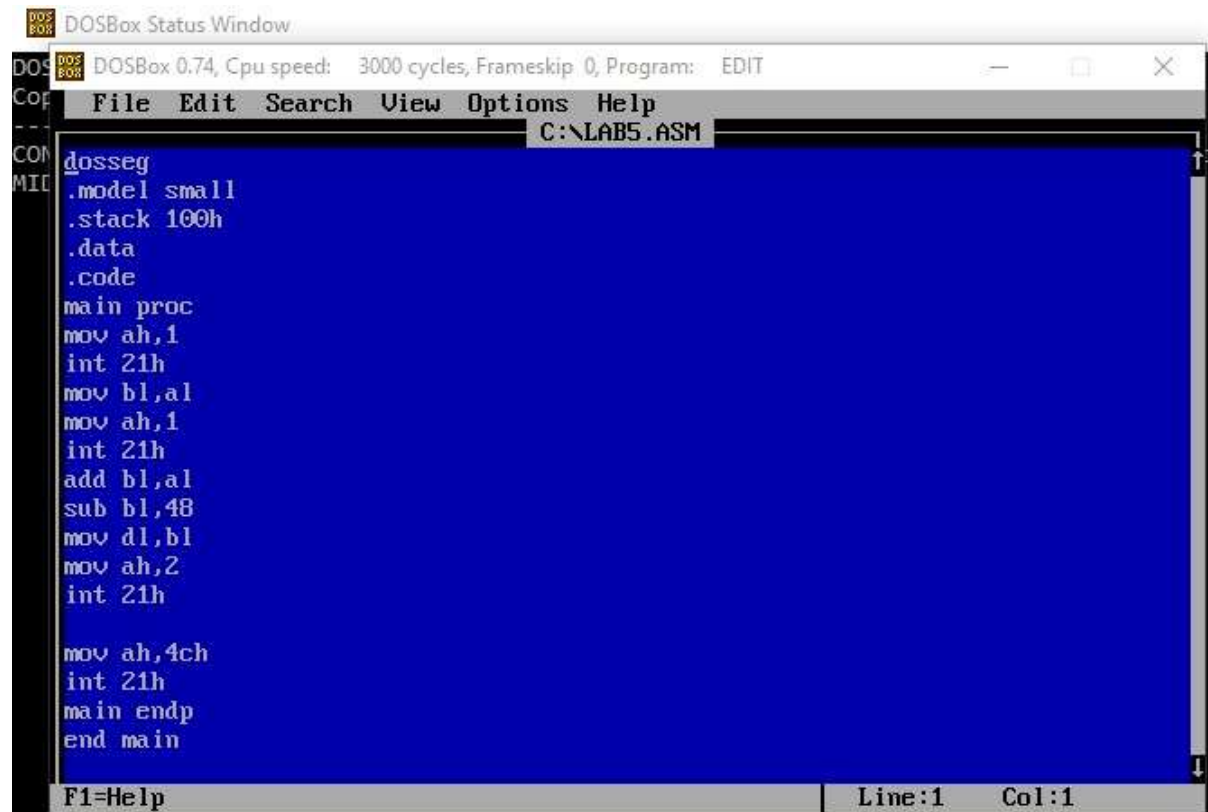


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Task 1

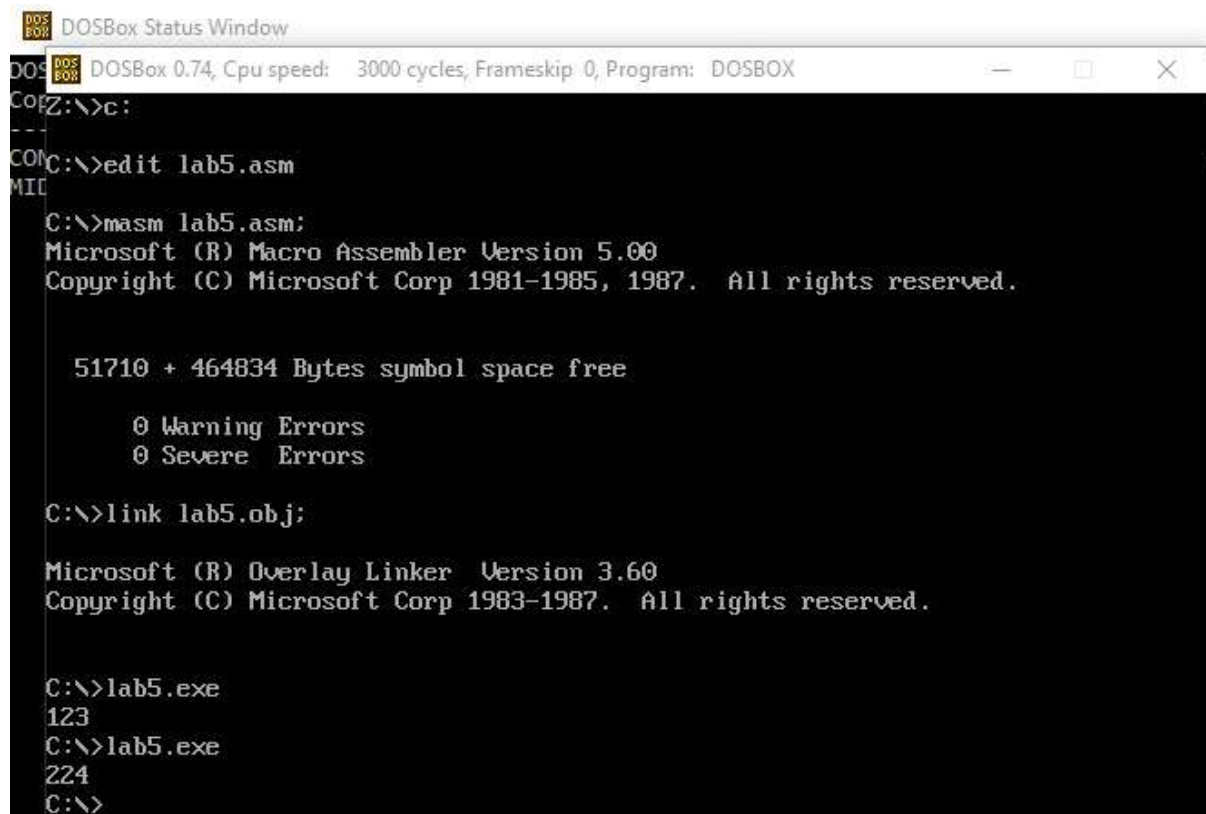


The screenshot shows a DOSBox window titled "DOSBox Status Window". The main window displays the DOSBox 0.74 interface with the CPU speed set to 3000 cycles and Frameskip at 0. The program being edited is "C:\LAB5.ASM". The assembly code is as follows:

```
dosseg
.model small
.stack 100h
.data
.code
main proc
mov ah,1
int 21h
mov bl,al
mov ah,1
int 21h
add bl,al
sub bl,48
mov dl,bl
mov ah,2
int 21h

mov ah,4ch
int 21h
main endp
end main
```

The status bar at the bottom indicates "F1=Help", "Line:1", and "Col:1".



DOSBox Status Window

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

```
COM1Z:\>c:
C:\>edit lab5.asm
C:\>masm lab5.asm
Microsoft (R) Macro Assembler Version 5.00
Copyright (C) Microsoft Corp 1981-1985, 1987. All rights reserved.

51710 + 464834 Bytes symbol space free

0 Warning Errors
0 Severe Errors

C:\>link lab5.obj;
Microsoft (R) Overlay Linker Version 3.60
Copyright (C) Microsoft Corp 1983-1987. All rights reserved.

C:\>lab5.exe
123
C:\>lab5.exe
224
C:\>
```

Task 2



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

File Edit Search View Options Help

C:\LAB5_TAS.ASM

```
dosseg
.model small
.stack 100h
.data
    msg1 db 'Sum$'
.code
main proc
mov ah,1
int 21h
mov bl,al
mov ah,1
int 21h
mov bh,al
mov ah,1
int 21h
mov cl,al
add bl,bh
sub bl,48
mov ch,bl
add ch,cl
sub ch,48
mov msg1,ch
```

F1=Help | Line:1 Col:1

```
mov ah,2
mov dl,msg1
int 21h
mov ah,4ch
int 21h
main endp
end main
```

F1=Help

Line:10

Col:1

DOSBox Status Window

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

0 Warning Errors
2 Severe Errors

C:\>edit lab5_task2.asm

C:\>masm lab5_task2.asm:

Microsoft (R) Macro Assembler Version 5.00

Copyright (C) Microsoft Corp 1981-1985, 1987. All rights reserved.

