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SUBJECT: Microprocessor

PRACTICAL FILE
ASSEMBLY LANGUAGE PROGRAMS

Q1. Write a program to take two single-digit numbers as input, and then display their single-digit sum and difference.

.model small

.data

MSG1 db "Enter first number: \$"

MSG2 db 10,"Enter second number: \$"

MSG3 db 10,"Sum is: \$"

MSG4 db 10,"Difference is: \$"

N1 db ?

N2 db ?

.code

.startup

MOV DX,OFFSET MSG1

MOV AH,09H

INT 21H

MOV AH,01H

INT 21H

MOV N1,AL

MOV DX,OFFSET MSG2

MOV AH,09H

INT 21H

MOV AH,01H

INT 21H

MOV N2,AL

MOV DX,OFFSET MSG3

MOV AH,09H

INT 21H

MOV DL,N1

ADD DL,N2

SUB DL,30H

MOV AH,02H

INT 21H

MOV DX,OFFSET MSG4

MOV AH,09H

INT 21H

MOV DL,N1

SUB DL,N2

ADD DL,30H

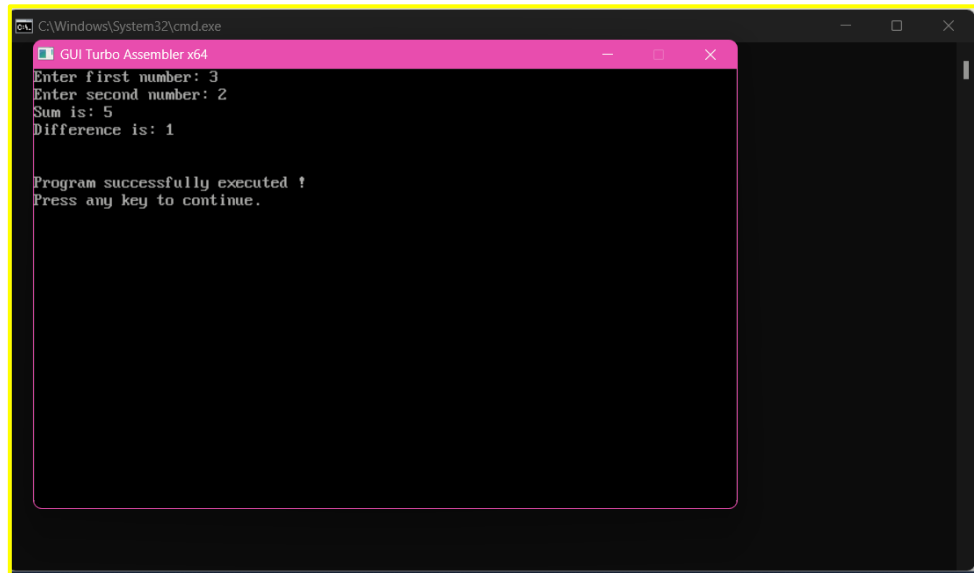
MOV AH,02H

INT 21H

.exit

END

OUTPUT



A screenshot of a Windows command prompt window. The title bar shows the path "C:\Windows\System32\cmd.exe". The window contains the following text:

```
GUI Turbo Assembler x64
Enter first number: 3
Enter second number: 2
Sum is: 5
Difference is: 1

Program successfully executed !
Press any key to continue.
```

Q2. Write a program to take a character input in small case, and print the capital case of that character, and vice-versa.

.model small

.data

MSG1 db "Enter a letter in LowerCase: \$"

MSG2 db 10,"Enter a letter in UpperCase: \$"

RSLT1 db 10,"The letter in uppercase: \$"

RSLT2 db 10,"The letter in lowercase: \$"

.code

.startup

MOV DX, OFFSET MSG1

MOV AH,09H

INT 21H

MOV AH,01H

INT 21H

MOV DX,OFFSET RSLT1

MOV AH,09H

INT 21H

MOV DL,AL

SUB DL,20H

MOV AH,02H

INT 21H

MOV DX, OFFSET MSG2

MOV AH,09H

INT 21H

MOV AH,01H

INT 21H

MOV DX,OFFSET RSLT2

MOV AH,09H

INT 21H

MOV DL,AL

ADD DL,20H

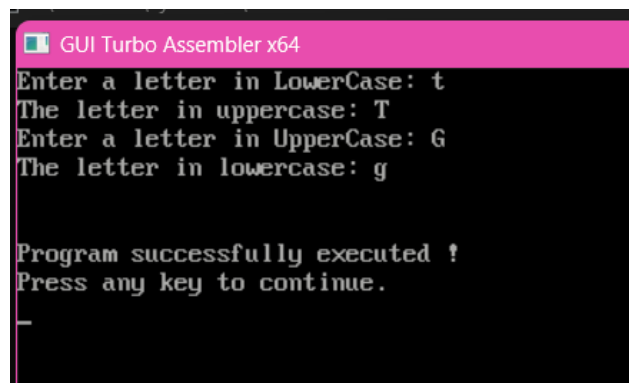
MOV AH,02H

INT 21H

.exit

END

OUTPUT



```
GUI Turbo Assembler x64
Enter a letter in LowerCase: t
The letter in uppercase: T
Enter a letter in UpperCase: G
The letter in lowercase: g

Program successfully executed !
Press any key to continue.
_
```

Q3. Write a program to take a two-digit number from the user and print it.

