



QUIZ SYSTEM

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IQRA TABASSUM | ASSEMBLY LANGUAGE | CSC-18F-115 4(B)

QUIZ SYSTEM ON ASSEMBLY 8086

In this project online quiz will taken to you and you have to answer these questions also in this project result is visible for you whether your answer is correct or incorrect.

This is based on 8086 assembly language and TASM is used to run the entire code and getting results.

CODE:

NL macro

mov ah,02

mov dl,0AH

int 21h

mov dl,0dh

int 21h

endm

Inp macro

mov ah,01

int 21h

endm

.model huge

.stack 200h

.386 ;new learning

.data

ms1 db ".....*** WELCOME FOR THE QUIZ
***.....\$"

ms2 db "Press Enter to Start\$"

ms3 db "Correct\$"

ms4 db "Incorrect\$"

ms5 db ".....*** Successfully Completed
***.....\$"

ms6 db "Press 1 for Reattempt and 0 for Exit\$"

ms11 db "Thank You \$"

Q1 db "1. In java,a method is a container that holds
classes?\$"

QA1 db " a)True b)False\$"

Q2 db "2. What does HTML stand for?\$"

QA2 db " a)Hyper Trainer Marking Language b)Hyper Text Marketing Language c)Hyper Text Markup Language d)Hyper Text Markup Leveler\$"

Q3 db "3. Name different types of errors which occur during the execution of program? \$"

QA3 db " a)Runtime Errors b)Syntax Errors c)Logical Errors d)All of these\$"

Q4 db "4. Type of constant? \$"

QA4 db " a)Numeric Constant b)String Constant c)Neutral Constant d)a and b\$"

Q5 db "5. $2+5=?$ "

QA5 db " a)4 b)5 c)6 d)7\$"

.code

main proc

mov ah,0

mov al,14

int 10h

mov ah,0bh

```
mov bh,00h
```

```
mov bl,06
```

```
int 10h
```

```
mov bh,1
```

```
mov bl,1
```

```
int 10h
```

```
mov ax,@data
```

```
mov ds,ax
```

```
lea dx, ms1
```

```
mov ah,09
```

```
int 21h
```

```
NL
```

```
start:
```

```
NL
```

;calling message

lea dx,ms2

mov ah, 9

int 21h

Inp

cmp al,0dh ;will compare either input is
"enter" or not

je Que1 ;test the condition

jne start

; "start of Q1 and its option"

; "Q1"

Que1:

;call nl

NL

; "calling Q1"

lea dx,Q1

mov ah,09

int 21h

NL

; "calling Q1 options"

lea dx,QA1

mov ah,09

int 21h

NL

Inp

cmp al, 'a' ;comparing input

je True1

jne False1

True1:

NL

lea dx,ms3

mov ah,09

int 21h

;call nl

call Que2

;call input

NL

Inp

cmp al , 'd'

je True2

jne False2

False1:

NL


```
lea dx,ms4
```

```
mov ah,09
```

```
int 21h
```

```
dec bl
```

```
;call nl
```

```
call Que2
```

```
;call input
```

```
Que2:
```

```
NL
```

```
lea dx,Q2
```

```
mov ah,09
```

```
int 21h
```

NL

lea dx,QA2

mov ah,09

int 21h

NL

Inp

cmp al, 'c'

je True2

jne False2

True2:

NL

lea dx,ms3

mov ah,09

int 21h

NL

call Que3

False2:

NL

lea dx,ms4

mov ah,09

int 21h

NL

call Que3

Que3:

NL

lea dx,Q4

mov ah,09

int 21h

NL

lea dx,QA3

mov ah,09

int 21h

NL

Inp

cmp al, 'd'

je True3

jne False3

True3:

NL

lea dx,ms3

mov ah,09

int 21h

inc bl

NL

call Que4

False3:

NL

```
lea dx,ms4
```

```
mov ah,09
```

```
int 21h
```

```
dec bl
```

```
NL
```

```
call Que4
```

```
Que4:
```

```
NL
```

```
lea dx,Q4
```

```
mov ah,09
```

```
int 21h
```

NL

lea dx,QA4

mov ah,09

int 21h

NL

Inp

cmp al, 'd'

je True4

jne false4

True4:

NL

lea dx,ms3

mov ah,09

int 21h

inc bl

NL

call Que5

False4:

NL

lea dx,ms4

mov ah,09

int 21h

dec bl

NL

call Que5

Que5:

NL

lea dx,Q5

mov ah,09

int 21h

NL

lea dx,QA5

mov ah,09

int 21h

NL

Inp

cmp al, 'd'

je True5

jne False5

True5:

NL

lea dx,ms3

mov ah,09

int 21h

NL

jmp Exit

False5:

NL

lea dx,ms4

mov ah,09

int 21h

NL

Exit:

NL

lea dx,ms5

mov ah,09

int 21h

NL

lea dx,ms6

mov ah,09

int 21h

NL

Inp

cmp al,'1'

je start

close:

NL

lea dx, ms6

mov ah,09

int 21h

mov ah,4ch

int 21h

main endp

end main

OUTPUT:

```
DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: QUIZ
.....*** WELCOME FOR THE QUIZ ***.....

Press Enter to Start

1. In java,a method is a container that holds classes?
a)True b)False
a
Correct

2. What does HTML stand for?
a)Hyper Trainer Marking Language b)Hyper Text Marketing Language c)Hyper Text M
arkup Language d)Hyper Text Markup Leveler
c
Correct

4. Type of constant?
a)Runtime Errors b)Syntax Errors c)Logical Errors d)All of these
d
Correct

4. Type of constant?
a)Numeric Constant b)String Constant c)Neutral Constant d)a and b
```

```
DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: DOSBOX
a)Hyper Trainer Marking Language b)Hyper Text Marketing Language c)Hyper Text M
arkup Language d)Hyper Text Markup Leveler
c
Correct

4. Type of constant?
a)Runtime Errors b)Syntax Errors c)Logical Errors d)All of these
d
Correct

4. Type of constant?
a)Numeric Constant b)String Constant c)Neutral Constant d)a and b
d
Correct

5. 2+5=? a)4 b)5 c)6 d)7
b
Correct

.....*** Successfully Completed ***.....
Press 1 for Reattempt and 0 for Exit
Press 1 for Reattempt and 0 for Exit
C:\TASM>
```