51678 + 464866 Bytes symbol space free

0 Warning Errors
0 Severe Errors

C:\>link lab5_task2.obj:

Microsoft (R) Overlay Linker Version 3.60

Copyright (C) Microsoft Corp 1983-1987. All rights reserved.

C:\>lab5_task2.exe

1236

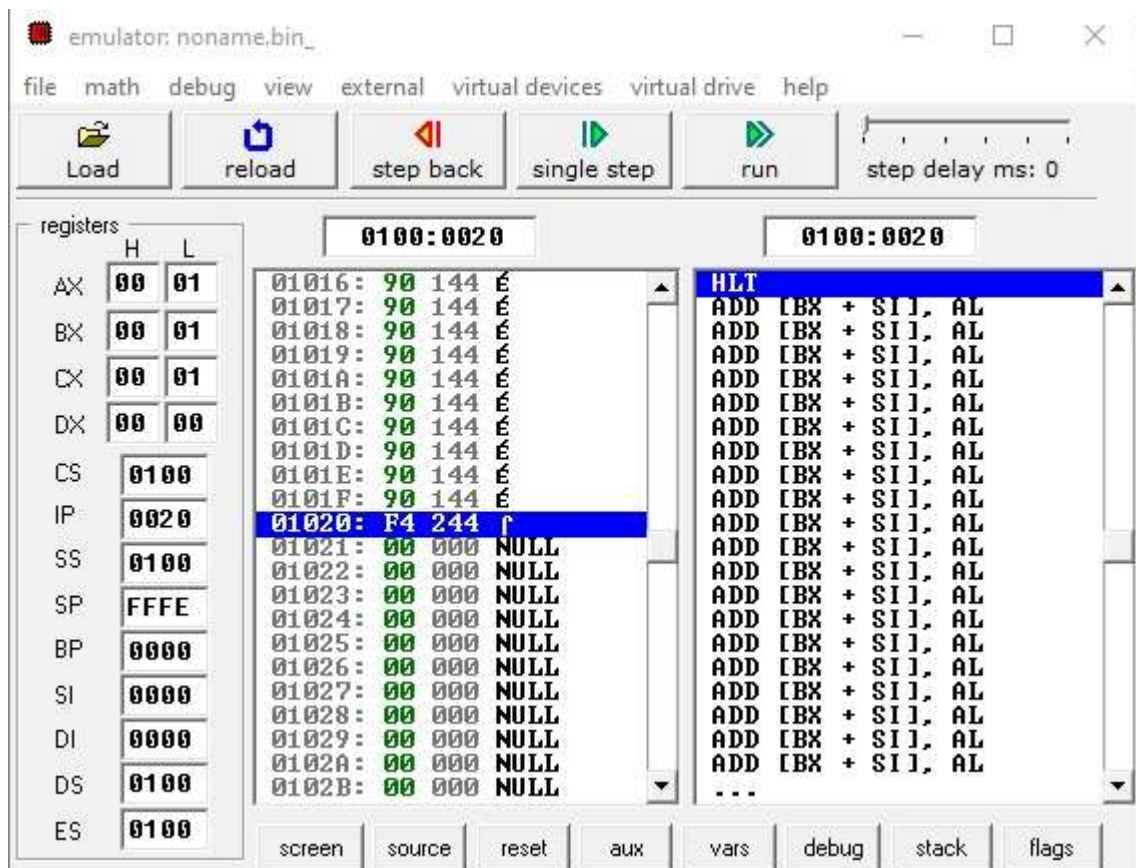
C:\>

Task 3

```

mov ax,1h
mov bx,1h
jmp abc
mov cx,ax
abc:
mov cx,ax

```



Task 4

```

mov ax,5
    mov bx,3
    add ax,bx
jmp last
mid:
mov ax,1
mov bx,2
add ax,bx
jmp lst
last:
mov ax,3
mov bx,3
add ax,bx
jmp mid
lst:

```



Task 5

```
include 'emu8086.inc'
.model small
.stack 100h
.data
.code

main proc
    mov dl,5
    mov bl,5
    cmp dl,bl
    je move
    print 'Both are not equal'
    mov ah,04h
    int 21h
move:
    print 'Both are equal'
    mov ah,04h
    int 21h
main endp
end main
```

emulator screen (80x25 chars)

