

SAAD UR REHMAN

19k-0218

SEC: C

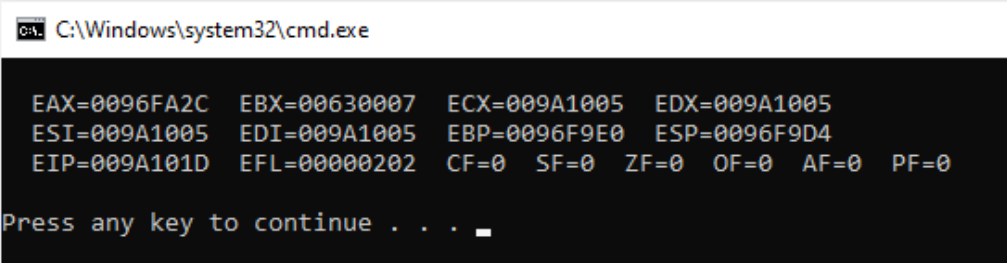
LAB TASK 3

TASK 1: Do the same above program using 16b unsigned variable

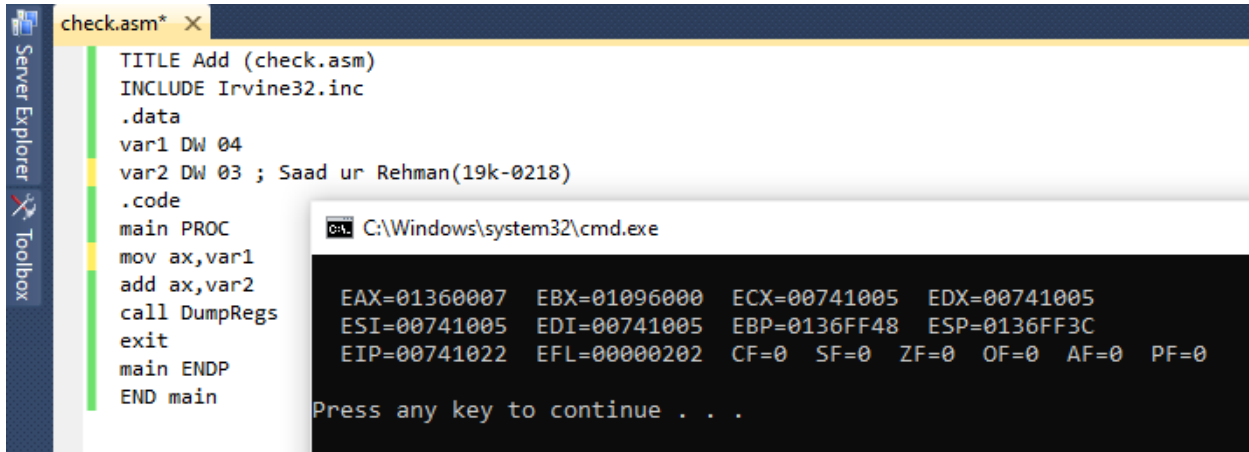
WITHOUT DATA DECLARATION:

```
TITLE Add (check.asm)
INCLUDE Irvine32.inc
;.data
;var1 DW 04
;var2 DW 03 ; Saad ur Rehman(19k-0218)

;-----WITHOUT DATA DECLARATION-----
.code
main PROC
mov bx,04
add bx,03
call DumpRegs
exit
main ENDP
END main
```



WITH DATA DECLARATION:



```
check.asm* X
TITLE Add (check.asm)
INCLUDE Irvine32.inc
.data
var1 DW 04
var2 DW 03 ; Saad ur Rehman(19k-0218)
.code
main PROC
mov ax,var1
add ax,var2
call DumpRegs
exit
main ENDP
END main
```

