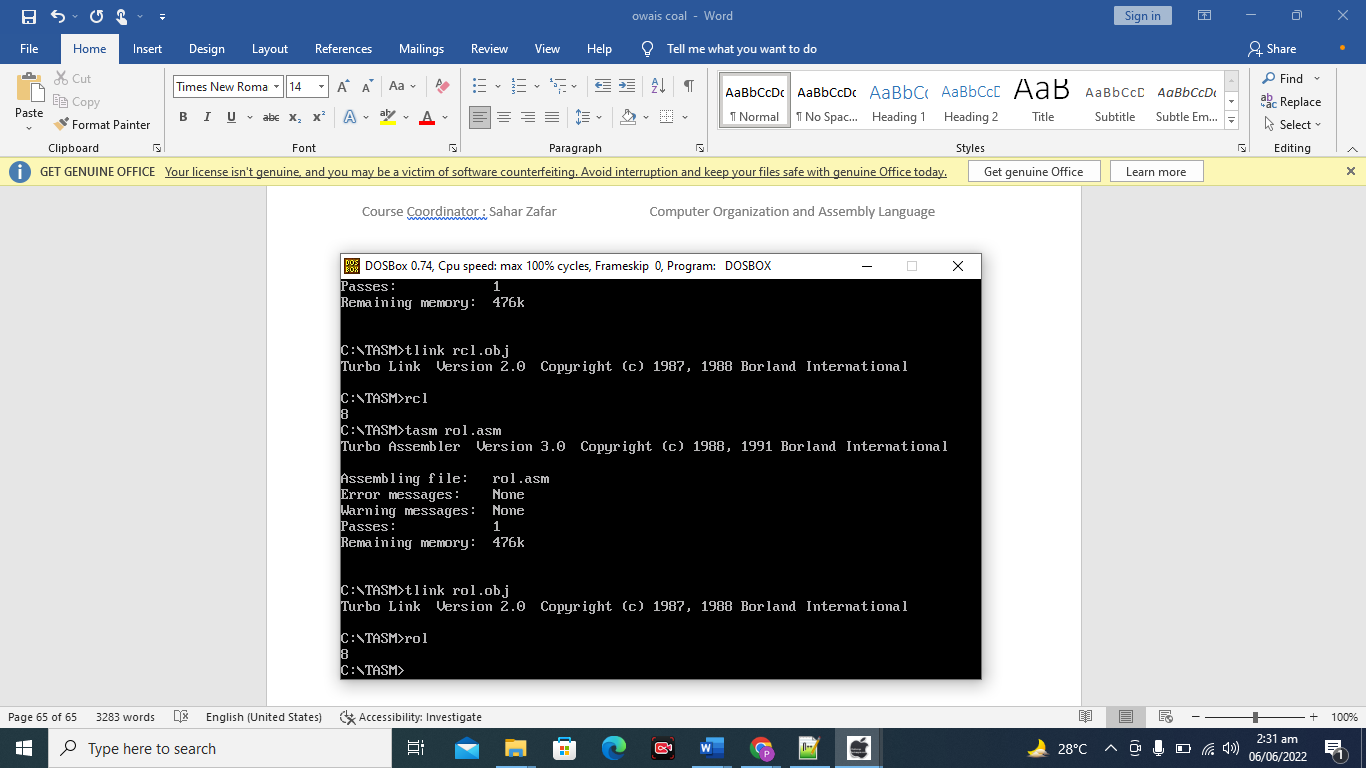
int 21h

mov ah,4ch

int 21h

end start

**OUTPUT**



**Create a program for NOT instruction.**

**SOURCE CODE;-**

.model small

.stack 100h

.data

.code

start:

mov dl, 165

; not dl

mov ah, 02

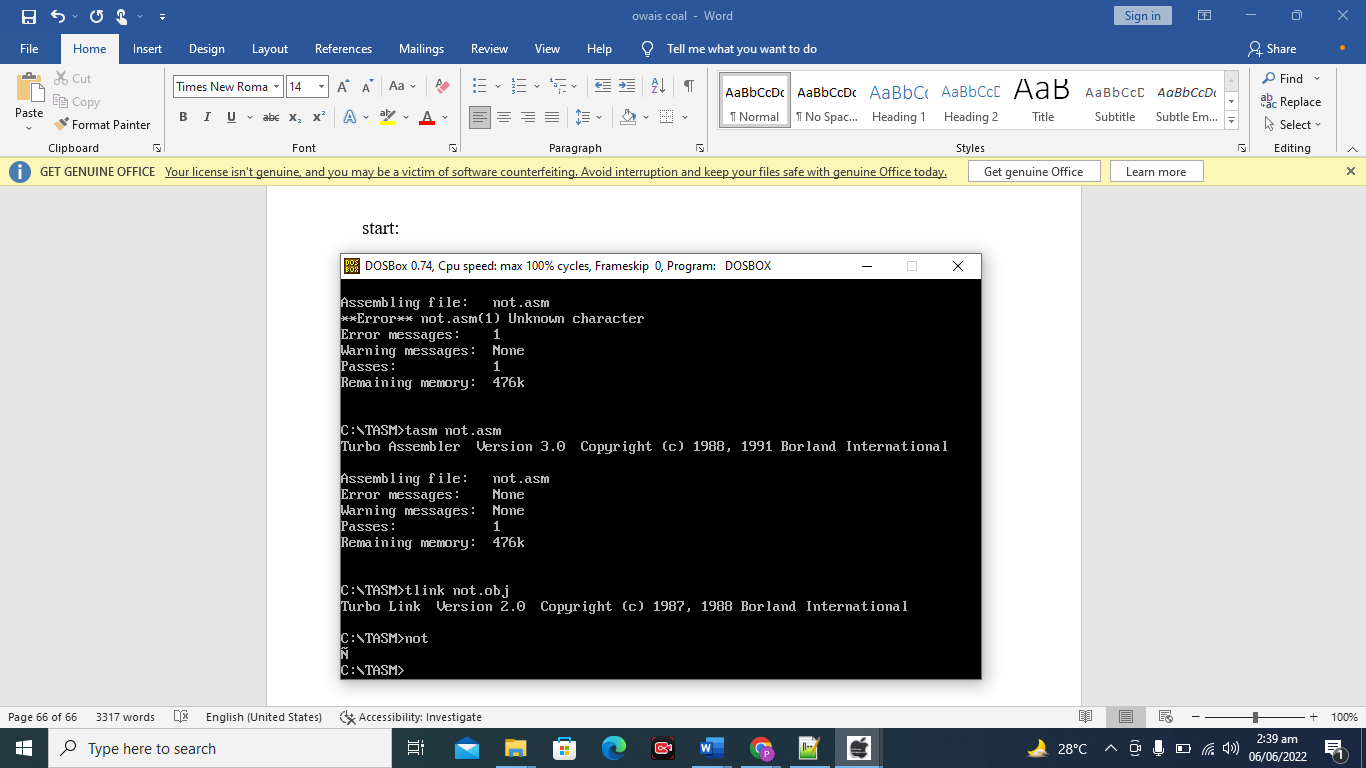
int 21h

mov ah, 4ch

int 21h

end start

**OUTPUT;-**



**Create a program which do MUL and DIV using shl shr in one program.**

.model small

.stack 100h

.data

.code

start:

mov dl,4

shl dl,1

add dl, 48

mov ah, 02

int 21h

mov bl, dl

MOV dl, 10

MOV ah, 02h

INT 21h

MOV dl, 13

MOV ah, 02h

INT 21h

mov dl, bl

sub dl, 48

shr dl, 1

add dl, 48

mov ah, 02

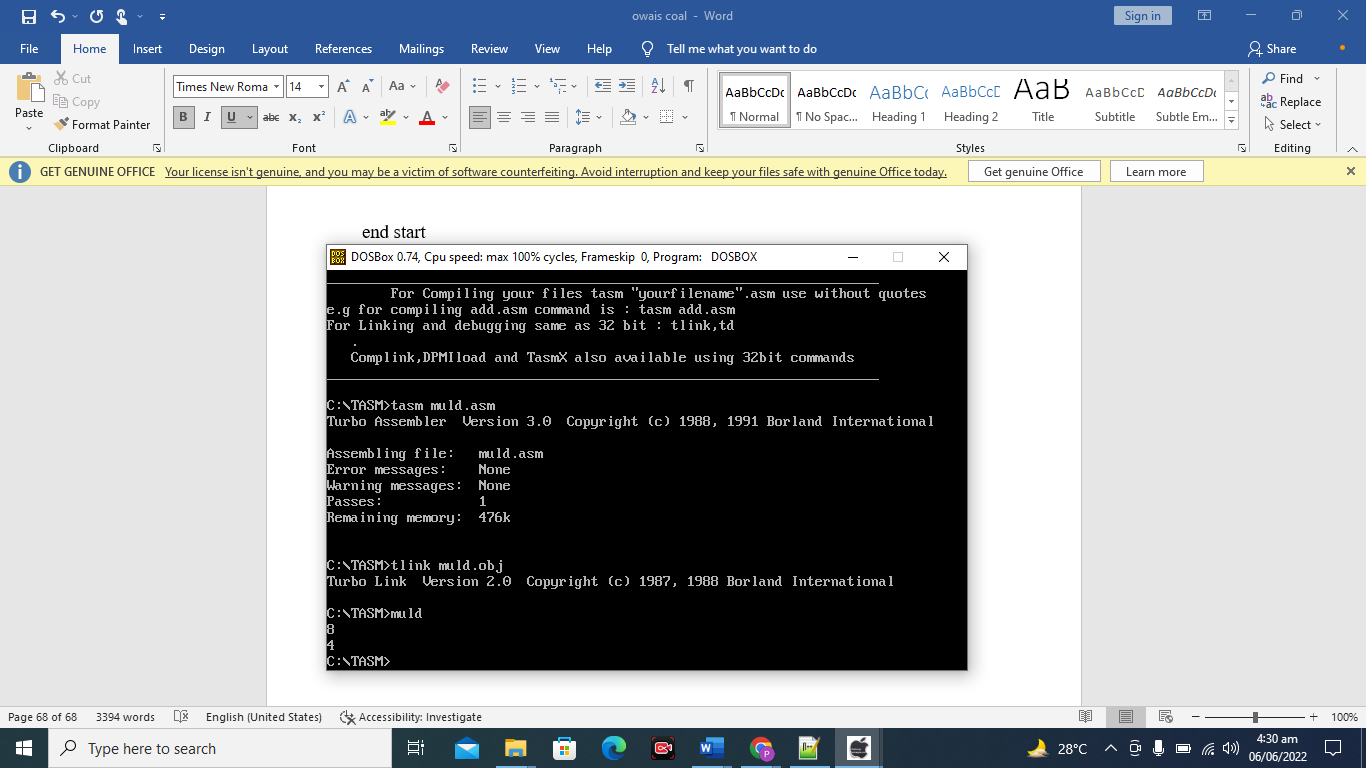
int 21h

mov ah, 4ch

int 21h

end start

**OUTPUT**



**LAB 11**

**Change the position of the line in the above program.**

.model small

.stack 100h

.data

.code

start:

mov ax, 13 ; set graphics mode

int 10h ; set graphics mode

mov ah, 0ch ;write pixel on screen

mov al, 13

mov cx, 10

mov dx, 30 ; position of line changes here

l1:

int 10h

inc cx

cmp cx,200

jle l1

mov ah, 0

int 16h ; keyboard interrupt

mov ax, 3 ; set text mode

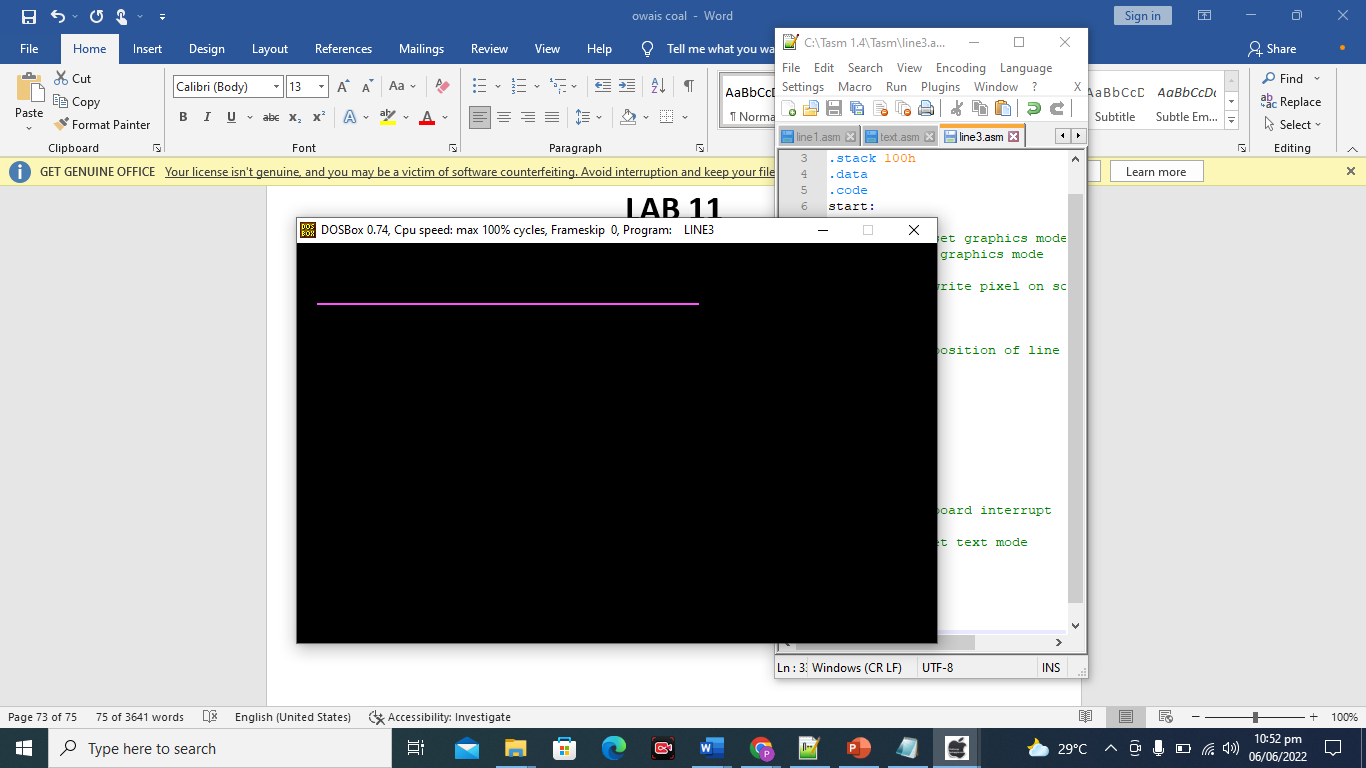
int 10h

mov ah, 4ch

int 21h

end start

**OUTPUT**



**Change length of the line in above program.**

.model small

.stack 100h

.data

.code

start:

mov ax, 13 ; set graphics mode

int 10h ; set graphics mode

mov ah, 0ch ;write pixel on screen

mov al, 13

mov cx, 10

mov dx, 20

l1:

int 10h

inc cx

cmp cx,150 ; length changes here

jle l1

mov ah, 0

int 16h ; keyboard interrupt

mov ax, 3 ; set text mode

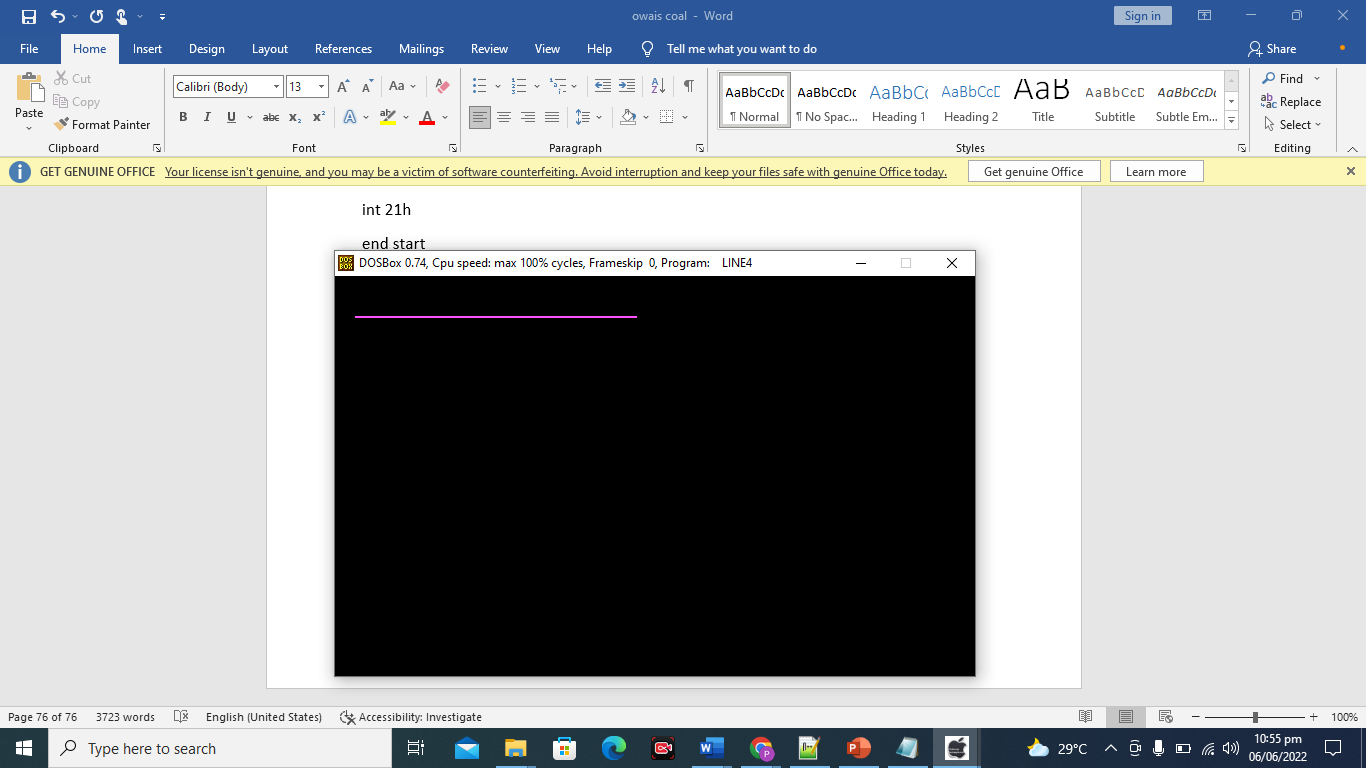
int 10h

mov ah, 4ch

int 21h

end start

**OUTPUT**



**Create any shape on graphics mode**

.model small

.stack 100h

.data

.code

start:

mov ax, 13 ; set graphics mode

int 10h ; set graphics mode

mov ah, 0ch ;write pixel on screen

mov al, 12

mov cx, 10

mov dx, 20

l1:

int 10h

inc cx

cmp cx,200

jle l1

mov cx, 10

mov dx, 40

l2:

int 10h

inc cx

cmp cx,200

jle l2

mov cx, 10

mov dx, 20

l3:

int 10h

inc dx

cmp dx,40

jle l3

mov cx, 200

mov dx, 20

l4:

int 10h

inc dx

cmp dx,40

jle l4

mov ah, 0

int 16h ; keyboard interrupt

mov ax, 3 ; set text mode

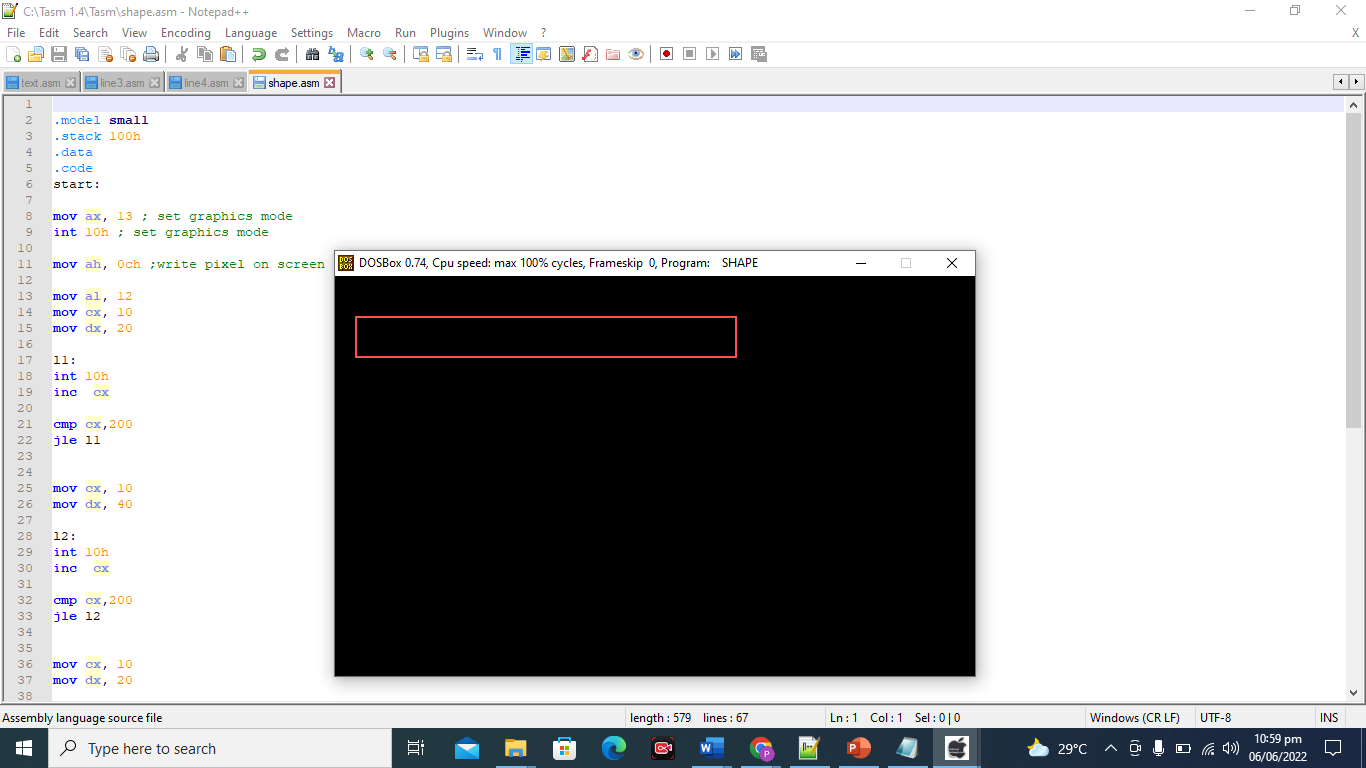
int 10h

mov ah, 4ch

int 21h

end start

**OUTPUT**



**LAB 12**

**Change position of character to center.**

.model small

.stack 100h

.data

.code

start:

mov ah, 00

mov al, 03

int 10H

mov dh, 12

mov dl, 40

mov ah, 2

mov bh, 0

int 10h

mov dl, 'A'

mov ah, 02

int 21h

mov ah, 0

int 16h

mov ah, 4ch

int 21h

end start

**Change background color with changing palate.**

.model small

.stack 100h

.data

.code

start:

