

CSE2006-MICROPROCESSOR AND INTERFACING LAB EXPERIMENT

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SLOT: B2

1. To find the factorial of a number using MASM

Write an ALP

1. To find the factorial of a number using MASM

Aim: Factorial of a number

Algorithm:

- 1: First we take the number and store it in data segment
- 2: Then we run a loop to multiply it to a counter and decrease the value of the counter after every multiplication.
3. Then we print the result.

Sample Input

Input: 9

Sample Output

output: 362880

Result:

The result is 362880.

```

DOSBox Emulator
DOSBox 0.74, Cpu speed: 3000 cycles, Frameskip 0, Program: EDIT
File Edit Search View Options Help
C:\MASM\ONE.ASM

.model small
.data
.code
start:
    mov ax, @data
    mov ds, ax
    mov al, 09h
    mov cl, 09h

loop:
    dec cl
    cmp cl, 00h
    je next
    mul cl
    jmp loop

next:
    mov ah, 4ch
    int 21h
end start
end

Commands for manipulating files

```

2. To find the smallest element in an array using Emu 8086 /MASM

Aim: smallest element in an array

Algorithm:

- 1: First we take the numbers in an array
- 2: Then we use the logic of the bubble sort in order to sort the elements
 1. after taking the input we have to keep the value of counter in count and data in ax
 2. we store the value of the element in al and compare with the next element
 3. if the current element is greater then we swap elements otherwise we leave them as it is.

3. Then we print the smallest element

```

DOSBox 0.74, Cpu speed: 3000 cycles, Frameskip 0, Program: EDIT
File Edit Search View Options Help
C:\MASM\TWO.ASM

dosseg
.MODEL SMALL
.stack 100h
.DATA
string1 db 2, 1, 7, 5
res db ?

.code
main proc
    mov ax, @data
    mov ds, ax

    mov cx, 4

    mov bl, 79h
    lea si, string1
up:
    mov al, [si]
    cmp al, bl
    jge nxt
    mov bl, al
nxt:
    inc si
    dec cx
    jnz up
    mov ah, 4ch
    int 21h
end main

F1=Help | Line:11 Col:43

```

Sample Input

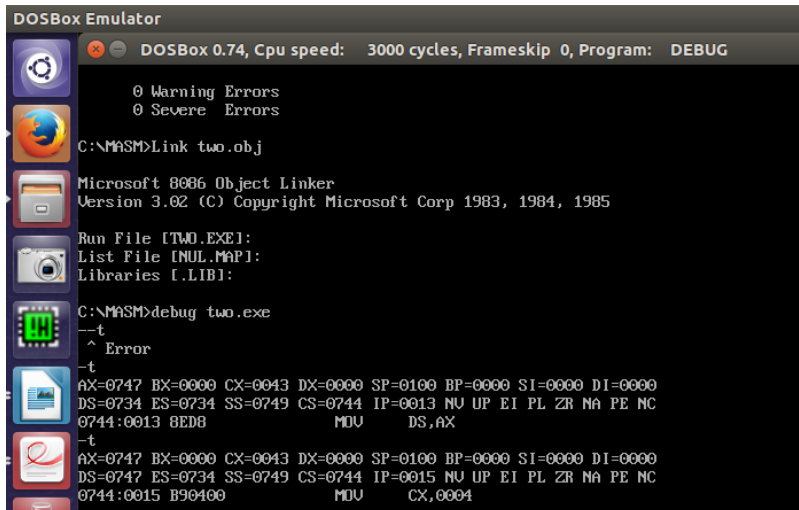
Input: 2,1,5,7

Sample Output

output: 1

Result:

The result is 1.



```
DOSBox Emulator
DOSBox 0.74, Cpu speed: 3000 cycles, Frameskip 0, Program: DEBUG

0 Warning Errors
0 Severe Errors

C:\MASM>Link two.obj

Microsoft 8086 Object Linker
Version 3.02 (C) Copyright Microsoft Corp 1983, 1984, 1985

Run File [TWO.EXE]:
List File [NUL.MAP]:
Libraries [LIB]:

C:\MASM>debug two.exe
--t
^ Error
-t
AX=0747 BX=0000 CX=0043 DX=0000 SP=0100 BP=0000 SI=0000 DI=0000
DS=0734 ES=0734 SS=0749 CS=0744 IP=0013 NU UP EI PL ZR NA PE NC
0744:0013 8ED8 MOV DS,AX
-t
AX=0747 BX=0000 CX=0043 DX=0000 SP=0100 BP=0000 SI=0000 DI=0000
DS=0747 ES=0734 SS=0749 CS=0744 IP=0015 NU UP EI PL ZR NA PE NC
0744:0015 B90400 MOV CX,0004
```

3. To generate the Fibonacci series for N terms.

ALP:

.MODEL SMALL

.DATA

RES DB ?

