



**DEPARTMENT OF COMPUTER &
SOFTWARE ENGINEERING
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Microprocessor and Microcontroller-Based Design

Lab 02

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Objectives:

Writing basic assembly in emu8086 and running programs on the console.

Related Topic/Chapter in theory class:**Hardware/Software required:**

Hardware: PC

Software Tool: emu8086 v2.57

Tasks 1 :

Define three variables of the size of registers. Add all three of them and store their sum in a register. Verify your results from the register contents. Also, confirm by doing the binary calculations on paper.

Solution:

```
org 100h
```

```
. model small
```

```
.data
```

```
    register1 DW 2
```

```
; declaration of three 8 bits variables named register 1,2 and 3
```

```
    register2 DW 2
```

```
    register3 DW 2
```

```
.code
```

```
    MOV AX, register1
```

```
;moving the value of variables to 8-bit half of general purpose registers
```

```
    MOV BX, register2
```

```
    MOV CX, register3
```

```
main proc
```

```
    add AX,BX
```

```
    add AX,CX
```

```
    mov DX,AX
```

```
    mov ah,4ch
```

```
    int 21h
```

```
main endp
```

```
end main
```

Output:

registers		
	H	L
AX	00	06
BX	00	02
CX	00	02
DX	00	06

Tasks 2:

Define three variables half the size of registers. Add all three of them and store their sum in a register. Verify your results from the register contents. Also, confirm by doing the binary calculations on paper. Remember to clear all the registers before using them

Solution:

```
org 100h
```

```
. model small
```

```
.data
```

```
    register1 DB 2
```

```
; declaration of three 8 bits variables named register 1,2 and 3
```

```
    register2 DB 2
```

```
    register3 DB 2
```

```
.code
```

MOV AH, register1 ;moving value of variables to 8 bit half of
general purpose registers

MOV BL, register2

MOV BH, register3

main proc

add AH,BL

add AH,BH

mov DH,AH

mov ah,4ch

int 21h

main endp

end main

ret

Output:

$8+8+8 = 24 = 18$ hexa value

$2+2+2=6= 9$

registers		
	H	L
AX	09	00
BX	02	00
CX	00	1E
DX	09	00

Tasks:

Prompt the user for entering an upper-case letter. Upon receiving the input, your code should convert it into a lower-case letter and display it on the screen. What happens if the user inputs a lower-case letter?