mov ah, 6

mov al, 0

mov cx, 0

mov dx, 184fh

mov bh, 00110000b

int 10h

mov ah, 0

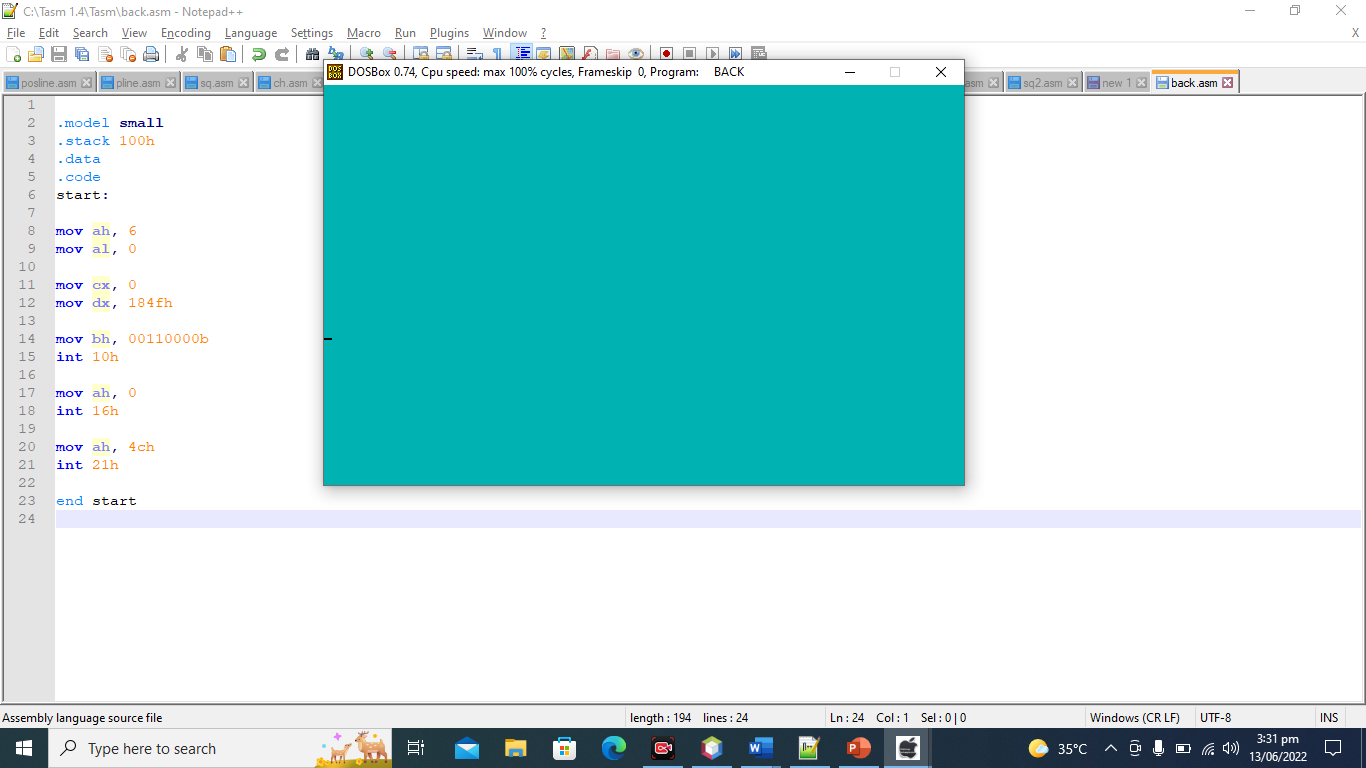
int 16h

mov ah, 4ch

int 21h

end start

**OUTPUT**



**Change font color.**

**SOURCE CODE;-**

.model small

.stack 100h

.data

var db 'Shehryar$'

.code

start:

mov ax, @data

mov ds, ax

mov ah, 09 ; write character and attribute at cursor position.

mov cx, 8 ; number of times to write character

mov bl, 00001011b ;color attribute - 1000 1111 (bright blinking)

int 10h

lea dx, var

mov ah, 09

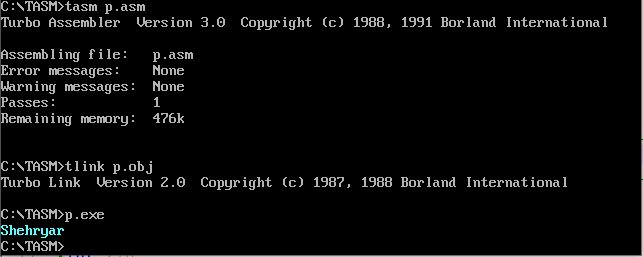
int 21h

mov ah, 4ch

int 21h

end start

**OUTPUT;-**



**Display your name**

**SOURCE CODE;-**

.model small

.stack 100h

.data

var db 'shehryar$'

.code

start:

mov ax, @data

mov ds, ax

mov ah, 09 ; write character and attribute at cursor position.

mov cx, 8 ; number of times to write character

mov bl, 00001011b ;color attribute - 1000 1111 (bright blinking)

int 10h

lea dx, var

mov ah, 09

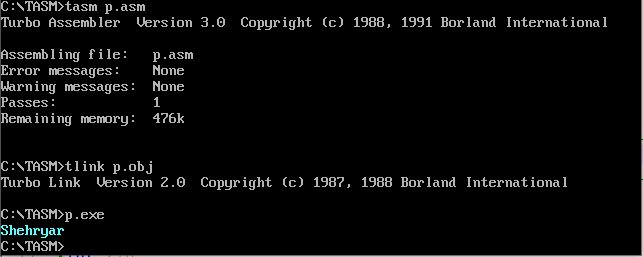
int 21h

mov ah, 4ch

int 21h

end start

**OUTPUT;-**



**Create line with change pixel from 0 to 100.**

**SOURCE CODE;-**

.model small

.stack 100h

.data

.code

start:

mov ax, 13 ; set graphics mode

int 10h ; set graphics mode

mov ah, 0ch ;write pixel on screen

mov al, 13

mov cx, 10

mov dx, 30 ; position of line changes here

l1:

int 10h

inc cx

cmp cx,100

jle l1

mov ah, 0

int 16h ; keyboard interrupt

mov ax, 3 ; set text mode

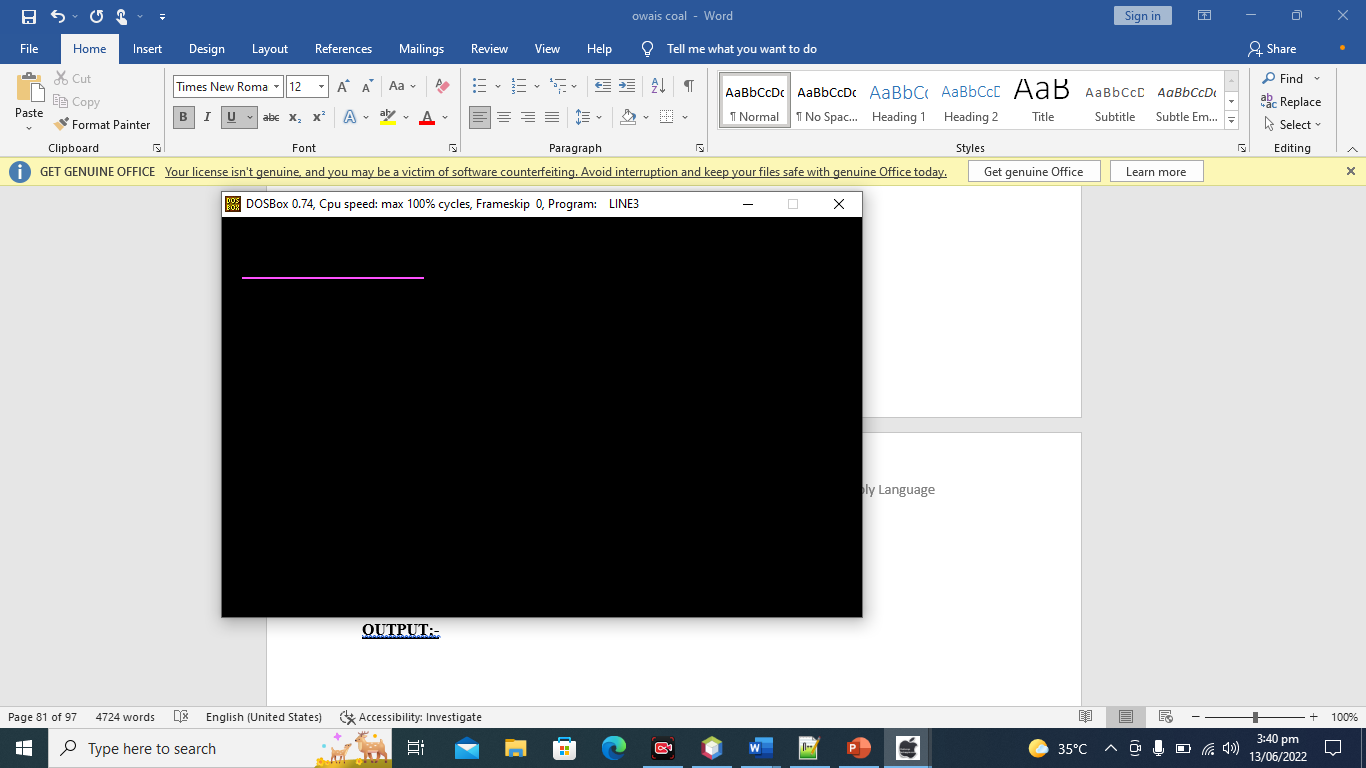
int 10h

mov ah, 4ch

int 21h

end start

**OUTPUT;-**



**LAB 13**

**Create a program using subroutine.**

.model small

.stack 100h

.data

var db "HELLO$"

var1 db "WORLD$"