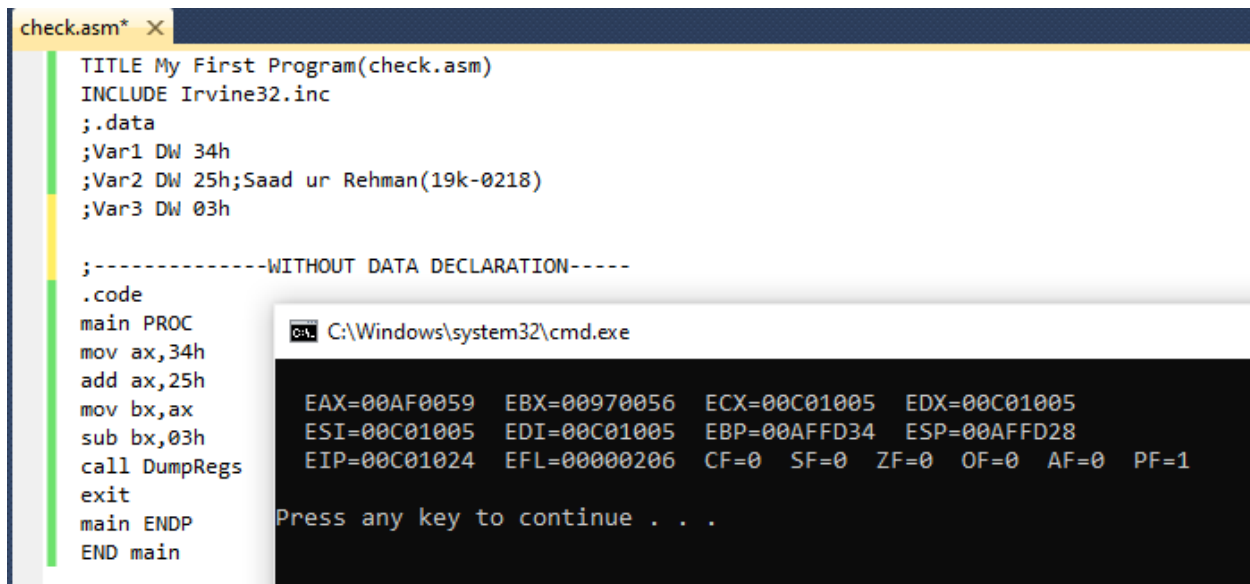
TASK 2: Implement the program using 16bit unsigned variable

WITHOUT DATA DECLARATION:

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```
check.asm* X
TITLE My First Program(check.asm)
INCLUDE Irvine32.inc
;.data
;Var1 DW 34h
;Var2 DW 25h;Saad ur Rehman(19k-0218)
;Var3 DW 03h

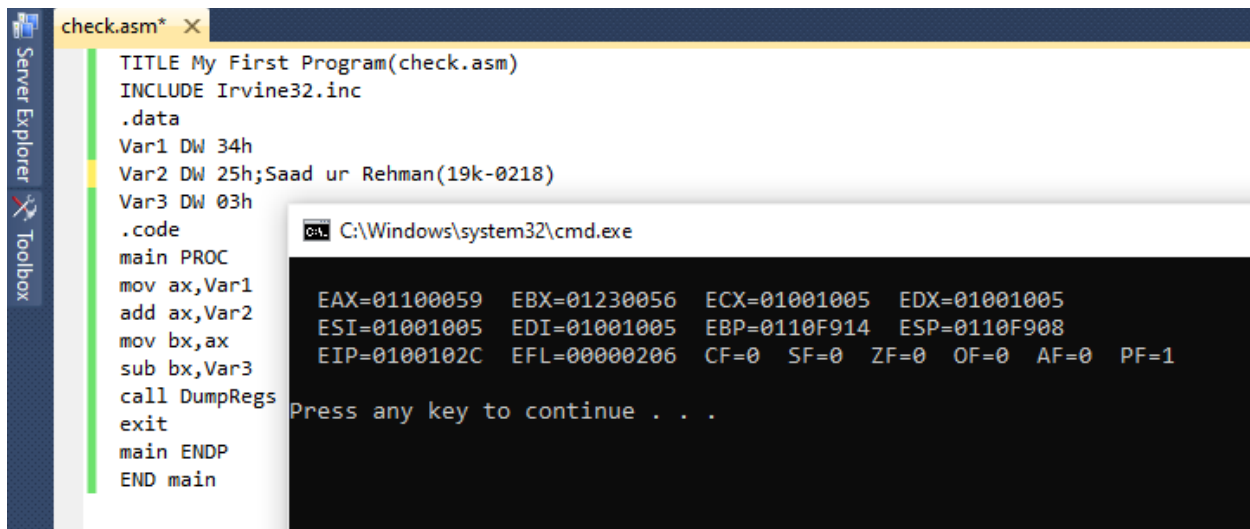
;-----WITHOUT DATA DECLARATION-----
.code
main PROC
mov ax,34h
add ax,25h
mov bx,ax
sub bx,03h
call DumpRegs
exit
main ENDP
END main
```

