Universidad Politécnica de Puerto Rico

Recinto de San Juan

Homework 4

Alfredo Jimenez Oliveras#116518

Coral S.Schmidt Montilla #148830

﻿CODIGO (calculadora estática) :

TITLE ASIG2 ; name of the program

;; Alfredo Jimenez Oliveras #116518

;; Coral S.Schmidt Montilla #148830

; in assembly language, a line comment begins with the symbol ;

.MODEL SMALL ; define the memory model for the program

.STACK ; define the size of the stack segment

; default size = 1024 bytes = 400h bytes

; to change the default size, write the new number after .STACK (e.g. .SATCK 500h)

.DATA ; begin the data segment

; use the directives (e.g. DB, DW) here to reserve

; memory space for variables, arrays, etc.

num1 dd 3 ;

num2 dd 2 ;

sum db 0

sub db 0

mult db 0

div db 0

msjnS db 10,13, "SUM = ",'$'

msjnR db 10,13, "SUB = ",'$'

msjnM db 10,13, "MULT = ",'$'

msjnD db 10,13, "DIV = ",'$'

.CODE ; begin the code segment

start: ; label used to indicate where is the first instruction (see the END statement)

; in this case, MOV AX, @DATA

; the start label stores the offset of the first statement (the loader uses this offset to initialize IP)

MOV AX, @DATA ; @DATA stores where the data segment is in the memory (initialized by the loader)

MOV DS, AX ; initialize the DS register with the value assigned to @DATA

;Sum

mov al,num1

add al,num2

mov sum,al

;Sub

mov al,num1

sub al,num2

mov sub,al

;Mult

mov al,num1

mul num2

mov mult,al

;Div

mov al,num1

div num2

mov div,al

;Mostrar los mensajes de los resultados

;mostrando el mensaje

mov ah,09

lea dx,msjnS

int 21h

mov dl,sum

add dl,30h

mov ah,02

int 21h

;mostrando la sum

mov ah,09

lea dx,msjnS

int 21h

mov dl,sum

add dl,30h

mov ah,02

int 21h

;mostrando la sub

mov ah,09

lea dx,msjnR

int 21h

mov dl,sub

add dl,30h

mov ah,02

int 21h

;mostrando la mult

mov ah,09

lea dx,msjnM

int 21h

mov dl,mult

add dl,30h

mov ah,02

int 21h

;mostrando la div

mov ah,09

lea dx,msjnD

int 21h

mov dl,div

add dl,30h

mov ah,02

int 21h

MOV AX, 4C00H ; call the routine that

INT 21H ; terminates the program - return 0

END start ; the END statement indicates where the first instruction

; of the program is in the code segment (see the start label)

; the END statement must be the last statement in the file

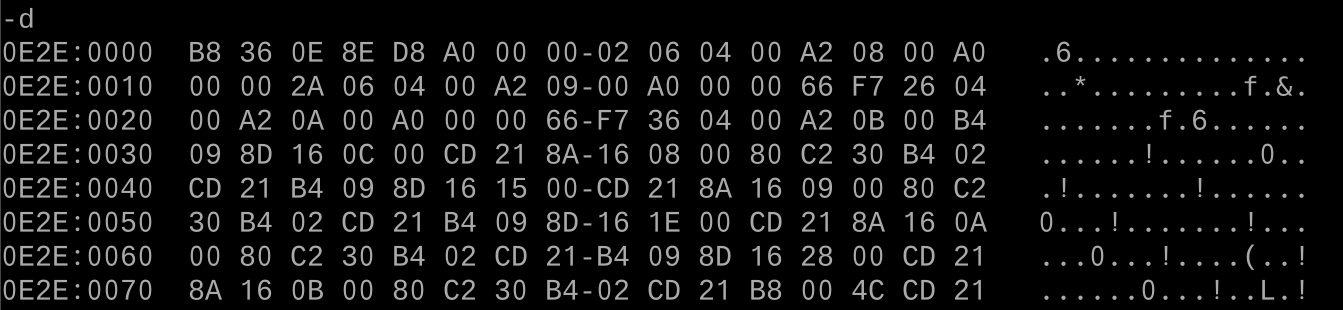
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