

Course No: CSE-3110

Course Title: Sessional Based on CSE-3109

**Lab No:** 01

**Problem Name:** Write an assembly code that calculate sum=A+B-C

## **Submitted To:**

Name: Sadia Zaman Mishu

**Designation:** Assistant

**Professor** 

**Department:** CSE, RUET

# **Submitted By:**

Name: Md Al Amin Tokder

**Roll:** 1803078

Section: B

## **Problem Description:**

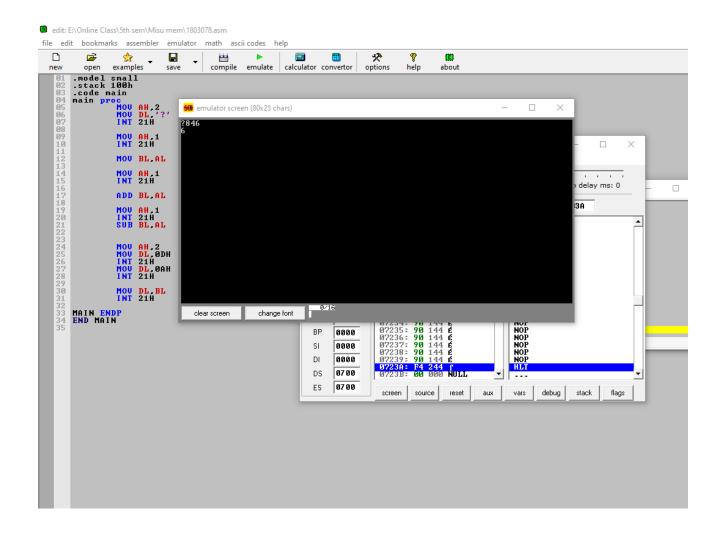
Write an assembly code that calculate sum=A+B-C

## Theory:

Assembly programming 8086 is hardware oriented programming language which provides architecture and registers functionality for 8086 processors.

For storing value in the predeclared variable in data segment we use Three character using MOV AH,1 function. For print the stored values using MOV AH,2 function. Mov operation is applicable between memory location and register but not both memory location. MOV,SUB,ADD,JMP etc operations are used to execute instruction .

```
.model small
.stack 100h
.code main
main proc
       MOV AH, 2
       MOV DL, '?'
        INT 21H
        MOV AH, 1
        INT 21H
       MOV BL, AL
        MOV AH, 1
        INT 21H
        ADD BL, AL
       MOV AH, 1
        INT 21H
        SUB BL, AL
        MOV AH, 2
        MOV DL, ODH
        INT 21H
        MOV DL, OAH
        INT 21H
        MOV DL, BL
        INT 21H
MAIN ENDP
END MAIN
```



# **Conclusion:**

In this program when we input any value for A,B,C 8086-microprocessor use the ASCII value and calculated result.



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**Lab No: 02** 

**Problem Name:** Write a program to display a "?", read two capital

letters and display them on the next line in alphabetical order.

## **Submitted To:**

Name: Sadia Zaman Mishu

**Designation:** Assistant

**Professor** 

Department: CSE, RUET

# **Submitted By:**

Name: Md Al Amin Tokder

**Roll:** 1803078

Section: B

## **Problem Description:**

Write a program to display a "?", read two capital letters and display them on the next line in alphabetical order.

### Theory:

In assembly language, data are stored in register and use the data to solve arithmetic and logical problem. Memory-Memory, Memory-Variable, Variable-Memory data transfer are allowed. But, Variable-Variable data transfer is not allowed in assembly language. ADD, MOV, CMP, SUB, MUL, DIV these keywords are used for different purposes.

