**;Two tables of data are stored having ten 16-bit data each. Write an assembly language program to generate the third table which contains 1FFFH if the corresponding data in first table is less then that of second table, else store 0000.**

**.MODEL SMALL**

**.STACK 64**

**.CODE**

**MOV CX,000AH**

**MOV DI,200H**

**AGAIN: MOV AX,[DI+20H]**

**MOV DX,[DI]**

**MOV [DI+40H],0000H**

**CMP AX,DX**

**JGE NEXT**

**MOV [DI+40H],1FFFH**

**NEXT: ADD DI,02H**

**LOOP AGAIN**

**MOV AH,4CH**

**INT 21H**

**END**