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**SEAT NUMBER:
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**COURSE CODE: BSCS
403**

**SECTION: A
(MORNING)**

LAB TASK # 2

- 1. Program to input a character and print on screen.**

CODE:

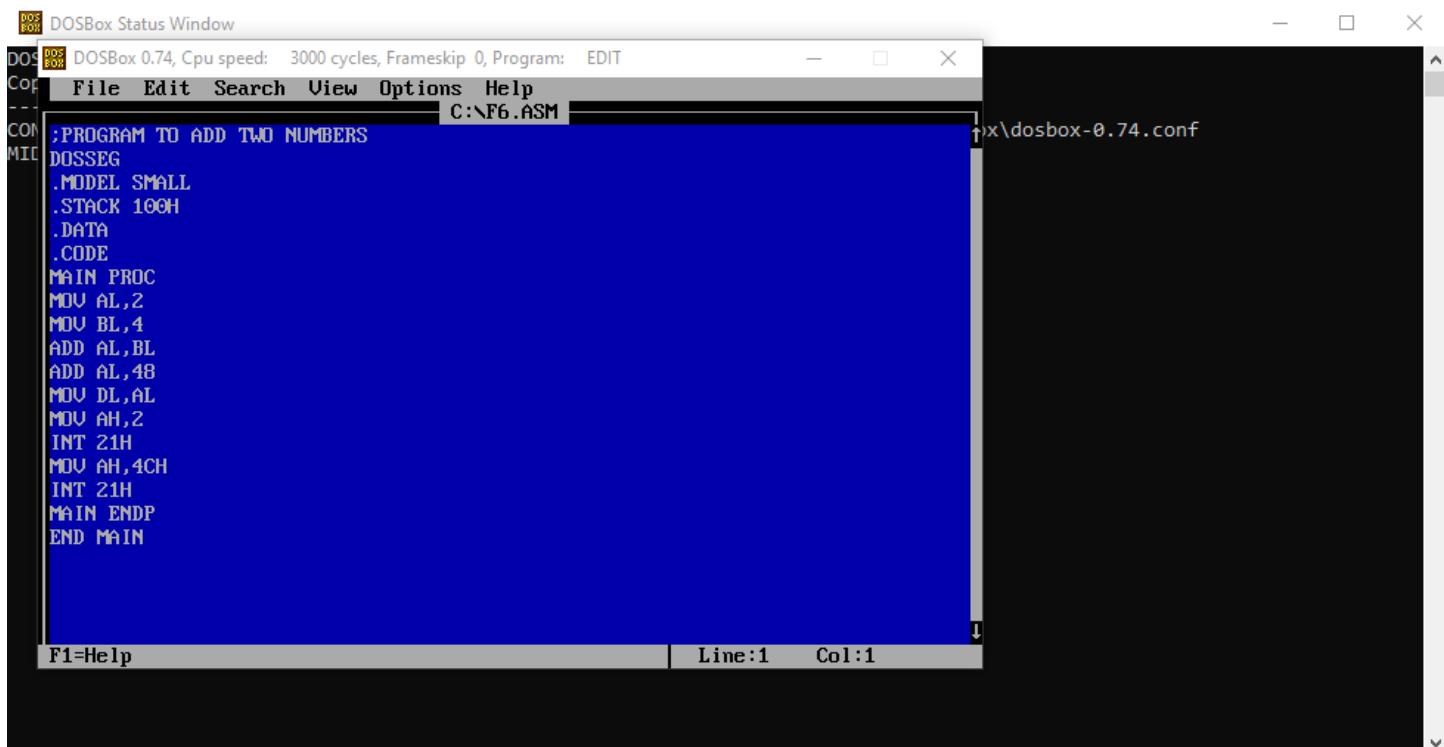
DOSBox Status Window
DOSBox 0.74, Cpu speed: 3000 cycles, Frameskip 0, Program: EDIT
File Edit Search View Options Help C:\F4.ASM
COM PROGRAM TO INPUT A CHARACTER
MID DOSSEG
.MODEL SMALL
.STACK 100H
.DATA
.CODE
MAIN PROC
MOV AH,1
INT 21H
MOV DL,AL
MOV AH,2
INT 21H
MOV AH,4CH
INT 21H
MAIN ENDP
END MAIN
F1=Help Line:1 Col:1