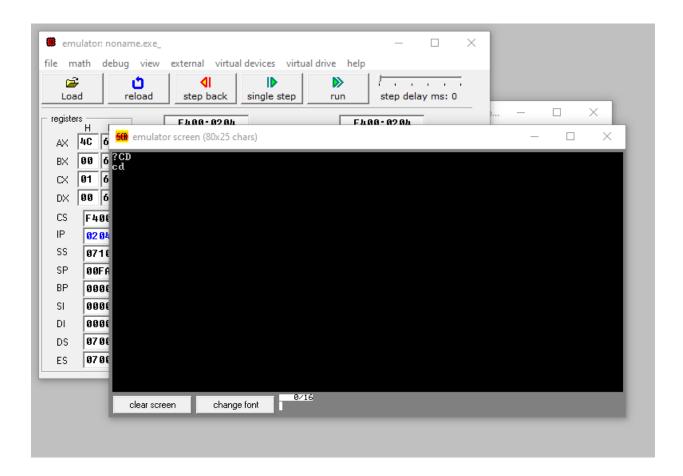
The CMP instruction compares two operands. It is generally used in conditional execution. This instruction basically subtracts one operand from the other for comparing whether the operands are equal or not. It does not disturb the destination or source operands.

```
.MODEL SMALL
.STACK 100H
.DATA

.CODE
MAIN PROC

MOV AH, 2
MOV DL, '?'
INT 21H
```

```
MOV AH, 1
   INT 21H
   MOV BL, AL
   ADD BL, 32
   MOV AH, 1
   INT 21H
   MOV CL, AL
   ADD CL, 32
   MOV AH, 2
   MOV DL, OAH
   INT 21H
   MOV DL, ODH
    INT 21H
   CMP CL, BL
   JG NEXT
   MOV AH, 2
   MOV DL, CL
   INT 21H
   MOV DL, BL
   INT 21H
   MOV AH, 4CH
   INT 21H
   NEXT:
   MOV AH, 2
   MOV DL, BL
   INT 21H
   MOV DL, CL
   INT 21H
   MOV AH, 4CH
   INT 21H
   MAIN ENDP
END MAIN
```



# **Conclusion:**

Here in this program ,using CMP instruction we check and then by adding 32 capital letter is converted small letter.



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**Lab No:** 03

Problem Name: Write a program to count number of 1 bits in a

binary number and check the number is odd or even.

## **Submitted To:**

Name: Sadia Zaman Mishu

**Designation:** Assistant

**Professor** 

**Department:** CSE, RUET

# **Submitted By:**

Name: Md Al Amin Tokder

**Roll:** 1803078

Section: B

## **Problem Description:**

Write a program to count number of 1 bits in a binary number and check the number is odd or even.

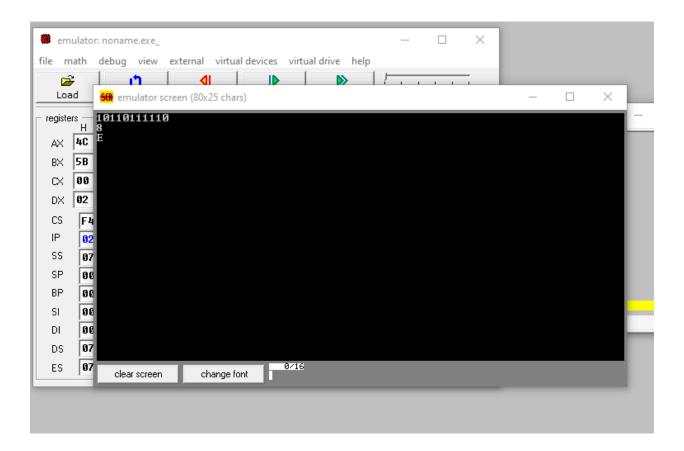
# Theory:

For counting number of 1 bits in a binary number Loop through all bits check if a bit is set and if it is, then increment the set bit count.

For Odd Even checking ,we can determine one number is odd or even by checking only the LSB. When LSB is 1, the number is odd, otherwise it is even. In this program we are taking a number from memory and then ANDing 01H with it. if the result is nonzero, then the number is odd, otherwise it is even.

```
.MODEL SMALL
.STACK 100H
.DATA
. CODE
MAIN PROC
   XOR BX, BX
   MOV CL, 0
   MOV AH, 1
    INT 21H
   WHILE:
        CMP AL, ODH
        JE END WHILE
        AND AL, OFH
        SHL BX, 1
        OR BL, AL
        INT 21H
        JMP WHILE
```

```
END WHILE:
   MOV AH, 2
   MOV DL, OAH
   INT 21H
   MOV DL, ODH
   INT 21H
   XOR AX, AX
   MOV CX, 16
   TOP:
      ROL BX, 1
       JNC NEXT
       INC AX
   NEXT:
      LOOP TOP
   ADD AX, 48
   MOV AH, 2
   MOV DX, AX
   INT 21H
   MOV AH, 2
   MOV DL, OAH
   INT 21H
   MOV DL, ODH
   INT 21H
   AND BL, 1
   CMP BL, 0
   JE NEXT1
   MOV AH, 2
   MOV DL, 'O'
   INT 21H
   JMP END
   NEXT1:
   MOV AH, 2
   MOV DL, 'E'
   INT 21H
   END:
   MOV AH, 4CH
   INT 21H
   MAIN ENDP
END MAIN
```



# **Conclusion:**

Here RCL or RCR instructions are used for counting 1 bits in the number. The right shifts the bits to the right and the LSB is shifted into Carry Flag. The left shift shifts the bits to the left and the MSB is shifted into Carry Flag.



