DEPARTMENT OF COMPUTER & SOFTWARE ENGINEERING

COLLEGE OF E&ME, NUST, RAWALPINDI

Microprocessor and Microcontroller-Based Design

Lab 02

SUBMITTED TO:
Dr Taimoor Zahid

SUBMITTED BY:
AMINA QADEER
Reg # 00000359607
DE-42 (C&SE)-A

Submission Date: 10/7/2022

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 :

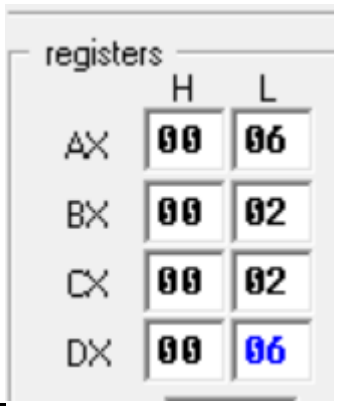
Define three variables of the size of registers. Add all three of them and store their sum in a register. Verify your results from the register contents. Also, confirm by doing the binary calculations on paper.

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:



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

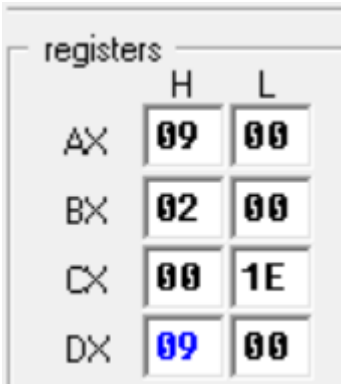
Solution:

```
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 og
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



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?

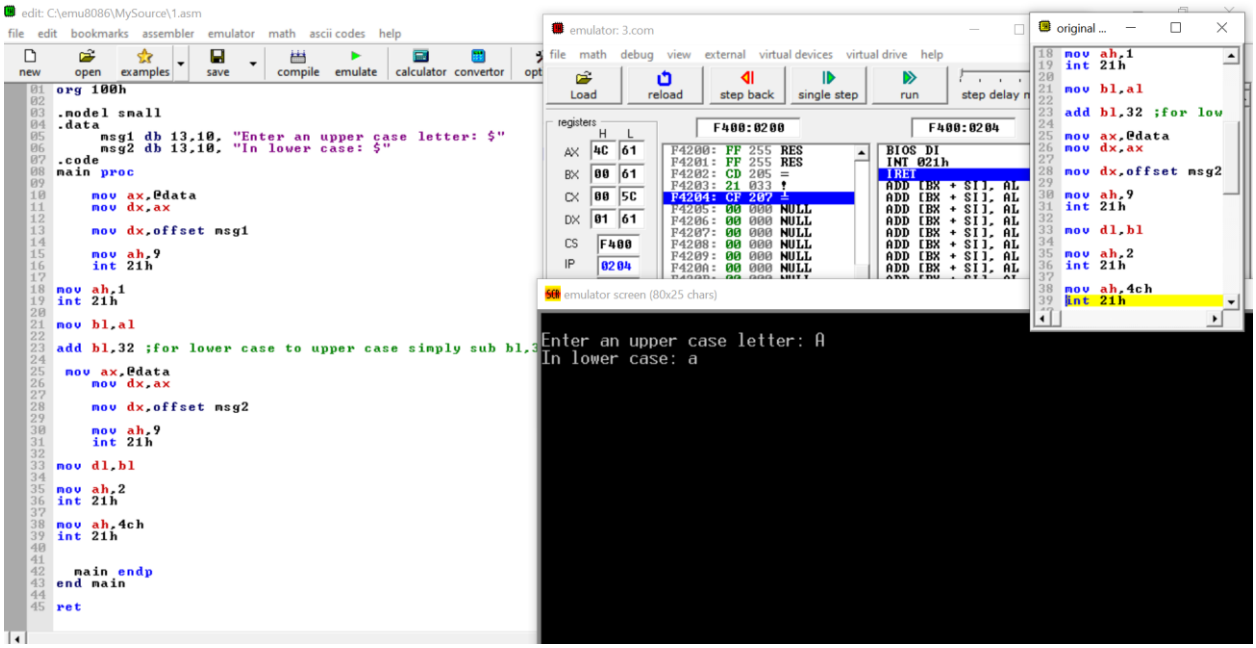
Solution:

```
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
```

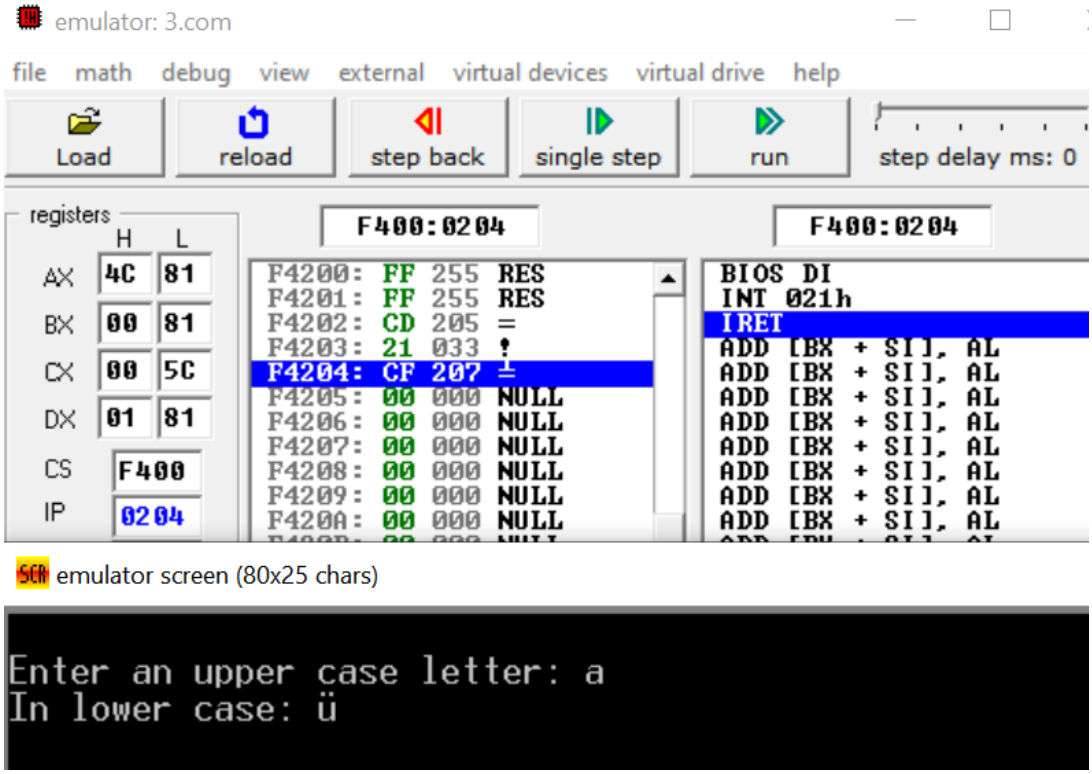
```
mov ah,1
int 21h

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:

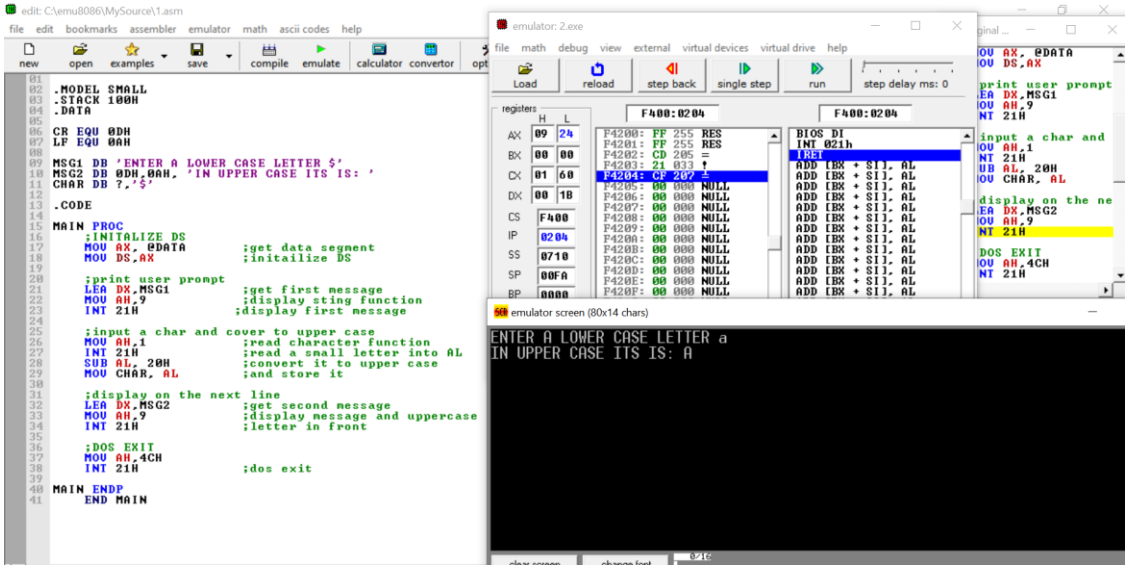
```
.MODEL SMALL
.STACK 100H
.DATA

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



Conclusion:

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