LAB MANUAL 5

1. Write a program to **reverse the array** (e.g., if array = [1,2,3,4,5], result = [5,4,3,2,1]).

2. Write a program to **calculate the average** of all numbers stored in an array.

3. Write a program that declares and initializes an array with 10 elements, then uses a loop to find the sum of those elements and stores the result in a variable named "SUM".

4. Write a program that declares and initializes two word-type arrays: A and B, each of which has 20 elements. The program then adds the corresponding elements of these two arrays and stores the result in the third array: C.

5. Write a program that multiplies a number (say table of 5) by **repeated addition** using a loop.

6. Write a program that declares and initializes an array of 20 elements and then calculates the number of occurrences of a specific number in the array, Store the result in variable named “COUNT”.

7. Write an assembly program that takes two numbers (use variables), compares them, and **jumps** to either `greater_label` or `smaller_label` to display which one is greater. Store the greater value in DX.

8. Find the largest number in the array, store the number in variable named “MAX_VALUE”.

9. Write an assembly program to store 10 numbers in an array and find the **smallest number** among them, store the number in variable named “MIN_VALUE”.