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**Lab No**: 04

**Problem Name:** Write a program to input a string and reverse

every word of the string.

# **Submitted To:**

Name: Sadia Zaman Mishu

**Designation:** Assistant

**Professor** 

Department: CSE, RUET

# **Submitted By:**

Name: Md Al Amin Tokder

**Roll:** 1803078

Section: B

## **Problem Description:**

Write a program to input a string and reverse every word of the string.

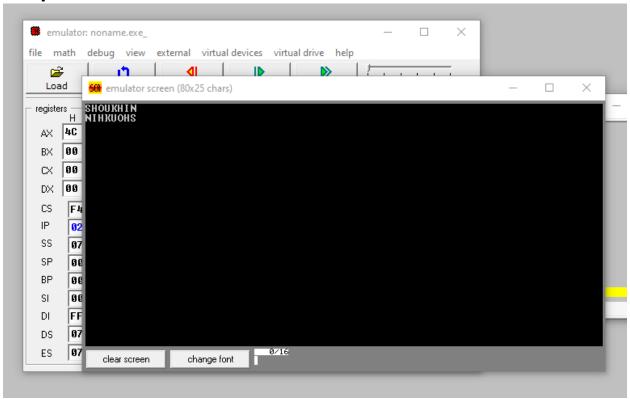
# Theory:

For this program first of all we need to take a array which can contain duplicate letters and push letter into stack until getting space or carriage return. SI point to the initial address of the array. Then Take CX=0, to count the number of letter in a word and BX=0, to use as a flag. If BX=1, then program don't take any input otherwise take input from user. When get space or carriage return then perform pop operation. When get a small vowel then turn it into capital letter using CAPITAL level, otherwise no change.

DUP instructions, an array is initialized by a common value.

```
.MODEL SMALL
.STACK 100H
   MSG DB 50 DUP('?')
. CODE
MAIN PROC
   MOV AX, @DATA
   MOV DS, AX
   MOV BX, 0
    LEA SI, MSG
    MOV AH, 1
    INT 21H
    INPUT:
    INC BX
    CMP AL, ODH
    JE OUTPUT
    MOV MSG[SI], AL
```

```
ADD SI,1
    INT 21H
    JMP INPUT
    OUTPUT:
    MOV MSG[SI], '$'
    MOV AH, 2
    MOV DL, OAH
    INT 21H
    MOV DL, ODH
    INT 21H
    LEA SI, MSG
    MOV BX, 0
    JMP OUTPUT1
       OUTPUT1:
    CMP [SI], 20H
    JE PRINT
    CMP [SI], 24H
    JE PRINT
    INC BX
    INC SI
    JMP OUTPUT1
    PRINT:
    MOV CX, BX
    LEA DI, SI
    DEC DI
    PRINT1:
    MOV AH, 2
    MOV DL, [DI]
    INT 21H
    DEC DI
    LOOP PRINT1
    CMP [SI], 24H
    JE EXIT
    MOV BX, 0
    INC SI
    MOV AH, 2
    MOV DL, 20H
    INT 21H
    JMP OUTPUT1
    EXIT:
    MOV AH, 4CH
    INT 21H
    MAIN ENDP
END MAIN
```



# **Discussion:**

This program gives write output according to the given input.

Knowledge of Loop,jmp and stack is needed to solve this problem.

Without using \$ sign, the program will display a wrong answer.Here (SI) is used to address the array source index.



Course No: CSE-3110

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**Lab No:** 05

**Problem Name:** Write a program that lets the user enter time in seconds, up to 65535 and outputs the time as hours, minutes and

seconds

## **Submitted To:**

Name: Sadia Zaman Mishu

**Designation:** Assistant

**Professor** 

**Department:** CSE, RUET

# **Submitted By:**

Name: Md Al Amin Tokder

**Roll:** 1803078

Section: B

## **Problem Description:**

Write a program that lets the user enter time in seconds, up to 65535 and outputs the time as hours, minutes and seconds

## Theory:

For unsigned division, DIV instruction is used. IDIV is used for signed division.