.model small

.data

N dw ?

MSG1 db 10,"Enter the two digit number: \$"

MSG2 db 10,"The number is: \$"

.code

.startup

MOV DX,OFFSET MSG1

MOV AH,09H

INT 21H

MOV DI,OFFSET N

CALL takeInput

MOV DX,OFFSET MSG2

MOV AH,09H

INT 21H

CALL PRINT

.exit

PRINT PROC NEAR

MOV AX,N

MOV CL,10

DIV CL

cmp AL,0

JE L1

PUSH AX

MOV DL,AL

ADD DL,30H

MOV AH,02H

INT 21H

POP AX

L1:

MOV DL,AH

ADD DL,30H

MOV AH,02H

INT 21H

RET

PRINT ENDP

takeInput PROC NEAR

MOV BX,0H

ScanNum:

MOV AH,01H

INT 21H

CMP AL,13

JE EXIT

SUB AL,30H

MOV AH,0H

PUSH AX

MOV AL,BL

MOV DL,10

MUL DL

POP DX

ADD AX,DX

MOV BX,AX

JMP ScanNum

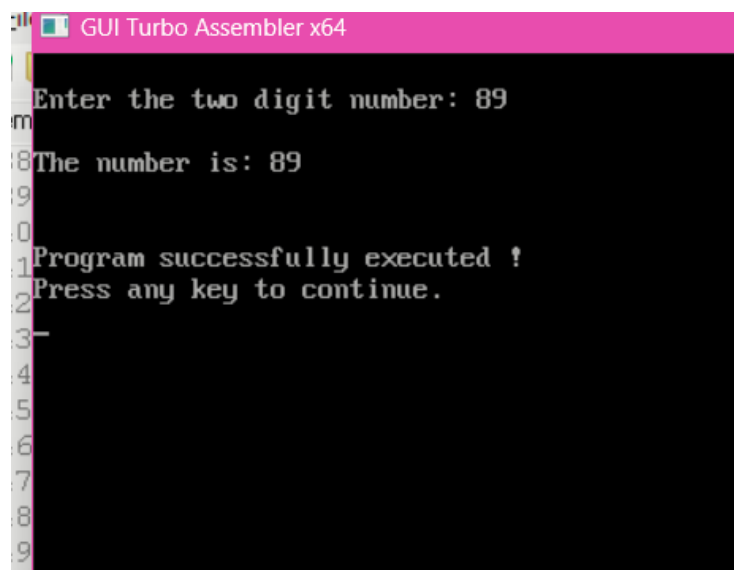
EXIT : MOV [DI],BX

RET

takeInput ENDP

END

OUTPUT



The screenshot shows a window titled "GUI Turbo Assembler x64" with a black background and white text. The text displays the program's execution output: "Enter the two digit number: 89", "The number is: 89", "Program successfully executed !", and "Press any key to continue.". A vertical list of numbers from 0 to 9 is visible on the left side of the window, likely representing a command prompt or a list of input options.

```
GUI Turbo Assembler x64
Enter the two digit number: 89
The number is: 89
Program successfully executed !
Press any key to continue.
```

Q4. Write a program to take an array from the user and display it.

.model small

.data

N1 dw ?

ARRAY1 dw 60 DUP(?)

MSG1 db 10,"Enter the size of array:\$ "

MSG2 db 10,"Enter the elements of array: \$"

MSG3 db 10,"The array is: \$"

.code

.startup

MOV DX,OFFSET MSG1

MOV AH,09H

INT 21H

MOV DI,OFFSET N1

CALL takeInput

MOV DX,OFFSET MSG2

MOV AH,09H

INT 21H

MOV DI,OFFSET ARRAY1

MOV CX,N1

CALL takeArrayInput

MOV DX,OFFSET MSG3

MOV AH,09H

INT 21H

MOV DI,OFFSET ARRAY1

MOV CX,N1

CALL arrayPrint

.exit

takeArrayInput PROC NEAR

L1: CALL takeInput

INC DI

INC DI

LOOP L1

RET

takeArrayInput ENDP

arrayPrint PROC NEAR

L2:CALL PRINT

MOV DL,' '

MOV AH,02H

INT 21H

INC DI

INC DI

LOOP L2

RET

arrayPrint ENDP

PRINT PROC NEAR

MOV AX,[DI]