Both are equal

clear screen

change font

0/16

Task 6

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

File Edit Search View Options Help

C:\LAB5_TAS.ASM

```
dosseg
.model small
.stack 100h
.data
msg1 db 'number is equal$'
msg2 db 'number is not equal$'
.code
main proc
mov ax,@data
mov ds,ax
mov dl,'3'
mov ah,1
int 21h
cmp al,dl
je move
mov dx,offset msg2
mov ah,9
int 21h
mov ah,4ch
int 21h
move:
mov dx,offset msg1
```

F1=Help | Line:1 Col:1

```
mov ah,9
int 21h
mov ah,4ch
int 21h
main endp
end main
```

F1=Help | Line:9 Col:1

```
DOSBox 0.74, Cpu speed: 3000 cycles, Frameskip 0, Program: DOSBOX
C:\>edit lab5_task5.asm
C:\>edit lab5_task5.asm
C:\>masm lab5_task5.asm;
Microsoft (R) Macro Assembler Version 5.00
Copyright (C) Microsoft Corp 1981-1985, 1987. All rights reserved.

51640 + 464904 Bytes symbol space free

0 Warning Errors
0 Severe Errors
C:\>link lab5_task5.obj;
Microsoft (R) Overlay Linker Version 3.60
Copyright (C) Microsoft Corp 1983-1987. All rights reserved.

C:\>lab5_task5.exe
3number is equal
C:\>lab5_task5.exe
4number is not equal
C:\>
```

Task 7

```
include 'emu8086.inc'
.model small
.stack 100h
.data
.code

main proc
    mov ax,6
    mov bx,4
    cmp ax,bx
    jg move
    mov ax,5
    print '5'

move:
    mov ax,3
    print '3'

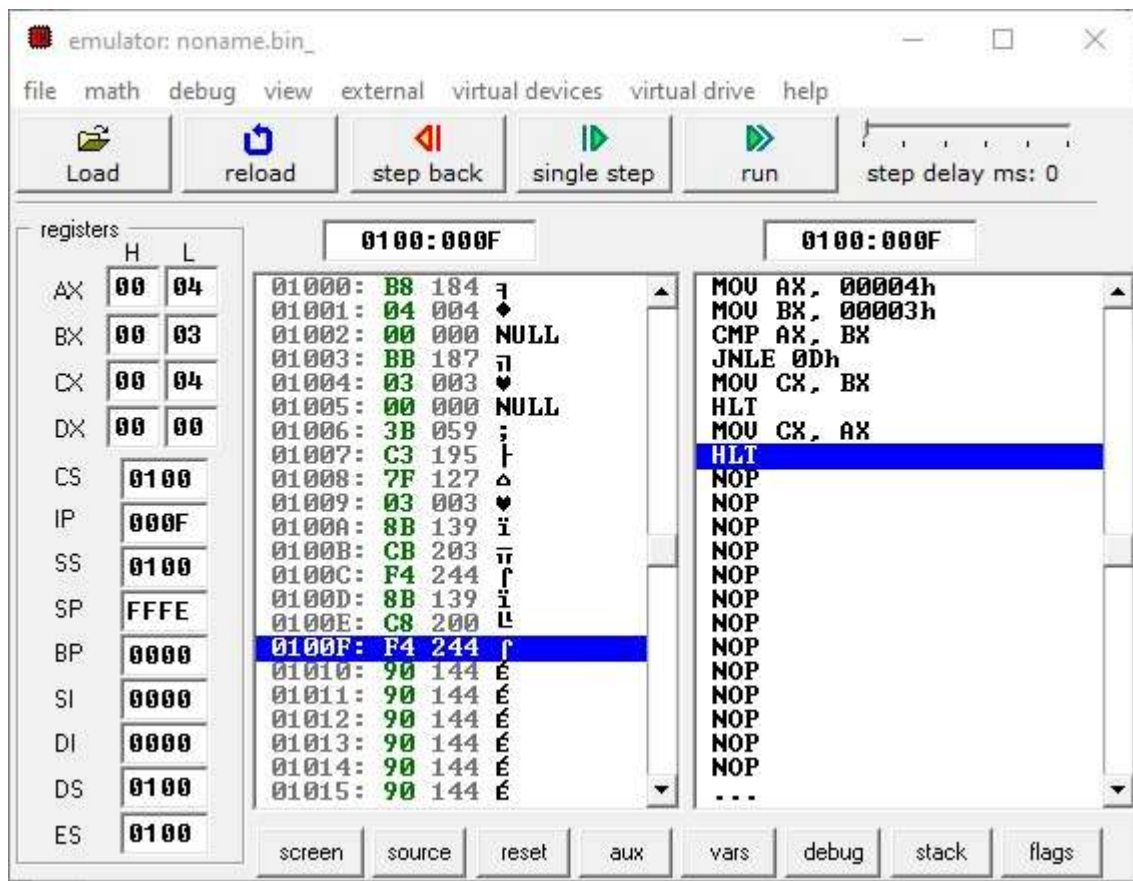
    mov ah,4ch
    int 21h
main endp
end main
```




