5th

3)a) Short notes on various types of jumping instruction.

b) Why need DMA? Basic working principles of DMA in maximum and minimum mode of 8086 with respect 8088.

c) Make a comparative analysis of signed and unsigned overflow using flag registers status.

4)a) What do you mean by odd address bank and even address bank? How to address them using available prominent approach.

b) Explain how LOOP instruction works in assembly language? Write with examples for For- Loop and While-Loop.

c) How instruction affect the Flags: SUB AX, BX [AX-40h, BX-60h]

ADD AL, BL [AL-30h, BL=40h]

5)a) Write a program to read a line of text from the user and display the text in reverse.

Sample Input: Good Human

b) Write assembly code statement for each of the high level language assignments statements.

i)A=C\*A-7/B

ii)B= (A-B) \*B/10

c) Write an assembly language program for comparing two string and concatenating two string.

6)a) Mention the major pins functionality of 8257. Differentiate between 8253 and 8254.

b) Write short notes on:

i) Logical Shift

ii)ROL

iii)ROR

iv) RCL

4th

4.) What do you mean by odd address bank and even address bank? How to address them using available prominent approach.

b) Explain how LOOP instruction works in assembly language? Write with examples for For Loop and While Loop.

c) How instruction affect the Flags: SUB AX, BX [AX-50h, BX-70h]

ADD AL, BL [AL-50h, BL-70h]

5.a) Write a program to read a line of text from the user and display the text in reverse.

Sample Input: Keep Patience

Sample Output: ecneitaP peek

b) Write assembly code statement for each of the high level language assignments statements.

i) A-C A-7/B

ii) B-(A-B)\*B/10

c) Write the assembly program to count the number of 0 bits in BX. Display it.

6)a) Discuss the following flags:

i) Trap Flap

ii) Interrupt Flag

iii) Direction Flag

b) Write short notes on:

i) Logical Shift ii) Arithmetic Shift iii) ROL iv) ROR v) RCL vi) RCR

8. a) Short notes on various types of jumping instruction:

i) Signed Conditional Jumps

ii) Unsigned Conditional Jumps

iii) Single Flag Jumps

b) Write an assembly language program for comparing two string and concatenating two string