Solution:

```
org 100h

.model small
.data
    msg1 db 13,10, "Enter an upper case letter: $"
    msg2 db 13,10, "In lower case: $"
.code
main proc

    mov ax,@data
    mov dx,ax

    mov dx,offset msg1

    mov ah,9
    int 21h
```

```

mov ah,1
int 21h

mov bl,al

add bl,32 ;for lower case to upper case simply sub bl,32

mov ax,@data
mov dx,ax

mov dx,offset msg2

mov ah,9
int 21h

mov dl,bl
; Display the content of register DL on screen in ASCII form.

mov ah,2
int 21h

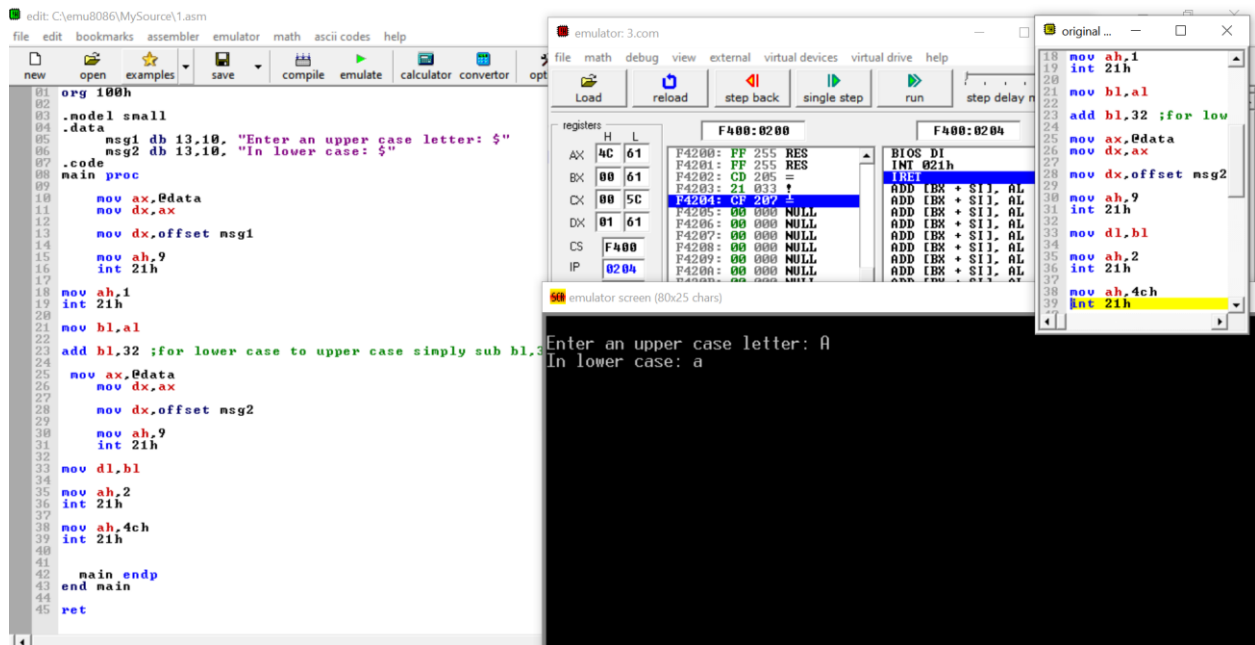
mov ah,4ch
int 21h

main endp
end main

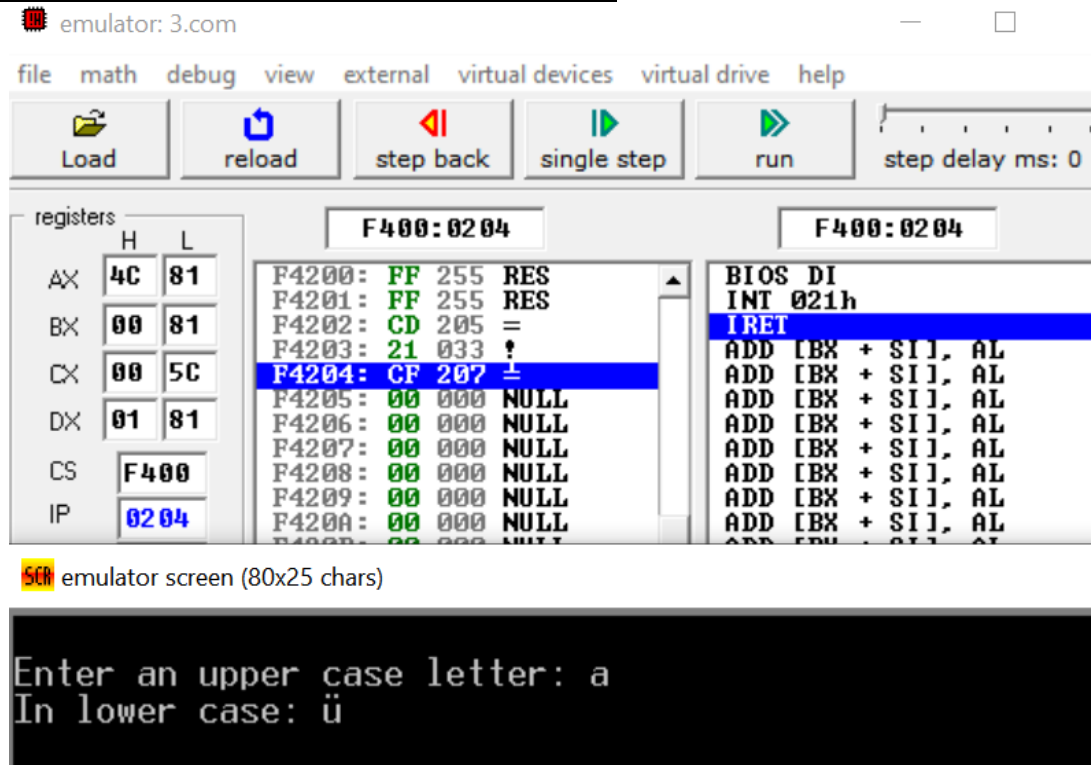
ret