Task 8

```
mov ax,4h
mov bx,3h
cmp ax,bx

jg abc
mov cx,bx
hlt
abc:
mov cx,ax
hlt
```



Task 9

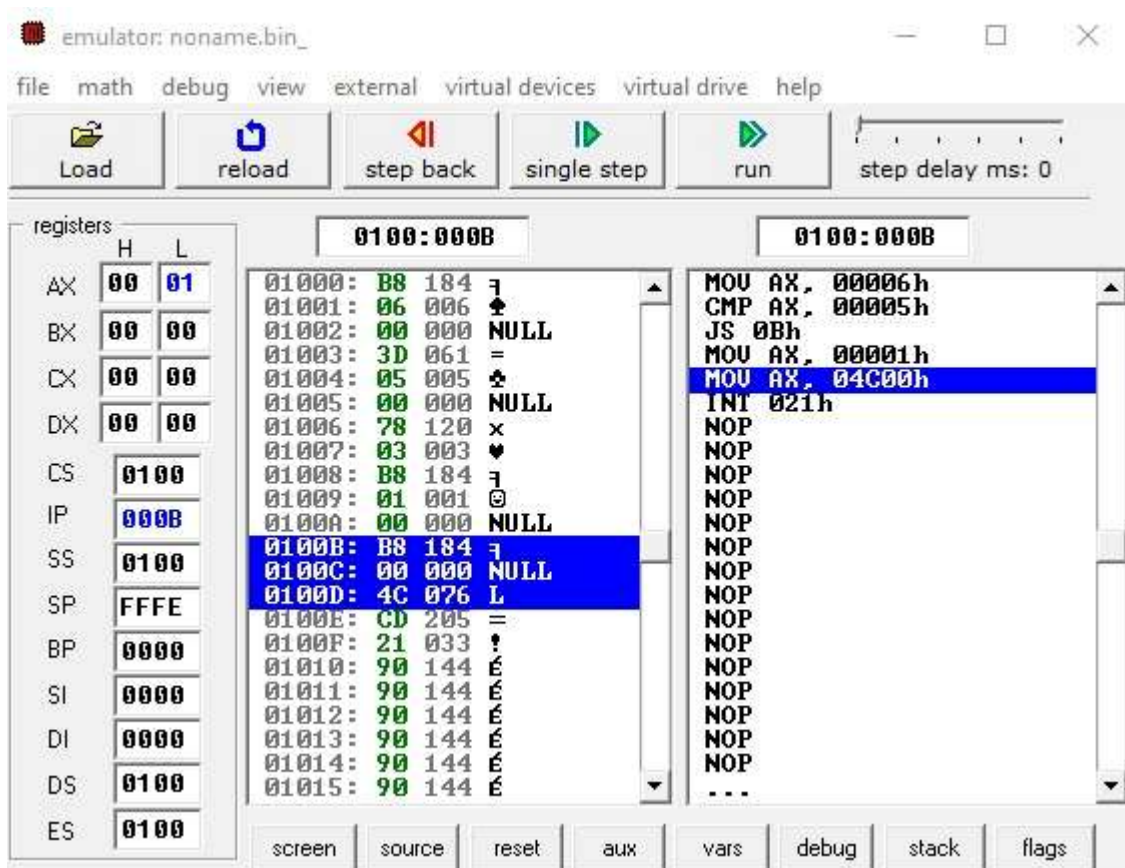
```

mov ax,6
cmp ax,5
js exit

mov ax,1

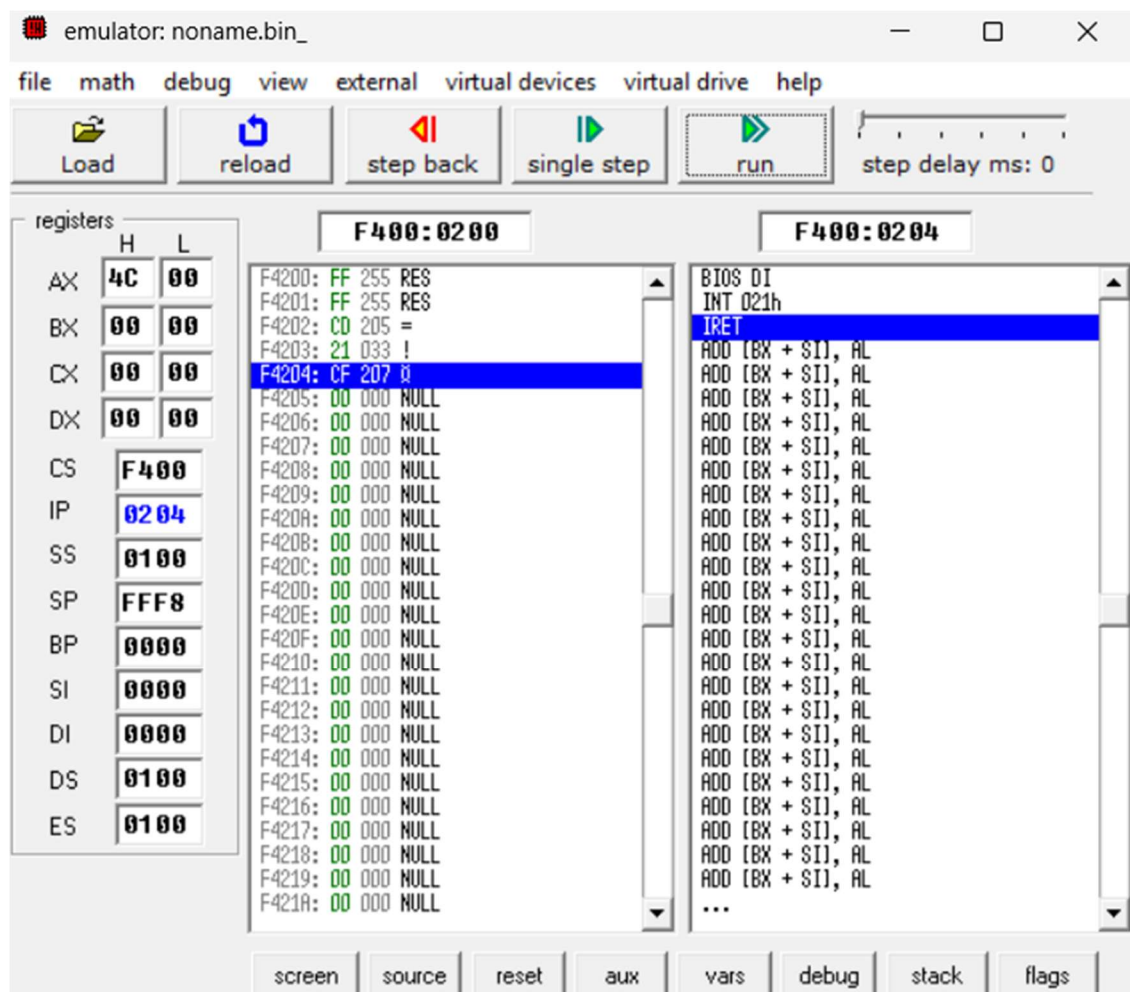
exit:
mov ax,0x4c00
int 0x21

```



Task 10

```
[org 0x100]
mov ax,3
cmp ax,6
js add
jns exit
add:
mov ax,2
exit:
mov ax,0x4c00
int 0x21
```



Task 11

```

mov ax,4
mov bx,4
cmp ax,bx
jz move
jnz exit
move:
mov dx,3
exit:
mov ax,0x4c00
int 0x210x21

```

