

# Q#1 Program to ADD two numbers

section .data

num1 db 5

num2 db 3

result db 0

result\_msg db 'Result: \$'

section .bss

result\_str resb 4

section .text

global \_start

\_start:

mov al, [num1]

add al, [num2]

mov [result], al

mov ax, [result]

add ax, 48

mov [result\_str], al

mov ah, 0x09

lea dx, [result\_msg]

int 0x21

mov ah, 0x09

lea dx, [result\_str]

```
int 0x21
```

```
mov ah, 0x4C
```

```
int 0x21
```

Q#2 Program to SUB two numbers

```
section .data
```

```
num1 db 10
```

```
num2 db 4
```

```
result db 0
```

```
result_msg db 'Result: $'
```

```
section .bss
```

```
result_str resb 4
```

```
section .text
```

```
global _start
```

```
_start:
```

```
mov al, [num1]
```

```
sub al, [num2]
```

```
mov [result], al
```

```
mov ax, [result]
```

```
add ax, 48
```

```
mov [result_str], al
```

```
mov ah, 0x09
```

```
lea dx, [result_msg]
```

```
int 0x21
```

```
mov ah, 0x09
```

```
lea dx, [result_str]
```

```
int 0x21
```

```
mov ah, 0x4C
```

```
int 0x21
```

Q#3 Input two numbers and ADD them

```
section .data
```

```
prompt_msg db 'Enter a number (0-9): $'
```

```
result_msg db 0x0D, 0x0A, 'Result: $'
```

```
num1 db 0
```

```
num2 db 0
```

```
result db 0
```

```
section .bss
```

```
result_str resb 4
```

```
section .text
```

```
global _start
```

```
_start:
```

```
; Prompt for first number
```

```
mov ah, 0x09
```

```
lea dx, [prompt_msg]
```

```
int 0x21
```

; Read first number

mov ah, 0x01

int 0x21

sub al, 48

mov [num1], al

; Prompt for second number

mov ah, 0x09

lea dx, [prompt\_msg]

int 0x21

; Read second number

mov ah, 0x01

int 0x21

sub al, 48

mov [num2], al

; Add numbers

mov al, [num1]

add al, [num2]

mov [result], al

; Convert result to ASCII

mov al, [result]

add al, 48

mov [result\_str], al

; Print the result message

mov ah, 0x09

```
lea dx, [result_msg]
```

```
int 0x21
```

```
; Print the result
```

```
mov ah, 0x09
```

```
lea dx, [result_str]
```

```
int 0x21
```

```
; Exit the program
```

```
mov ah, 0x4C
```

```
int 0x21
```

Q#4 Using a variable and enter key, write a code of your own idea

```
section .data
```

```
prompt_name db 'Enter your name: $'
```

```
prompt_age db 'Enter your age: $'
```

```
output_msg db 0x0D, 0x0A, 'Hello, ', 0, '! You are ', 0, ' years old.$'
```

```
name db 20 dup(0) ; Reserve space for the name (up to 20 characters)
```

```
age db 0 ; Variable to store age
```

```
section .text
```

```
global _start
```

```
_start:
```

```
; Prompt for name
```

```
mov ah, 0x09
```

```
lea dx, [prompt_name]
```

```
int 0x21
```

; Read name

mov ah, 0x0A

lea dx, [name]

int 0x21

; Prompt for age

mov ah, 0x09

lea dx, [prompt\_age]

int 0x21

; Read age

mov ah, 0x01

int 0x21

sub al, 48 ; Convert from ASCII to integer

mov [age], al

; Prepare output message

mov ah, 0x09

lea dx, [output\_msg]

int 0x21

; Print name

mov si, name + 1 ; Skip the first byte (length of the name)

mov bx, 0 ; Reset counter for name output

print\_name:

mov al, [si]

cmp al, 0

je print\_age

```
mov ah, 0x0E    ; BIOS function to print character
int 0x10
inc si
jmp print_name
```

print\_age:

```
; Print ' years old.'
mov ah, 0x0E
mov al, ' '
int 0x10
mov al, [age]
add al, 48
int 0x10
```

```
; Exit the program
mov ah, 0x4C
int 0x21
```