MOV DL,10

DIV DL

PUSH AX

MOV DL,AL

ADD DL,30H

MOV AH,02H

INT 21H

POP AX

MOV DL,AH

ADD DL,30H

MOV AH,02H

INT 21H

RET

PRINT ENDP

takeInput PROC NEAR

MOV BX,0H

ScanNum:

MOV AH,01H

INT 21H

CMP AL,13

JE EXIT

SUB AL,30H

MOV AH,0H

PUSH AX

MOV AL,BL

MOV DL,10

MUL DL

POP DX

ADD AX,DX

MOV BX,AX

JMP ScanNum

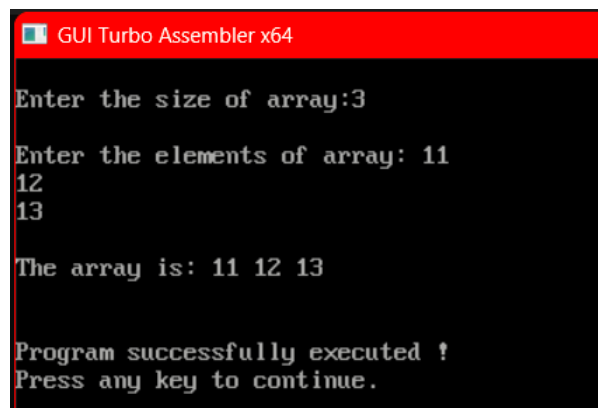
EXIT : MOV [DI],BX

RET

takeInput ENDP

END

OUTPUT



```
GUI Turbo Assembler x64
Enter the size of array:3
Enter the elements of array: 11
12
13
The array is: 11 12 13
Program successfully executed !
Press any key to continue.
```

Q5. Write a program to take two arrays from the user and display their sum and difference.

.model small

.data

N1 dw ?

MSG1 db 10,"Enter the size of arrays:\$ "

MSG2 db 10,"Enter the elements of array1: \$"

MSG3 db 10,"The array1 is: \$"

MSG4 db 10,"The difference of the arrays is: \$ "

MSG5 db 10,"Enter the elements of array2: \$"

MSG6 db 10,"The array2 is: \$"

MSG7 db 10,"The sum of array is: \$"

ARRAY1 dw 60 DUP(?)

ARRAY2 dw 60 DUP(?)

SUM dw 60 DUP(?)

SUBB dw 60 DUP(?)

.code

.startup

MOV DX,OFFSET MSG1

MOV AH,09H

INT 21H

MOV DI,OFFSET N1

CALL takeInput

MOV DX,OFFSET MSG2

MOV AH,09H

INT 21H

MOV DI,OFFSET ARRAY1

MOV CX,N1

CALL takeArrayInput

MOV DX,OFFSET MSG3

MOV AH,09H

INT 21H

MOV DI,OFFSET ARRAY1

MOV CX,N1

CALL arrayPrint

MOV DX,OFFSET MSG5

MOV AH,09H

INT 21H

MOV DI,OFFSET ARRAY2

MOV CX,N1

CALL takeArrayInput

MOV DI,OFFSET ARRAY2

MOV SI,OFFSET array1

MOV BP, OFFSET SUM

MOV CX,N1

CALL addArrays

MOV DX,OFFSET MSG6

MOV AH,09H

INT 21H

MOV DI,OFFSET SUM

MOV CX,N1

CALL arrayPrint

MOV DI,OFFSET ARRAY2

MOV SI,OFFSET array1

MOV BP, OFFSET SUBB

MOV CX,N1

CALL subArrays

MOV DX,OFFSET MSG4

MOV AH,09H

INT 21H

MOV DI,OFFSET SUBB

MOV CX,N1

CALL arrayPrint

.exit

subArrays PROC NEAR

L4:

MOV BX,[DI]

MOV AX,[SI]

SUB AX,BX

mov [bp],ax

INC SI

INC SI

INC DI

INC DI

INC BP

INC BP

LOOP L4

RET

subArrays ENDP

addArrays PROC NEAR

L3:

MOV BX,[DI]

MOV AX,[SI]

ADD AX,BX

mov [bp],ax

INC SI

INC SI

INC DI

INC DI

```
    inc bp
    inc bp
    LOOP L3
    RET
addArrays ENDP

takeArrayInput PROC NEAR

    L1: CALL takeInput
        INC DI
        INC DI
        LOOP L1
    RET
takeArrayInput ENDP

arrayPrint PROC NEAR
    L2:CALL PRINT
        MOV DL,' '
        MOV AH,02H
        INT 21H
        INC DI
        INC DI
        LOOP L2
    RET
arrayPrint ENDP
```

PRINT PROC NEAR

MOV AX,[DI]