.code

start:

mov ax,@data

mov ds,ax

mov dx,offset var

mov ah,09

int 21h

call newline

mov dx,offset var1

mov ah,09

int 21h

mov ah,4ch

int 21h

newline proc

mov ah,02

mov dl,10

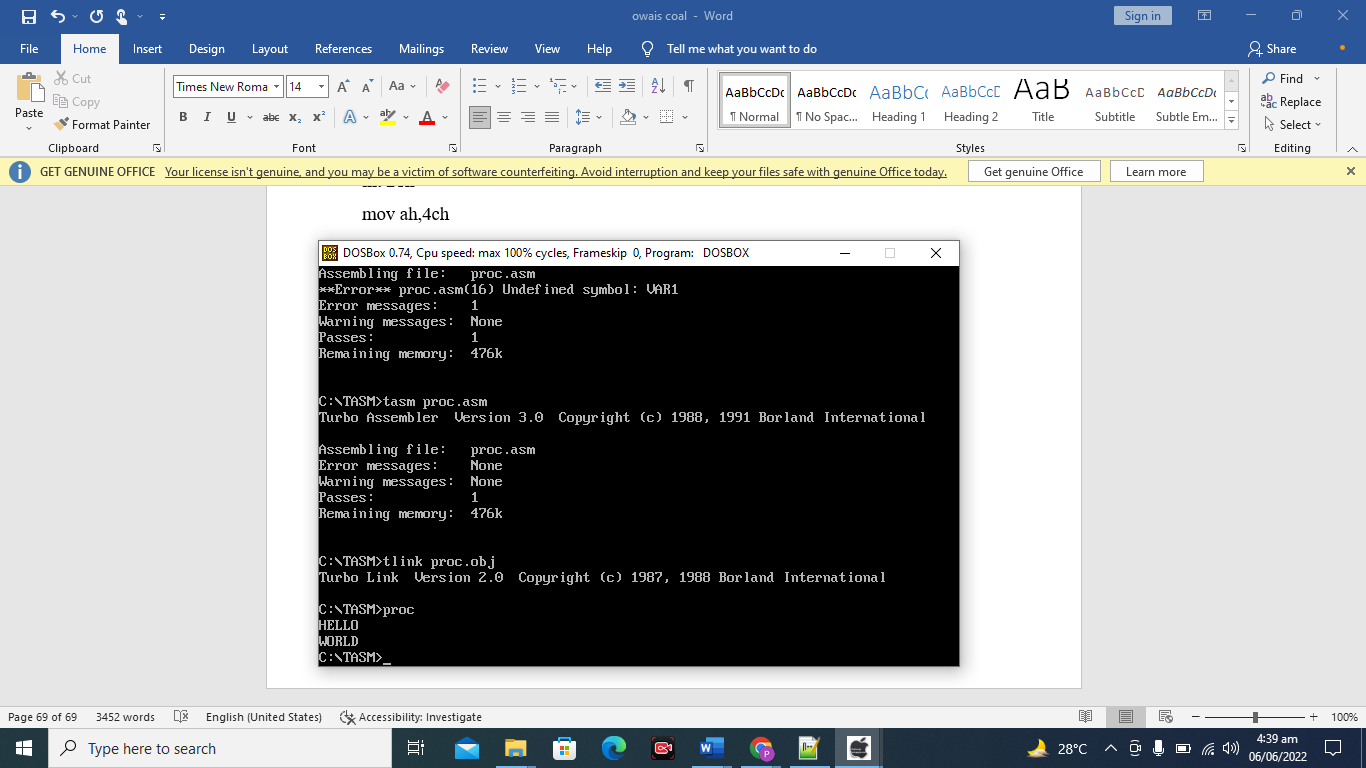
int 21h

ret

newline endp

end start

**OUTPUT**



**Create a program using macro.**

.MODEL SMALL

.STACK 100H

.DATA

.CODE

start:

input macro

mov ah,01

int 21h

endm input

newline macro

mov ah,02

mov dl,10

int 21h

endm newline

output macro

mov ah,02

mov dl,al

int 21h

mov ah,4ch

int 21h

endm output

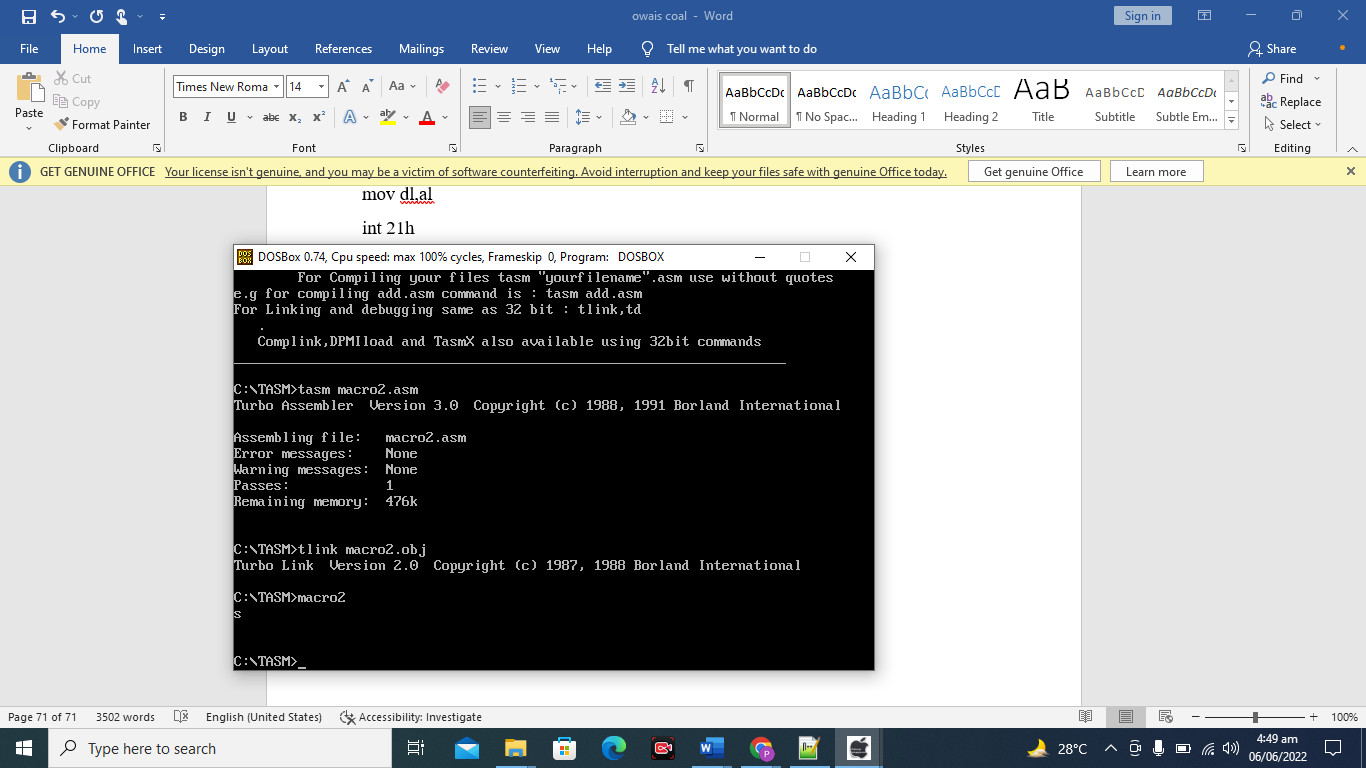
input

newline

output

end start

**OUTPUT**



**Create a program using stack.**

.model small

.stack 100h

.data

m1 db "shehryar$"

.code

start:

mov ax,@data

mov ds,ax

mov si,offset m1

mov cx,8

l1:

mov bx,[si]

push bx

inc si

loop l1

mov cx,8

l2:

pop dx

mov ah,02

int 21h

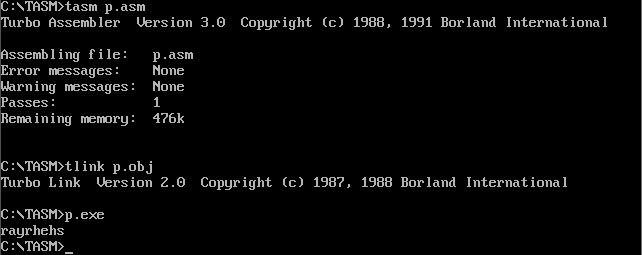
loop l2

mov ah,4ch

int 21h

end start

**OUTPUT;-**



**LAB 14**

**Create a program of two-digit subtraction.**

**SOURCE CODE;-**

.model small

.stack 100h

.data

.code

start:

mov bl,3

mov cl,1

sub bl,cl

ADD bl,48 ;because 48 is the asci code of 0 3+48=51 which is eqaul to 3

mov dl,bl

mov ah,02

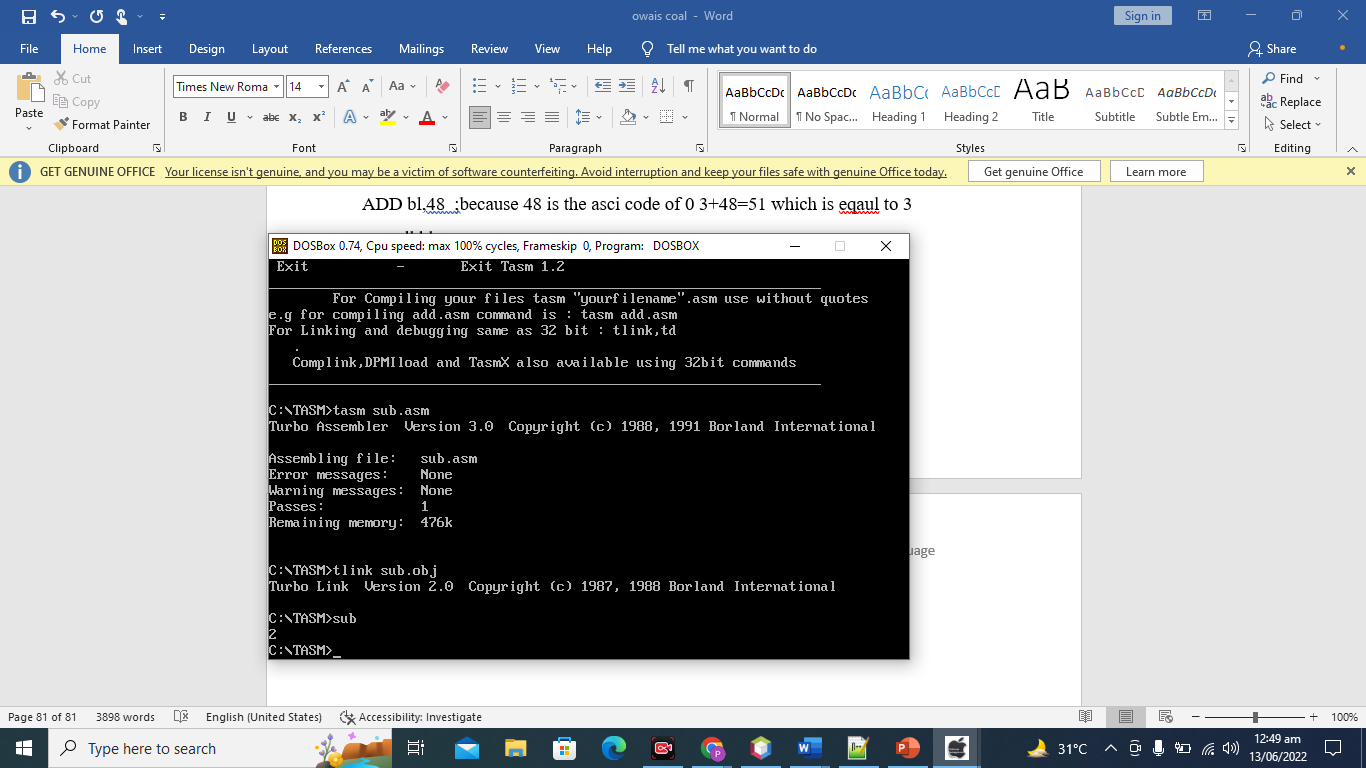
int 21h

mov ah,4ch

int 21h

end start

**OUTPUT**



**Convert program of above all programs in subroutine.**

.model small

.stack 100h

.data

msg db "Enter 1 for subtraction of two numbers",10,13,"Enter 2 for subtraction of one number",10,13,"Enter 3 for addition of two numbers",10,13,"Enter 1 for addition of one numbers ",10,13,"$"