```
C:\Windows\system32\cmd.exe

EAX=00AF0059  EBX=00970056  ECX=00C01005  EDX=00C01005
ESI=00C01005  EDI=00C01005  EBP=00AFFD34  ESP=00AFFD28
EIP=00C01024  EFL=00000206  CF=0   SF=0   ZF=0   OF=0   AF=0   PF=1

Press any key to continue . . .
```

WITH DATA DECLARATION:



```
check.asm* X
TITLE My First Program(check.asm)
INCLUDE Irvine32.inc
.data
Var1 DW 34h
Var2 DW 25h;Saad ur Rehman(19k-0218)
Var3 DW 03h
.code
main PROC
mov ax,Var1
add ax,Var2
mov bx,ax
sub bx,Var3
call DumpRegs
exit
main ENDP
END main
```

```
C:\Windows\system32\cmd.exe

EAX=01100059  EBX=01230056  ECX=01001005  EDX=01001005
ESI=01001005  EDI=01001005  EBP=0110F914  ESP=0110F908
EIP=0100102C  EFL=00000206  CF=0   SF=0   ZF=0   OF=0   AF=0   PF=1

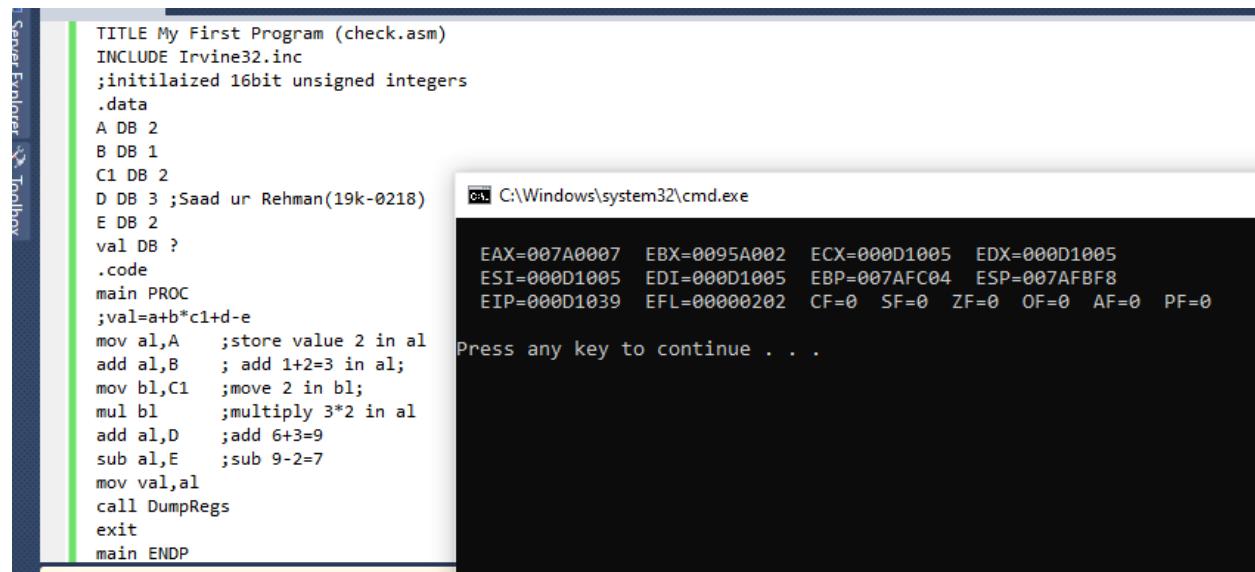
Press any key to continue . . .
```

TASK 3: Do the program by using 8bit unsigned variable.

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The image shows two windows. The left window is a text editor displaying an assembly program named 'check.asm'. The program includes Irvine32.inc, initializes 16-bit unsigned integers, and defines data A, B, C1, D, E, and val. The main procedure calculates val = a + b * c1 + d - e. The right window is a command prompt showing the execution of the program, displaying register values (EAX, EBX, ECX, EDX, ESI, EDI, EBP, ESP, EIP, EFL, CF, SF, ZF, OF, AF, PF) and the instruction 'Press any key to continue . . .'. The program's output is not visible in the command prompt.