MOV DL,10

DIV DL

PUSH AX

MOV DL,AL

ADD DL,30H

MOV AH,02H

INT 21H

POP AX

MOV DL,AH

ADD DL,30H

MOV AH,02H

INT 21H

RET

PRINT ENDP

takeInput PROC NEAR

MOV BX,0H

ScanNum:

MOV AH,01H

INT 21H

CMP AL,13

JE EXIT

SUB AL,30H

MOV AH,0H

PUSH AX

MOV AL,BL

MOV DL,10

MUL DL

POP DX

ADD AX,DX

MOV BX,AX

JMP ScanNum

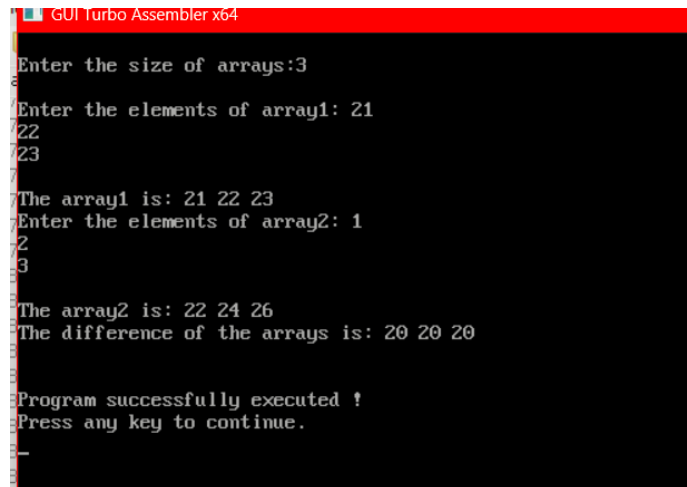
EXIT : MOV [DI],BX

RET

takeInput ENDP

END

OUTPUT

A screenshot of a Turbo Assembler x64 window. The window has a red title bar with the text "GUI Turbo Assembler x64". The main area is black with white text. The text shows the execution of a program that takes user input for array sizes and elements, calculates differences, and displays the results. The output is as follows:

```
Enter the size of arrays:3
Enter the elements of array1: 21
22
23
The array1 is: 21 22 23
Enter the elements of array2: 1
2
3
The array2 is: 22 24 26
The difference of the arrays is: 20 20 20

Program successfully executed !
Press any key to continue.
-
```

Q6. Write a program to take an array from the user and perform linear search on it.

.model small

.data

ARR1 dw 80 DUP(?)

N db ?

M dw ?

P dw ?

NUM db 10,"Enter number to be search: \$"

INP db 10,"Enter size of the array: \$"

INPARR dB 10,"Enter elements of array: \$"

MSG db 10,"Not Found: \$"

RSLT db 10,"Found at Index no.: \$"

.code

.startup

MOV DX,OFFSET INP

MOV AH,09H

INT 21H

mov DI, OFFSET N

CALL takeInput

MOV DX,OFFSET INPARR

MOV AH,09H

INT 21H

MOV DI,OFFSET ARR1

MOV CI,N

mov ch,0

CALL takeArrayInput

MOV DX,OFFSET NUM

MOV AH,09H

INT 21H

MOV DI, OFFSET M

CALL takeInput

CALL search

LAB: MOV DX,OFFSET RSLT

MOV AH,09H

INT 21H

MOV DX,SI

ADD DX,48

MOV AH,02H

INT 21H

JMP EXIIT

EXIIT:

.exit

search PROC NEAR

MOV BX,0

MOV CL,N

MOV CH,0

MOV SI,0

L5:

MOV AX,M

MOV DX,ARR1[BX]

CMP DX,AX

JE LAB

INC BX

INC BX

INC SI

LOOP L5

MOV DX,OFFSET MSG

MOV AH,09H

INT 21H

JMP EXIIT

RET

search ENDP

takeInput PROC NEAR

MOV BX,0H

ScanNum:

MOV AH,01H

INT 21H

CMP AL,13

JE EXIT

SUB AL,30H

MOV AH,0H

PUSH AX

MOV AL,BL

MOV DL,10

MUL DL

POP DX

ADD AX,DX

MOV BX,AX

JMP ScanNum

EXIT : MOV [DI],BX

RET

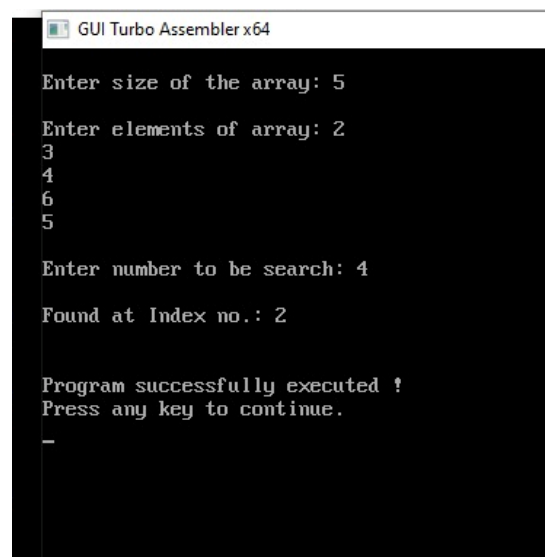
takeInput ENDP

takeArrayInput PROC NEAR

L1: CALL takeInput

```
INC DI
INC DI
LOOP L1
RET
takeArrayInput ENDP
END
```

OUTPUT



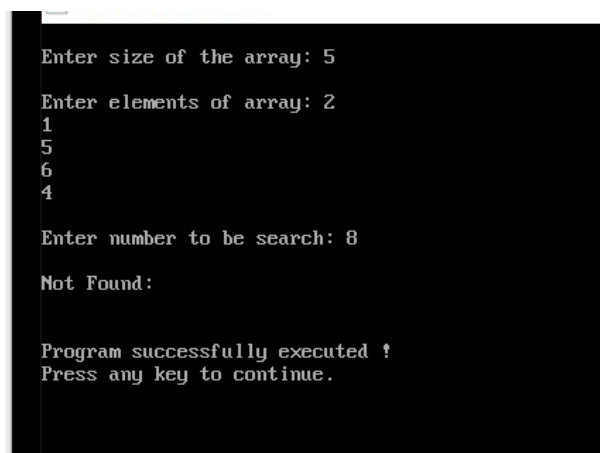
```
GUI Turbo Assembler x64

Enter size of the array: 5
Enter elements of array: 2
3
4
6
5

Enter number to be search: 4

Found at Index no.: 2

Program successfully executed !
Press any key to continue.
-
```



```
GUI Turbo Assembler x64

Enter size of the array: 5
Enter elements of array: 2
1
5
6
4

Enter number to be search: 8

Not Found:

Program successfully executed !
Press any key to continue.
```

Q7: Write a program to take an array from the user and perform binary search on it.

.MODEL SMALL

.DATA

MSSG1 DB "ENTER THE SIZE OF ARRAY : \$"

MSSG2 DB 10, 13 , "ENTER THE ELEMENT OF ARRAY (IN SORTED ORDER): \$"

MSSG3 DB 10, 13, "ENTER THE ELEMENT TO BE SEARCHED : \$"

MSSG4 DB 10, 13, "ELEMENT FOUND AT POSITION : \$"

MSSG5 DB 10, 13, "ELEMENT NOT FOUND \$"

ARR DB 20 DUP(?)

N DB ?

P DB ?

COUNT DW ?

.CODE

.STARTUP

MOV AH ,09H

MOV DX ,OFFSET MSSG1

INT 21H

MOV AH ,01H

INT 21H

SUB AL ,30H

MOV N , AL

MOV CH , 0

MOV SI , 0

MOV CL , N

MOV COUNT, CX

INPUT:

MOV AH , 09H

MOV DX , OFFSET MSSG2

INT 21H

MOV AH , 01H

INT 21H

MOV ARR[SI] , AL

INC SI

LOOP INPUT

MOV AH , 09H

MOV DX , OFFSET MSSG3

INT 21H

MOV AH , 01H

INT 21H

MOV P , AL

MOV BX , OFFSET ARR

MOV CH , 0

MOV CI , n

MOV DI , 0

MOV AH , 0

MOV AL , 0

DEC SI

OUTPUT:

DEC COUNT

ADD AX , CX

MOV DL , 2

DIV DL

MOV AH , 0

MOV DI , AX

MOV AL , BX[DI]

CMP COUNT , SI

JG NF

CMP P ,AL

JG GREATER

CMP P , AL

JL LESS

CMP P , AL

JE FOUND

NF:

MOV AH , 09H

MOV DX , OFFSET MSSG5

INT 21H

.EXIT

GREATER:

;INC DI

MOV AX , DI

JMP OUTPUT

LESS:

MOV AH , 0

MOV AL , 0

```
;DEC DI  
MOV CX , DI  
JMP OUTPUT
```

```
FOUND:  
MOV AH , 09H  
MOV DX , OFFSET MSSG4  
INT 21H  
MOV DX , DI  
INC DX  
MOV AX,DX  
CALL DISPH
```

```
.EXIT
```

```
DISPH PROC NEAR  
MOV CL,4  
MOV CH,4
```

```
DISPH1:  
ROL AX,CL  
PUSH AX  
AND AL, 0FH  
ADD AL,30H  
CMP AL, '9'  
JBE DISPH2
```

```

ADD AL,7
DISPH2:
MOV AH,2
MOV DL,AL
INT 21H
POP AX
DEC CH
JNZ DISPH1
RET
DISPH ENDP

.EXIT
END

```

OUTPUT

```

GUI Turbo Assembler x86
ENTER THE SIZE OF ARRAY : 4
ENTER THE ELEMENT OF ARRAY (IN SORTED ORDER): 2
ENTER THE ELEMENT OF ARRAY (IN SORTED ORDER): 5
ENTER THE ELEMENT OF ARRAY (IN SORTED ORDER): 8
ENTER THE ELEMENT OF ARRAY (IN SORTED ORDER): 9
ENTER THE ELEMENT TO BE SEARCHED : 6
ELEMENT NOT FOUND

Program successfully executed !
Press any key to continue.