OUTPUT:

```
g DOSBox 0.74, Cpu speed: 3000 cycles, Frameskip 0, Program: DOSBOX  
Drive C is mounted as local directory C:/MP\  
Z:>C:  
C:>EDIT F4.ASM  
C:>MASM F4.ASM:  
Microsoft (R) Macro Assembler Version 5.00  
Copyright (C) Microsoft Corp 1981-1985, 1987. All rights reserved.  
  
51720 + 464824 Bytes symbol space free  
0 Warning Errors  
0 Severe Errors  
C:>LINK F4.OBJ:  
Microsoft (R) Overlay Linker Version 3.60  
Copyright (C) Microsoft Corp 1983-1987. All rights reserved.  
  
C:>F4.EXE  
RR  
C:>_
```

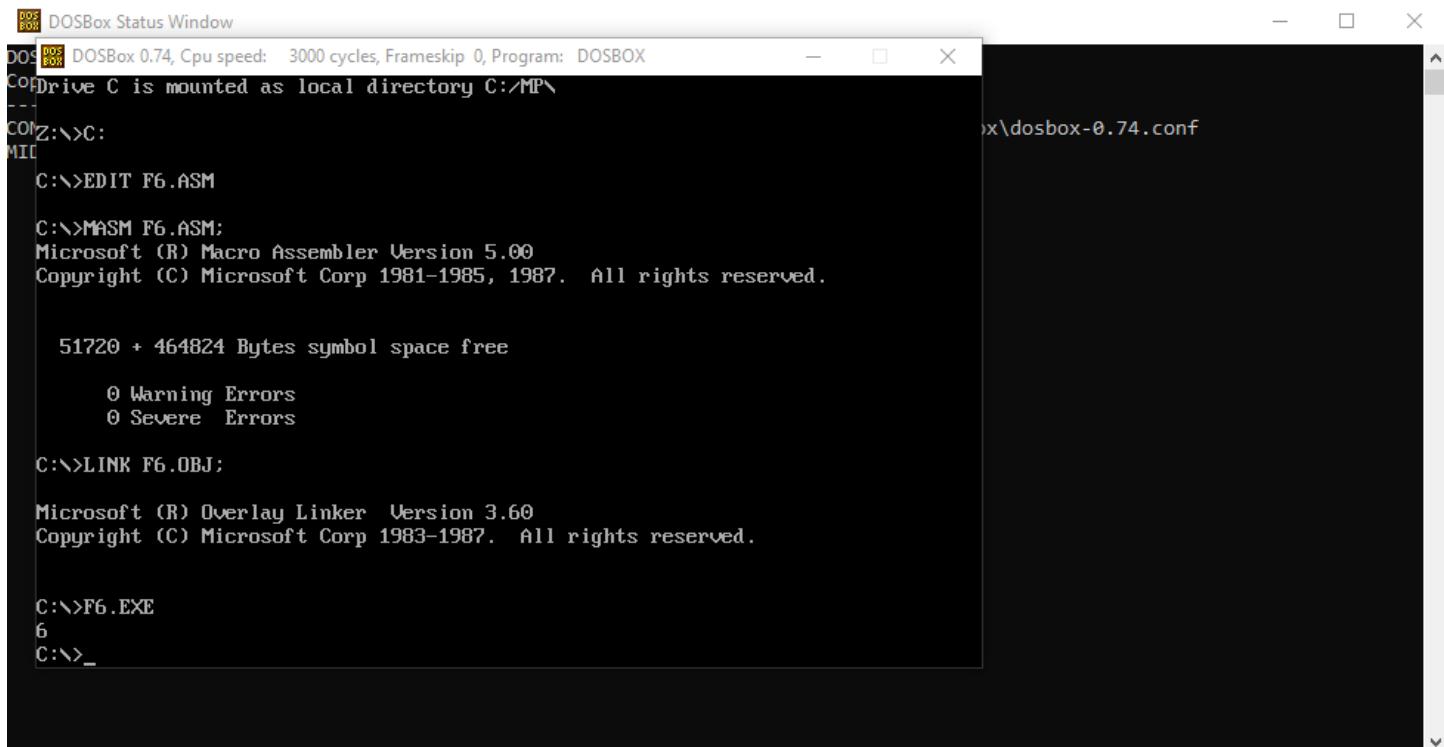
2. Program to add two numbers.