```
TITLE My First Program (check.asm)
INCLUDE Irvine32.inc
;initilaized 16bit unsigned integers
.data
A DB 2
B DB 1
C1 DB 2
D DB 3 ;Saad ur Rehman(19k-0218)
E DB 2
val DB ?
.code
main PROC
;val=a+b*c1+d-e
mov al,A ;store value 2 in al
add al,B ; add 1+2=3 in al;
mov bl,C1 ;move 2 in bl;
mul bl ;multiply 3*2 in al
add al,D ;add 6+3=9
sub al,E ;sub 9-2=7
mov val,al
call DumpRegs
exit
main ENDP
```

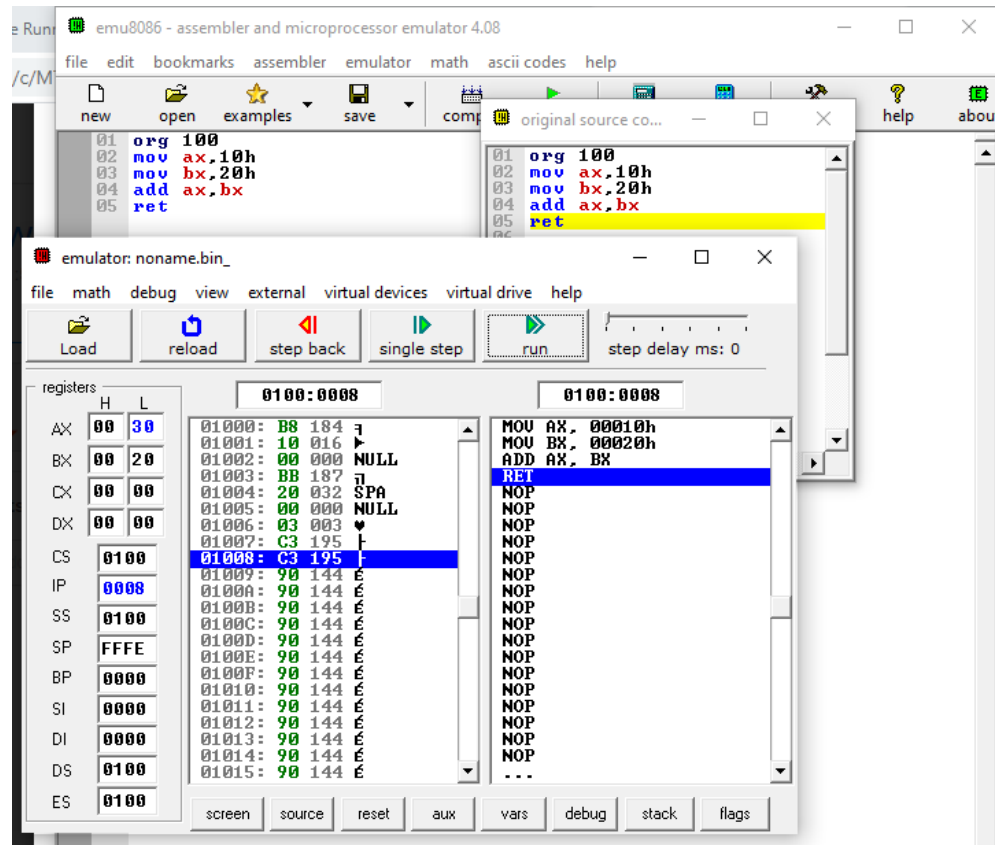
```
C:\Windows\system32\cmd.exe

EAX=007A0007  EBX=0095A002  ECX=000D1005  EDX=000D1005
ESI=000D1005  EDI=000D1005  EBP=007AFC04  ESP=007AFBF8
EIP=000D1039  EFL=00000202  CF=0  SF=0  ZF=0  OF=0  AF=0  PF=0