```

```

ENTER THE SIZE OF ARRAY : 4
ENTER THE ELEMENT OF ARRAY (IN SORTED ORDER): 2
ENTER THE ELEMENT OF ARRAY (IN SORTED ORDER): 5
ENTER THE ELEMENT OF ARRAY (IN SORTED ORDER): 7
ENTER THE ELEMENT OF ARRAY (IN SORTED ORDER): 9
ENTER THE ELEMENT TO BE SEARCHED : 5
ELEMENT FOUND AT POSITION : 0002

Program successfully executed !
Press any key to continue.

```

Q8: Write a program to take an array from the user and perform bubble sort on it.

.model small

.data

ARR1 db 80 DUP(?)

N Db ?

NUM db 10,"Array after bubble sort: \$"

INP db 10,"Enter size of the array: \$"

INPARR dB 10,"Enter elements of array: \$"

.code

.startup

;size of array message

MOV DX,OFFSET INP

MOV AH,09H

INT 21H

;size of array

mov DI, OFFSET N

CALL takeInput

;array elements message

MOV DX,OFFSET INPARR

MOV AH,09H

INT 21H

;array elements

MOV DI,OFFSET ARR1

mov cl,N

mov ch,0

CALL takeArrayInput

MOV DX,OFFSET NUM

MOV AH,09H

INT 21H

CALL sort

MOV DI,OFFSET ARR1

mov cl,N

mov ch,0

CALL arrayPrint

.exit

sort PROC NEAR

mov cl,N

mov ch,0

dec cx

outer:

Push cx

mov cl,N

mov ch,0

dec cx

inner:

mov bx,cx

mov al,ARR1[bx]

dec bx

mov dl,ARR1[bx]

cmp al,dl

ja noOp

xchg al,dl

mov ARR1[bx],dl

inc bx

mov ARR1[bx],al

noOp:Loop inner

Pop cx

loop outer

RET

sort ENDP

takeInput PROC NEAR

MOV BX,0H

ScanNum:

MOV AH,01H

INT 21H

CMP AL,13

JE EXIT

SUB AL,30H

MOV AH,0H

PUSH AX

MOV AL,BL

MOV DL,10

MUL DL

POP DX

ADD AX,DX

MOV BX,AX

JMP ScanNum

EXIT : MOV [DI],BX

RET

takeInput ENDP

takeArrayInput PROC NEAR

L1: CALL takeInput

INC DI

LOOP L1

RET

takeArrayInput ENDP

arrayPrint PROC NEAR

L2:CALL PRINT

MOV DL,' '

MOV AH,02H

INT 21H

INC DI

LOOP L2

RET

arrayPrint ENDP

PRINT PROC NEAR

MOV AL,[DI]