msg1 db 0ah, 0dh," Enter First number $"

msg2 db 0ah, 0dh," Enter second number $"

msg3 db 0ah,0dh," Result $"

a db 0

b db 0

.code

start:

mov ax, @data

mov ds, ax

mov ah, 09

lea dx, msg

int 21h

mov ah, 01

int 21h

cmp al, '1'

je subtractf

cmp al, '2'

je subOnef

cmp al, '3'

je additionf

cmp al, '4'

je addOnef

subtractf:

call subtract

jmp exit

subOnef:

call subOne

jmp exit

additionf:

call addition

jmp exit

addOnef:

call addOne

jmp exit

; subtract one digit

subOne proc

mov ah, 01

int 21h

sub al,30h

mov a,al

mov ah, 01

int 21h

sub al ,30h

sub a,al

add a,48

aas

Mov ah, 02

mov dl,a

int 21h

mov ah, 4ch

int 21h

ret

subOne endp

; subtract two digit

subtract proc

mov ah, 09

lea dx, msg1

int 21h

mov ah,01

int 21h

mov a,al

mov ah, 09

lea dx, msg2

int 21h

mov ah,01

int 21h

mov b,al

mov al, a

sub al,b

mov ah,0

aas

add al,48

add ah,48

mov bx,ax

mov ah, 09

lea dx, msg3

int 21h

mov ah,02

mov dl, bh

int 21h

mov ah, 02

mov dl, bl

int 21h

ret

subtract endp

; add one digit

addOne proc

mov ah, 01

int 21h

sub al,30h

mov a,al

mov ah, 01

int 21h

sub al ,30h

add a,al

add a,48

aaa

Mov ah, 02

mov dl,a

int 21h

ret

addOne endp

; add two digits

addition proc

mov ax, @data

mov ds, ax

mov ah, 09

lea dx, msg1

int 21h

mov ah,01

int 21h

mov a,al

mov ah, 09

lea dx, msg2

int 21h

mov ah,01

int 21h

mov b,al

add al,a

mov ah,0

aaa

add al,48

add ah,48

mov bx,ax

mov ah, 09

lea dx, msg3

int 21h

mov ah,02

mov dl, bh

int 21h

mov ah, 02

mov dl, bl

int 21h

ret

addition endp

exit:

mov ah, 4ch

int 21h

end start

**LAB 15**

**Program: 1 Create a program of using Mul mnemonic.**

**SOURCE CODE;-**

.model small

.stack 100h

.data

.code

start:

mov al,3

mov bl,1

mul bl

AAM

mov ch,ah

mov cl,al

mov dl,ch

add dl,48

mov ah,2

int 21h

mov dl,cl

add dl,48

mov ah,2

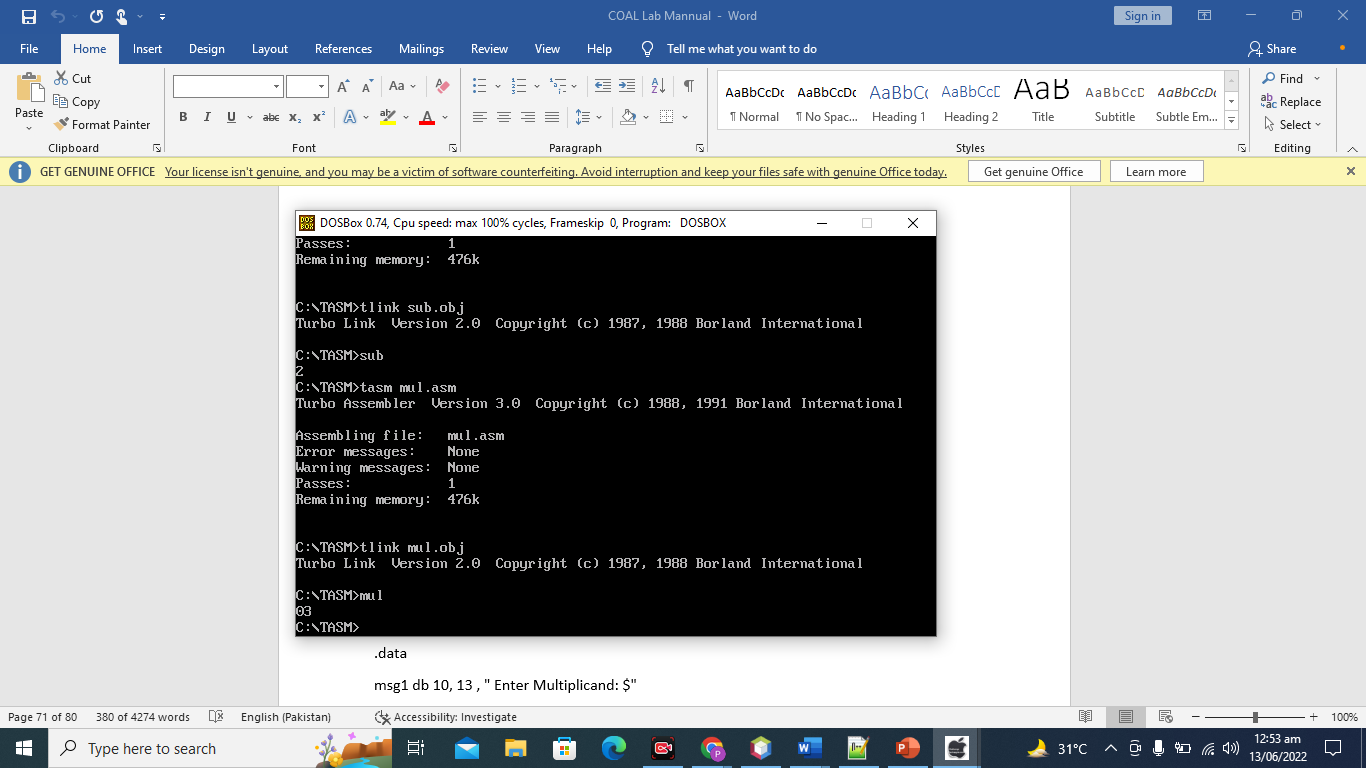
int 21h

mov ah,4ch

int 21h

end start

**OUTPUT**



**Program: 2 Create a program of using DIV mnemonic.**

**SOURCE CODE;-**

.model small

.stack 100h

.data

q db ?

r db ?

.code

start:

mov ax,@data

mov ds ,ax

mov ax,26

mov bl,5

div bl

mov q,al

mov r,ah

mov dl,q

add dl,48

mov ah,2

int 21h

mov dl,r

add dl,48

mov ah,2

int 21h

mov ah,4ch

int 21h

end start

**OUTPUT**