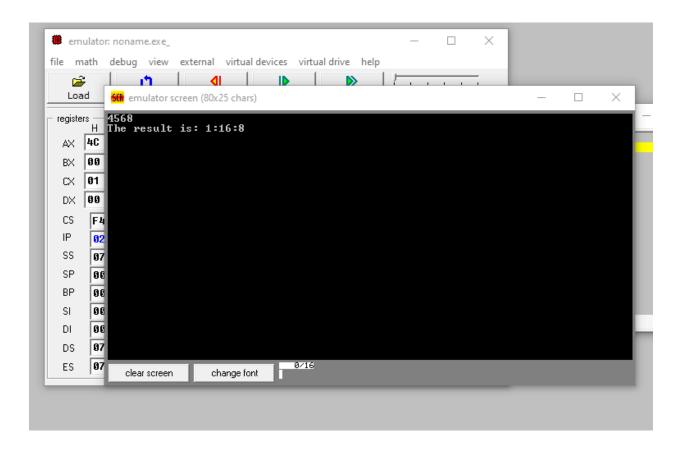
Unsigned divide AX by divisor BL with result stored in AL = Quotient, AH = Remainder.Unsigned divide DX:AX by divisor BX, with result stored in AX = Quotient, DX = Remainder.

If the divisor is much smaller than the dividend, the divide overflow will occur.

```
.MODEL SMALL
.STACK 100H
  MSG DB OAH, ODH, 'The result is: $'
. CODE
MAIN PROC
   MOV AX, @DATA
   MOV DS, AX
    CALL INDEC
   MOV DX, 0
   MOV BX, 3600
    DIV BX
    PUSH AX
    PUSH DX
    MOV AH, 9
    LEA DX, MSG
    INT 21H
```

```
POP DX
    POP AX
    CALL OUTDEC
   PUSH DX
   MOV AH, 2
   MOV DL, ':'
   INT 21H
   POP AX
   MOV BX, 60
   MOV DX, 0
   DIV BX
   CALL OUTDEC
    PUSH DX
   MOV AH, 2
   MOV DL, ':'
    INT 21H
    POP AX
   CALL OUTDEC
   MOV AH, 4CH
   INT 21H
   MAIN ENDP
INDEC PROC
   PUSH BX
   PUSH CX
   PUSH DX
   BEGIN:
   XOR BX, BX
   XOR CX, CX
   MOV AH, 1
    INT 21H
    CMP AL, '-'
    JE MINUS
   CMP AL, '+'
    JE PLUS
    JMP REPEAT2
   MINUS:
   MOV CX, 1
   PLUS:
    INT 21H
   REPEAT2:
   CMP AL, '0'
    JNGE NOT DIGIT
       CMP AL, '9'
    JNLE NOT DIGIT
    AND AX, 000FH
    PUSH AX
   MOV AX, 10
   MUL BX
    POP BX
    ADD BX, AX
   MOV AH, 1
    INT 21H
    CMP AL, ODH
    JNE REPEAT2
   MOV AX, BX
    OR CX, CX
```

```
JE EXIT
   NEG AX
   EXIT:
   POP DX
   POP CX
   POP BX
   RET
   NOT DIGIT:
   MOV AH, 2
   MOV DL, ODH
   INT 21H
   MOV DL, OAH
   INT 21H
   JMP BEGIN
INDEC ENDP
OUTDEC PROC
   PUSH AX
   PUSH BX
   PUSH CX
   PUSH DX
   OR AX, AX
   JGE END IF1
   PUSH AX
   MOV DL, '-'
   MOV AH, 2
   INT 21H
   POP AX
   NEG AX
   END IF1:
   XOR CX, CX
   MOV BX, 10D
   REPEAT1:
   XOR DX, DX
   DIV BX
   PUSH DX
   INC CX
   OR AX, AX
   JNE REPEAT1
   MOV AH, 2
   PRINT:
   POP DX
   OR DL, 30H
   INT 21H
   LOOP PRINT
   POP DX
   POP CX
   POP BX
   POP AX
   RET
OUTDEC ENDP
END MAIN
```



# **Conclusion:**

In this program, if the input is a non-digit, the program will skip the line and take a new input. But for a negative number, it will display a wrong answer. We can solve this problem just like non-digit input. INDEC and OUTDEC procedure is used for input and output.



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**Lab No: 06** 

**Problem Name:** Write a program to sort an array in descending order and display numbers, capital letters, small letters in descending order on different line.