mov ah,0

MOV DL,10

DIV DL

PUSH AX

MOV DL,AL

ADD DL,30H

MOV AH,02H

INT 21H

POP AX

MOV DL,AH

ADD DL,30H

MOV AH,02H

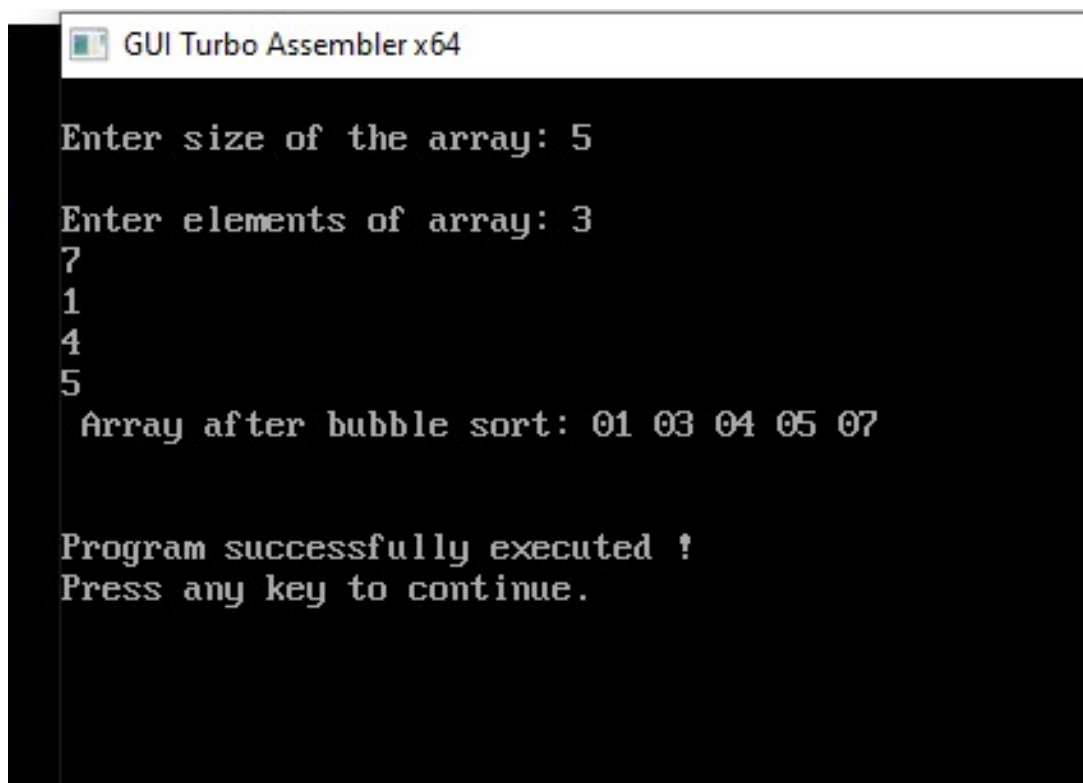
INT 21H

RET

PRINT ENDP

END

OUTPUT

A screenshot of a window titled "GUI Turbo Assembler x64". The window has a black background with white text. The text displays the following sequence of prompts and user input: "Enter size of the array: 5", "Enter elements of array: 3", followed by the numbers "7", "1", "4", and "5" on separate lines. Below these, it shows "Array after bubble sort: 01 03 04 05 07". At the bottom, it says "Program successfully executed !" and "Press any key to continue.".

```
GUI Turbo Assembler x64

Enter size of the array: 5
Enter elements of array: 3
7
1
4
5
Array after bubble sort: 01 03 04 05 07

Program successfully executed !
Press any key to continue.
```

Q9: Write a program for 32-bit BCD addition and subtraction.

.MODEL TINY

.CODE

.STARTUP

MOV AX,3214H

MOV BX,6212H

MOV CX,4321H

MOV DX,6543H

ADD AX,BX

ADC DX,CX

MOV BX,AX

MOV AX,DX

CALL DISPH

MOV AX,BX

CALL DISPH

.EXIT

DISPH PROC NEAR

MOV CL,4

MOV CH,4

DISPH1:

ROL AX,CL

PUSH AX

AND AL,0FH

ADD AL,30H

CMP AL,'9'

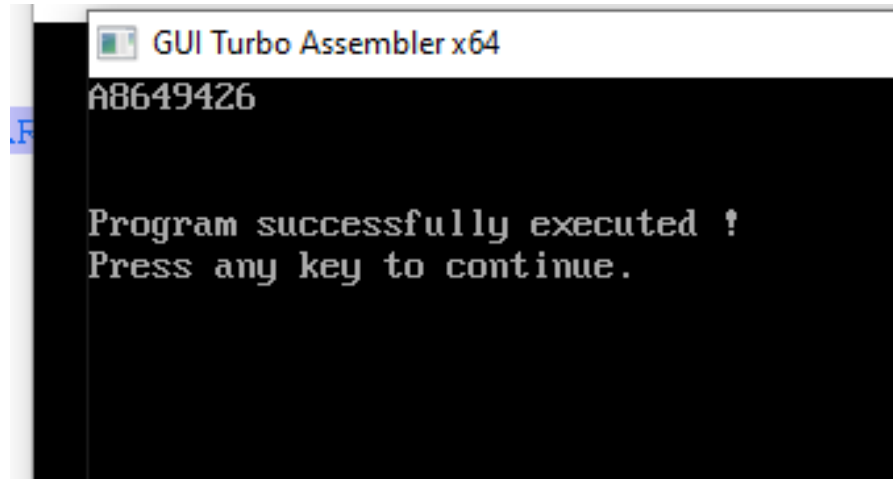
JBE DISPH2

ADD AL,7

DISPH2:

MOV AH,2

```
MOV DL,AL
INT 21H
POP AX
DEC CH
JNZ DISPH1
RET
DISPH ENDP
END
```



SUBTRACTION

```
.model small
```

```
.data
```

```
res db ?
```

```
first db 10,"The first number is : $"
```

```
second db 10,"The second number is : $"
```

```
msg1 db 10,"The sum of two numbers is : $"
```

```
msg2 db 10,"The differnce of two numbers is : $"
```

```
.code
```

```
.startup
```

