## MP Practical- 8

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Batch- B2

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	ROUND: 272028 ROUND: 2720.	
	PRNW: 22110398	PAGE NO.:
	Experiment 8	DATE: / /
	Space de s	
THE RESERVE	Aim: Write 64 vit AIP to Perform multiplication of two 8 bit	
	hera decimal number with successive padition	
	di d	7 / 1
	Thiory:	
•	Multiplication by using following mutuad with	nexample:
i	Add and shift mitual: The method tought in school for multiplying decimal number is based on calculaing partial product, shifting them to the left	
•		
	and then adding them to together shift and odd multiplication	
	is similar to the multiplication performed by paper & pencil. This	
	method adds the multiplies cand is X to itself y times, where Y	
	denotes the multiplier. To multiply two number by paper and	
	pencil, the algorithm is to take the digit of the multiplier on at a	
	time from right to left, multiplying the multiplicant by a single	
	digit of the multiplier and placing the intermed product in the appro-	
	- priate position to the Left of the earlier result.	
	Multiplicant 1000 × Partial Boduct	
	Multiplier 1001	
	1000	
00.0	0000× x	
	x x<000)	
	Product 1001000	
	To the case of vinary multiplication, since the digit are Dand 1, each	
	step of the multiplication is simple if the multiplier digit is 1, 0 copy	
	of the multiplicand (1 x multiplicand) is placed in the proper position.	
	The multiplier digit is 0, a number of odigit (0 × multiplicant)	
	are placed in the proper position.	

	PAGENO.:	
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	Algorithm:	
()	Start.	
	Initialize required variable in datasection	
3)	Ouclary required variable in his section	
4)	Define macios todisplay message I data & accept number.  In text section, display welcome message.  Display · Entre the first no message.	
5)	Intext section, display welcome message	
6)	Display. Enter the first no message.	
	0	

## Code:

section .data

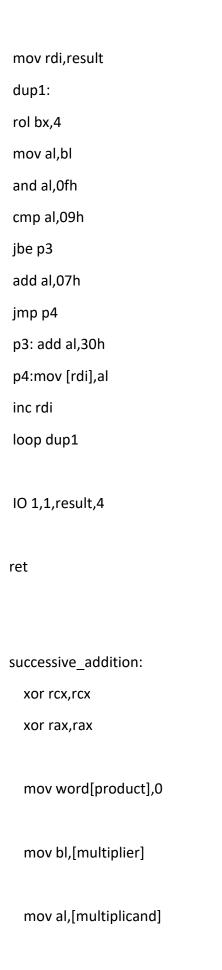
```
msg db "ALP to multiply two 8 bit hex numbers",10
  msg_len equ $ - msg
  opr1 db "multiplicand: "
  opr1_len equ $ - opr1
  opr2 db 10,"multiplier : "
  opr2 len equ $ - opr2
  menu db 10,10,13,"1. Successive Addition Method",10
              db 13,"2. Add and shift method",10
              db 13,"3. Exit",10
              db 10,"Enter your choice (1/2/3):"
  menu_len equ $ - menu
  alert db 10,"WRONG CHOICE"
  alert_len equ $ - alert
  res db 10,"The product is: "
  res len equ $ - res
  msg_end db 10,"End of ALP"
  msg_end_len equ $ - msg_end
section .bss
       multiplier resb 1
                          ;variable after ASCII to Hex
```

```
multiplicand resb 1 ;variable after ASCII to Hex
  num resb 03
                     ;variable before ASCII to Hex
  result resb 04
                     ;for display procedure
  choice resb 2
                     ;for choice of user
  product resw 1
                      ;to store the product
%macro IO 4
  mov rax,%1
  mov rdi,%2
  mov rsi,%3
  mov rdx,%4
  syscall
%endmacro
section .text
global _start
_start:
  xor rax,rax
  xor rbx,rbx
  xor rcx,rcx
  xor rdx,rdx
  IO 1, 1, msg, msg_len
  10 0,0,num,3
  IO 1, 1, opr1, opr1_len
```

IO 1,1,num,2 ; to access the data without enter char

```
call convert
  mov [multiplicand],bl
  10 0,0,num,3
  IO 1, 1, opr2, opr2_len
  IO 1,1,num,2
  call convert
  mov [multiplier],bl
  IO 1, 1, menu, menu_len
  IO 0, 0, choice, 2
  IO 1, 1, choice, 2
  cmp byte[choice],31h
  jne case2
  call successive_addition
  jmp endOfProgram
case2:
  cmp byte[choice],32h
  jne case3
  call add_shift
 jmp endOfProgram
case3:
  cmp byte[choice],33h
  je endOfProgram
  IO 1,1,alert,alert_len
```

```
endOfProgram:
  IO 1,1,msg_end,msg_end_len
  mov rax, 60
  mov rdi, 0
  syscall
                               ;; for ASCII to Hex conversion
convert:
xor rbx,rbx
xor rcx,rcx
xor rax,rax
mov rcx,02
mov rsi,num
up1:
rol bl,04
mov al,[rsi]
cmp al,39h
jbe p1
sub al,07h
jmp p2
p1: sub al,30h
p2: add bl,al ;bl stores the ASCII equivalent(byte) of the multiplicand/multiplier
inc rsi
loop up1
ret
disp:
                 ;for Hex to ASCII conversion
mov rcx,4
```



```
next:
  add [product],ax
  dec bl
  jnz next
  IO 1, 1, res, res_len
  mov bx,[product]
  call disp
ret
add_shift:
mov word[product],0
xor rbx,rbx
xor rcx,rcx
xor rdx,rdx
xor rax,rax
mov dl,08
mov al,[multiplicand]
mov bl,[multiplier]
p11:
    shr bx,01
jnc p
add cx,ax
p:
    shl ax,01
```

```
dec dl
```

jnz p11

mov [product],rcx

IO 1,1,res,res\_len

mov rbx,[product] call disp

ret

## **Output:**

```
Assembly 6
                                                                                                                                                                  ▶ Run 🚣 Download
                                                                                                                                       12
13
1
1 - section .data
           msg db "ALP to multiply two 8 bit hex numbers",10 msg_len equ $ - msg
                                                                                                                                       Output
          opr1 db "multiplicand :
opr1_len equ $ - opr1
                                                                                                                                        ALP to multiply two 8 bit hex numbers
                                                                                                                                        multiplicand: 12
multiplier: 13
opr2 db 10,"multiplier
opr2_len equ $ - opr2
                                                                                                                                        1. Successive Addition Method
                                                                                                                                         2. Add and shift method
                                                                                                                                        3. Exit
                                                                                                                                        Enter your choice (1/2/3) : 1
                                                                                                                                                           Shutterstock Free Trial - Get images, video, music \& easy to use design tools with one subscription.
```