

```
#addition

.model small

.stack 100h

.data

msg db "enter number:$"
var1 db ?
var2 db ?


.code


main proc

    mov ax,@data
    mov ds,ax


    mov ah,9
    lea dx,msg
    int 21h


    mov ah,1
    int 21h
    mov var1,al


    mov ah,1
    int 21h


    ;sub var1,'0'
    ;sub al,'0'


    add al,var1
```

mov ah,0

aaa

add al,'0'

add ah,'0'

mov var2,ah

mov ah,2

mov dl,var2

int 21h

mov ah,2

mov dl,al

int 21h

exit:

mov ah,4ch

int 21h

main endp

end main

#input output

.model small

.stack 100h

.code

main proc

mov ah,1

int 21h

mov bl,al

mov ah,1

int 21h

mov bh,al

mov ah,2

mov dl,bl

int 21h

mov ah,2

mov dl,bh

int 21h

exit:

mov ah,4ch

int 21h

main endp

end main

#multiplication

.model small

.stack 100h

.data

var1 db ?

.code

main proc

mov ah,1

int 21h

mov var1,al

mov ah,1

int 21h

sub al,'0'

sub var1,'0'

mov ah,0

mul var1

aam

mov ch,ah

mov cl,al

mov ah,2

add ch,'0'

mov dl,ch

int 21h

mov ah,2

add cl,'0'

mov dl,cl

int 21h

mov ah,4ch

int 21h

main endp

end main

#print 1 to 9

.model small

.stack 100h

.data

msg dw "Output all integer \$"

counter db 10

.code

main proc

mov ax,@data

mov ds,ax

mov ah,9

lea dx,msg

int 21h

mov cx,48

position:

mov ah,2

mov dx,cx

int 21h

add cx,1

mov ah,2

mov dl,10

int 21h

mov dl,13

int 21h

sub counter,1

cmp counter,0

jg position

exit:

mov ah,4ch

int 21h

main endp

end main

.model small

.stack 100h

.data

msg dw "Output a to z \$"

counter db 26

.code

main proc

mov ax,@data

mov ds,ax

mov ah,9

lea dx,msg

int 21h

mov cx,"A"

position:

mov ah,2

mov dx,cx

int 21h

add cx,1

mov ah,2

mov dl,10

int 21h



mov dl,13

int 21h

sub counter,1

cmp counter,0

jg position

exit:

mov ah,4ch

int 21h

main endp

end main

```
#palindrome/reverse
```

```
.model small
```

```
.stack 100h
```

```
.data
```

```
string db 20 dup('$')
```

```
line db 10,13,"$"
```

```
not_equal db 10,13,"Not equal$"
```

```
equal db 10,13,"equal$"
```

```
.code
```

```
main proc
```

```
    mov ax,@data
```

```
    mov ds,ax
```

```
    mov ah,10    ;input command 10
```

```
    lea dx,string ;load offset of string
```

```
    mov string,19 ;number of characters to input
```

```
    int 21h
```

```
    lea dx,line    ;don't use int 21h randomly only while performing interrupt operation
```

```
    mov ah,9
```

```
    int 21h
```

```
;lea dx,string+2
```

```
;mov ah,9
```

```
;int 21h
```

```
mov si,offset string
```

```
add si,2
```

```
mov cl,string[1] ;str[1]=number_of_input_characters  
str[0]=number_of_defined_input_characters
```

```
mov ch,0
```

```
;int 21h
```

```
loop1: ;pushing loop
```

```
mov ah,2
```

```
mov dx,[si]
```

```
push dx
```

```
inc si
```

```
int 21h
```

```
loop loop1
```

```
lea dx,line
```

```
mov ah,9
```

```
int 21h
```

```
mov cl,string[1]
```

```
mov ch,0
```

```
mov si,offset string
```

```
add si,2
```

```
loop2:
```

```
    mov ah,2
```

```
    pop dx
```

```
    cmp dl,[si]
```

```
    jne n_equal
```

```
    inc si
```

```
    int 21h
```

```
loop loop2
```

```
mov ah,9
```

```
lea dx,equal
```

```
int 21h
```

```
jmp go
```

```
n_equal:
```

```
    mov ah,9
```

```
    lea dx,not_equal
```

```
    int 21h
```

```
go:
```

mov ah,4ch

int 21h

main endp

end main