```

Output:
UPPER TO LOWER



WHEN A LOWER CASE PROMPT IS GIVEN:



Tasks:

4. Prompt the user for entering a lower-case letter. Upon receiving the input, your code should convert it into an upper-case letter and display it on the screen. The code should be properly commented.

Solution:

```
.MODEL SMALL
.STACK 100H
.DATA

CR EQU 0DH
LF EQU 0AH

MSG1 DB 'ENTER A LOWER CASE LETTER $'
MSG2 DB 0DH,0AH, 'IN UPPER CASE ITS IS: '
CHAR DB ?, '$'

.CODE

MAIN PROC
    ;INITALIZE DS
    MOV AX, @DATA    ;get data segment
    MOV DS,AX        ;initailize DS

    ;print user prompt
    LEA DX,MSG1      ;get first message
    MOV AH,9         ;display sting function
    INT 21H          ;display first message

    ;input a char and cover to upper case
    MOV AH,1         ;read character function
    INT 21H          ;read a small letter into AL
    SUB AL, 20H      ;convert it to upper case
    MOV CHAR, AL     ;and store it

    ;display on the next line
    LEA DX,MSG2      ;get second message
    MOV AH,9         ;display message and uppercase
```

INT 21H ;letter in front

;DOS EXIT

MOV AH,4CH

INT 21H ;dos exit

MAIN ENDP

END MAIN

Output:

A = 41 hex

a = 61 hex

LOWER TO UPPER

The screenshot displays the emu8086 emulator interface. On the left, the assembly code is shown, including comments for data segment initialization, message prompts, and the main logic for converting a character to uppercase. The right side shows the execution state, including registers, memory, and the output window. The output window shows the prompt 'ENTER A LOWER CASE LETTER a' and the response 'IN UPPER CASE ITS IS: A'.

```
01 .MODEL SMALL
02 .STACK 100H
03 .DATA
04
05 CR EQU 0DH
06 LF EQU 0AH
07
08 MSG1 DB 'ENTER A LOWER CASE LETTER $'
09 MSG2 DB 0DH,0AH, 'IN UPPER CASE ITS IS: '
10 CHAR DB '? $'
11
12 .CODE
13
14 MAIN PROC
15     ;INITIALIZE DS
16     MOV AX, 0
17     MOV DS, AX
18     ;initialize DS
19
20     ;print user prompt
21     LEA DX, MSG1
22     MOV AH, 9
23     INT 21H
24
25     ;input a char and cover to upper case
26     MOV AH, 1
27     INT 21H
28     SUB AL, 20H
29     MOV CHAR, AL
30
31     ;display on the next line
32     LEA DX, MSG2
33     MOV AH, 9
34     INT 21H
35
36     ;DOS EXIT
37     MOV AH, 4CH
38     INT 21H
39
40 MAIN ENDP
41 END MAIN
```

Registers: AX=0024, BX=0000, CX=0160, DX=0018, IP=0204, CS=F400, SS=0710, SP=00FA, BP=0000.

Memory: F400:0204 contains INT 021h.

Output: ENTER A LOWER CASE LETTER a
IN UPPER CASE ITS IS: A

Conclusion:

Making logic for different algorithms in assembly and using the emu8086 console.