CNT DB 0AH

.CODE

START: MOV AX,@DATA

MOV DS,AX

LEA SI,RES

MOV CL,CNT

MOV AX,00H

MOV BX,01H

L1:ADD AX,BX

DAA

MOV [SI],AX

MOV AX,BX

MOV BX,[SI]

INC SI

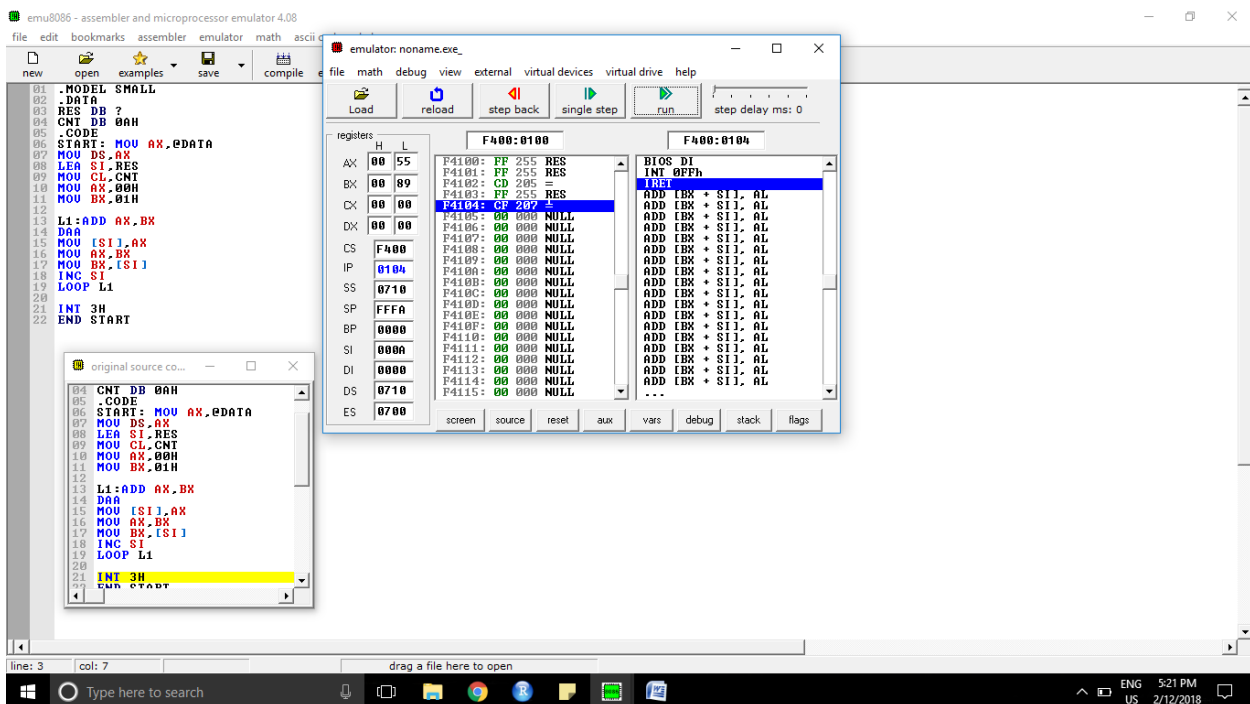
LOOP L1

INT 3H

END START

Algorithm:

1. We take to number of times the Fibonacci series has to continue.
2. Then we initialize ax = 1 and bx=1 and res to store the result
3. After completing data segment we go for code segment
4. We run a loop where we add ax and bx
5. Put the value in source from ax
6. Put the value of ax in bx
7. Put the value of si into ax
8. Increase the value of si
9. Continue the loop
10. Thus terminate at the end and end the loop.



Input Sample:

10 is the number of times

Output Sample:

89 is the output.

Result:

The output of the Fibonacci series is 89h.