; firstnum is : 67829876

; secondnum is : 12345678

mov dx, offset first

mov ah,9

int 21h

mov ax,6782h

call disph

mov ax , 9876h

call disph

mov dx, offset second

mov ah,9

int 21h

mov ax , 1234h

call disph

mov ax , 5678h

call disph

mov dx, offset msg1

mov ah,9

int 21h

call sum

mov dx, offset msg2

mov ah,9

int 21h

call sub_

.exit

sum proc near

mov ax , 9876h

mov bx, 6782h

mov cx , 5678h

mov dx , 1234h

add al , cl

daa

mov res , al

adc ah,ch

mov al,ah

daa

mov res+1 , al

adc bl,dl

mov al,bl

daa

mov res+2 , al

adc bh,dh

mov al,bh

daa

mov res+3 , al

mov ah,res+3

mov al,res+2

call disph

mov ah,res+1

mov al,res

call disph

ret

sum endp

sub_ proc near

mov ax , 9876h

mov bx, 6782h

mov cx , 5678h

mov dx , 1234h

sub al , cl

das

mov res , al

sbb ah,ch

mov al,ah

das

mov res+1 , al

sbb bl,dl

mov al,bl

das

mov res+2 , al

sbb bh,dh

mov al,bh

das

mov res+3 , al

mov res+3 , al

mov ah,res+3

mov al,res+2

call disph

mov ah,res+1

mov al,res

call disph

ret

sub_ endp

disph proc near

mov cl,4

mov ch , 4

disph1:

rol ax , cl

push ax

and al,0fh

add al,30h

cmp al,'9'

jbe disph2

add al,7h

disph2:

mov ah,2

mov dl,al

int 21h

pop ax

dec ch

jnz disph1

ret

disph endp

end

cmd C:\Windows\System32\cmd.exe

GUI Turbo Assembler x64

```
The first number is : 67829876  
The second number is : 12345678  
The sum of two numbers is : 80175554  
The difference of two numbers is : 55484198
```

```
Program successfully executed !  
Press any key to continue.
```

Q10: Write a program for 32-bit binary division and multiplication.

.MODEL SMALL

.386

.DATA

FIRST DB 10,"THE FIRST NUMBER IS : \$"

SECOND DB 10,"THE SECOND NUMBER IS : \$"

M1 DB 10,"THE SUM OF NUMBERS IS : \$"

M2 DB 10,"THE SUB OF NUMBERS IS : \$"

M3 DB 10,"THE DIV OF NUMBERS IS : \$"

M4 DB 10,"THE MUL OF NUMBERS IS : \$"

.CODE

.STARTUP

;;;FIRSTNUM 00000019H

;;;SECONDNUM 00000005H

MOV DX,OFFSET FIRST

MOV AH,9

INT 21H

MOV EAX , 00000019H

CALL DISPH

MOV DX,OFFSET SECOND

MOV AH,9

INT 21H

MOV EAX , 00000005H

CALL DISPH

CALL SUM

CALL SUB_

CALL MUL_

CALL DIV_

.EXIT

SUM PROC NEAR

```
MOV DX,OFFSET M1
MOV AH,9
INT 21H
MOV EAX ,00000019H
MOV EDX , 00000005H
```

```
ADD EAX , EDX
CALL DISPH
RET
SUM ENDP
```

```
SUB_ PROC NEAR
```

```
MOV DX,OFFSET M2
MOV AH,9
INT 21H
```

```
MOV EAX , 00000019H
MOV EDX , 00000005H
```

```
SUB EAX , EDX
CALL DISPH
RET
SUB_ ENDP
```

```
DIV_ PROC NEAR
MOV DX,OFFSET M3
MOV AH,9
INT 21H
```

```
MOV EAX , 00000019H
MOV EDX, 0H
MOV ECX , 00000005H
```

```
DIV ECX
CALL DISPH
```


RET
DIV_ ENDP
MUL_ PROC NEAR

MOV DX,OFFSET M4
MOV AH,9
INT 21H

MOV EAX , 00000019H
MOV EDX , 00000005H

MUL EDX
MOV EBX,EAX
MOV EAX , EDX
CALL DISPH

MOV EAX , EBX
CALL DISPH
RET
MUL_ ENDP

DISPH PROC NEAR

MOV CL,4H
MOV CH,8H
DISPH1:
ROL EAX , CL
PUSH EAX
AND AL,0FH

ADD AL,30H
CMP AL,'9'
JBE DISPH2
ADD AL,7H

DISPH2 :

```
MOV AH,2  
MOV DL,AL  
INT 21H
```

```
POP EAX  
DEC CH  
JNZ DISPH1  
RET  
DISPH ENDP
```

```
END
```