Code:



DOSBox Status Window
DOSBox 0.74, Cpu speed: 3000 cycles, Frameskip 0, Program: EDIT
File Edit Search View Options Help
C:\F6.ASM
;PROGRAM TO ADD TWO NUMBERS
.MODEL SMALL
.STACK 100H
.DATA
.CODE
MAIN PROC
MOV AL,2
MOV BL,4
ADD AL,BL
ADD AL,48
MOV DL,AL
MOV AH,2
INT 21H
MOV AH,4CH
INT 21H
MAIN ENDP
END MAIN
F1=Help Line:1 Col:1

Output:



DOSBox Status Window
DOSBox 0.74, Cpu speed: 3000 cycles, Frameskip 0, Program: DOSBOX
Drive C is mounted as local directory C:/MP\
Z:\>C:
C:\>EDIT F6.ASM
C:\>MASM F6.ASM:
Microsoft (R) Macro Assembler Version 5.00
Copyright (C) Microsoft Corp 1981-1985, 1987. All rights reserved.

51720 + 464824 Bytes symbol space free
0 Warning Errors
0 Severe Errors
C:\>LINK F6.OBJ:
Microsoft (R) Overlay Linker Version 3.60
Copyright (C) Microsoft Corp 1983-1987. All rights reserved.

C:\>F6.EXE
6
C:\>_

3. Program to sub two numbers.

Code:

DOSBox 0.74, Cpu speed: 3000 cycles, Frameskip 0, Program: EDIT

File Edit Search View Options Help C:\F5.ASM

```
;PROGRAM TO SUB TWO NUMBER
DOSSEG
.MODEL SMALL
.STACK 100H
.DATA
.CODE
MAIN PROC
MOV AL,2
MOV BL,1
SUB AL,BL
ADD AL,48
MOV DL,AL
MOV AH,2
INT 21H
MOV AH,4CH
INT 21H
MAIN ENDP
END MAIN
```

F1=Help | Line:1 Col:1

Output:

DOSBox Status Window

DOSBox 0.74, Cpu speed: 3000 cycles, Frameskip 0, Program: DOSBOX

C:\>F4.EXE

--WW

C:\>EDIT F4.ASM

MIC

C:\>EDIT F5.ASM

C:\>MASM F5.ASM;

Microsoft (R) Macro Assembler Version 5.00
Copyright (C) Microsoft Corp 1981-1985, 1987. All rights reserved.

51720 + 464824 Bytes symbol space free

0 Warning Errors
0 Severe Errors

C:\>LINK F5.OBJ;

Microsoft (R) Overlay Linker Version 3.60
Copyright (C) Microsoft Corp 1983-1987. All rights reserved.

C:\>F5.EXE

1

C:\>

4. Input two numbers and add them.

Code:

DOSBox 0.74, Cpu speed: 3000 cycles, Frameskip 0, Program: EDIT

File Edit Search View Options Help C:\F7.ASM

```
1 PROGRAM TO ADD NUMBER BY TAKING INPUT
2 DOSSEG
3 .MODEL SMALL
4 .STACK 100H
5 .DATA
6 .CODE
7 MAIN PROC
8 MOU AH,1
9 INT 21H
10 MOU BL,AL
11 MOU AH,1
12 INT 21H
13 ADD BL,AL
14 SUB BL,48
15 MOU DL,BL
16 MOU AH,2
17 INT 21H
18 MOU AH,4CH
19 INT 21H
20 MAIN ENDP
21 END MAIN
```

F1=Help Line:1 Col:1

Output:

DOSBox 0.74, Cpu speed: 3000 cycles, Frameskip 0, Program: DOSBOX

C:\>F7.EXE
34ù
C:\>F7.EXE
67¥
C:\>EDIT F7.ASM

C:\>MASM F7.ASM:
Microsoft (R) Macro Assembler Version 5.00
Copyright (C) Microsoft Corp 1981-1985, 1987. All rights reserved.

51720 + 464824 Bytes symbol space free

0 Warning Errors
0 Severe Errors

C:\>LINK F7.OBJ:

Microsoft (R) Overlay Linker Version 3.60
Copyright (C) Microsoft Corp 1983-1987. All rights reserved.

C:\>F7.EXE
347
C:\>