Press any key to continue . . .
```

SCREENSHOT OF EMU8086 PROGRAMS

PROGRAM 1:

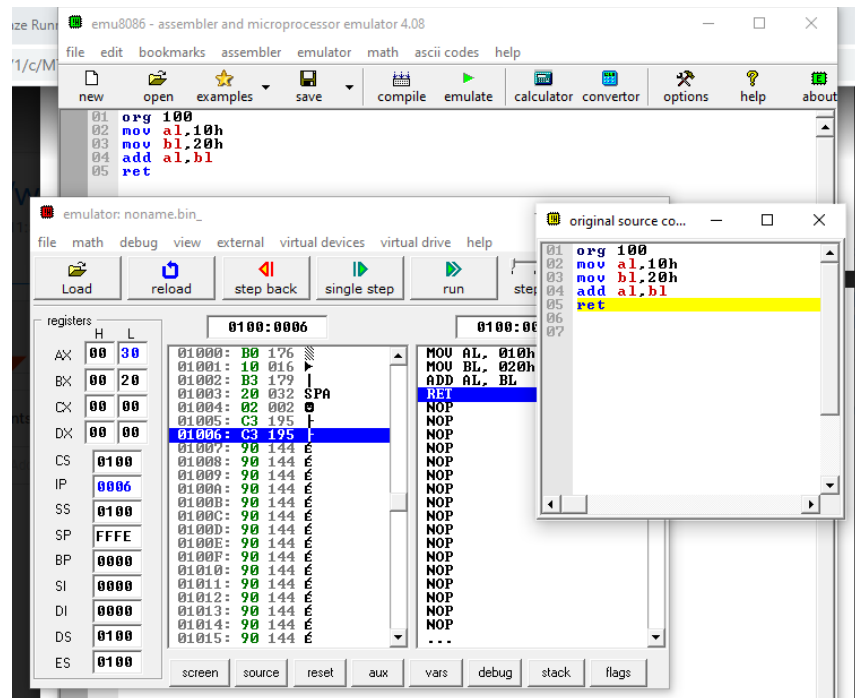


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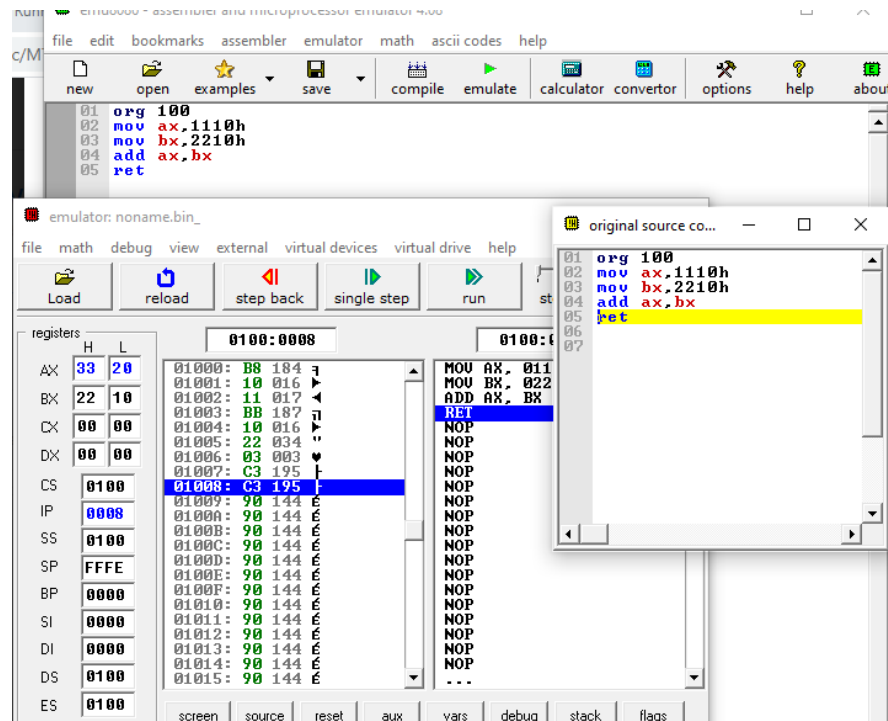