# **Submitted To:**

Name: Sadia Zaman Mishu

**Designation:** Assistant

**Professor** 

**Department:** CSE, RUET

# **Submitted By:**

Name: Md Al Amin Tokder

Roll: 1803078

Section: B

## **Problem Description:**

Write a program to sort an array in descending order and display numbers, capital letters, small letters in descending order on different line.

# Theory:

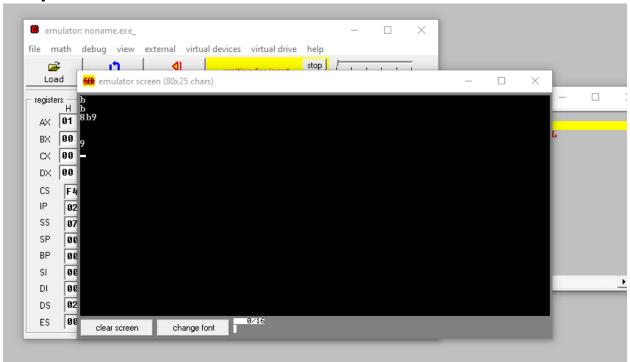
An array is implemented at the assembly language level by a block of memory in which the variables of the array are stored, contiguously, one right after the other. When the length value stored as well, it's generally stored just before the beginning of the block, so that it can be easily found. SI register is used for addressing.

Here selection sort is used for sorting the array. Select procedure is created for selection sort. Besides, to display the result, output procedure is used.

```
.MODEL SMALL
.STACK 100H
.DATA
A DB 50 DUP('?')
.CODE
MAIN PROC
MOV AX, @DATA
MOV DS, AX
LEA SI, A
MOV BX, 0
INPUT:
MOV AH, 1
INT 21H
MOV A[SI], AL
```

```
INC SI
    INC BX
    CALL SELECT
   MOV AH, 2
   MOV DL, OAH
   INT 21H
   MOV DL, ODH
    INT 21H
    CALL OUTPUT
   MOV AH, 2
   MOV DL, OAH
    INT 21H
   MOV DL, ODH
    INT 21H
    JMP INPUT
   MOV AH, 4CH
    INT 21H
   MAIN ENDP
SELECT PROC
   PUSH BX
   PUSH CX
   PUSH DX
   PUSH SI
   DEC BX
    JE END SORT
   LEA SI, A
    JNL NEXT
   MOV DI, SI
   MOV AL, [DI]
   NEXT:
   LOOP FIND BIG
   CALL SWAP
   DEC BX
   JNE SORT LOOP
   END SORT:
   POP SI
    POP DX
    POP CX
    POP BX
    RET
   SELECT ENDP
SWAP PROC
    PUSH AX
   MOV AL, [SI]
   XCHG AL, [DI]
   MOV [SI], AL
    POP AX
   RET
    SWAP ENDP
         MOV DX, SI
    SORT LOOP:
   MOV SI, DX
   MOV CX, BX
   MOV DI, SI
   MOV AL, [DI]
    FIND BIG:
    INC SI
```

```
CMP [SI], AL
OUTPUT PROC
    LEA SI, A
    MOV CX, BX
   PRINT:
    MOV AH, 2
    MOV DL, [SI]
    CMP DL, 5BH
    JL PRI
    INT 21H
    ADD SI, 1
    DEC CX
    CMP CX, 0
    JE EXIT
    CMP CX, 0
    JG PRINT
    PRI:
    MOV AH, 2
    MOV DL, OAH
    INT 21H
    MOV DL, ODH
    INT 21H
    PRINT1:
    MOV AH, 2
    MOV DL, [SI]
    CMP DL, 3AH
    JL PRI1
    INT 21H
    ADD SI, 1
    DEC CX
    CMP CX, 0
    JE EXIT
    CMP CX, 0
    JG PRINT1
    PRI1:
    MOV AH, 2
    MOV DL, OAH
    INT 21H
    MOV DL, ODH
    INT 21H
    PRINT2:
    MOV AH, 2
    MOV DL, [SI]
    INT 21H
    ADD SI,1
    DEC CX
    CMP CX, 0
    JE EXIT
    CMP CX, 0
    JG PRINT2
    EXIT:
    RET
    OUTPUT ENDP
END MAIN
```



# **Discussion:**

The array is sorted on the base of ascii codes. In this program, selection sort is used for sorting the array in descending order. The array contains small letter, capital letter and digit .We can use another sorting technique for better performance .