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PROGRAM 2:



PROGRAM 3:

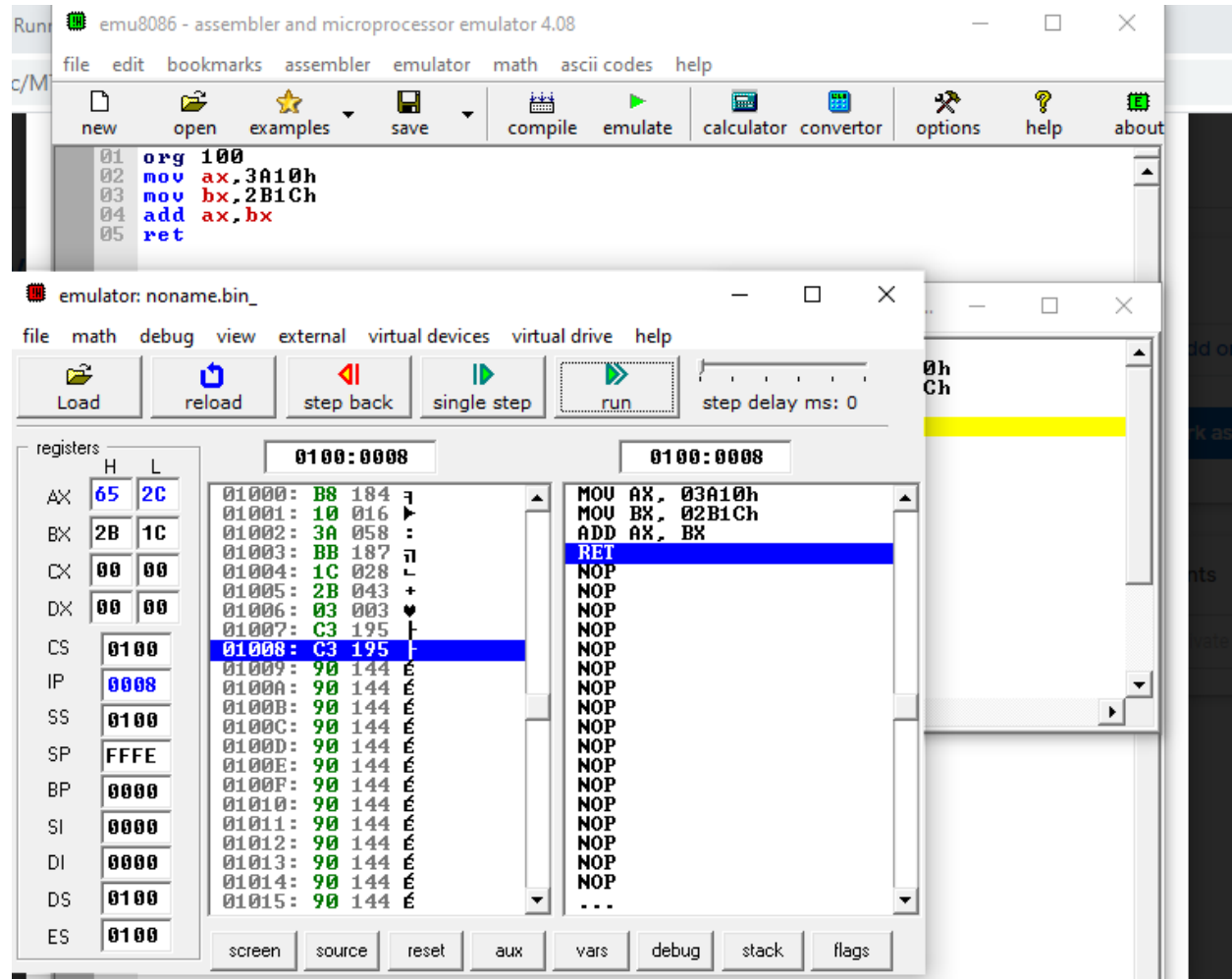


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PROGRAM 4:



PROGRAM 5:

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