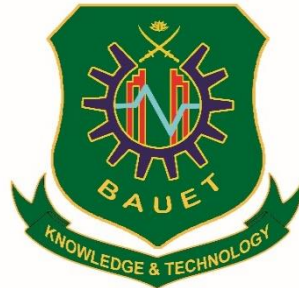


Bangladesh Army University of Engineering &
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Qadirabad, Natore-6431



**Department of
Computer Science and Engineering (CSE)**

Lab Report: 02

Course Code: CSE-3222

Course Title: Programming with Assembly language Sessional

Experiment Name: Introduction to arithmetic operations assembly language

Experiment Date: 10.08.25

Submission Date: 24.08.25

SUBMITTED BY

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Batch: 16th

Year: 3rd

Semester: 2nd

Section: B

SUBMITTED TO

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Experiment No:02

Experiment Name : Introduction to arithmetic operations assembly language

Objectives:

1. To learn how numbers are calculated in assembly language.
2. To see how the CPU changes when doing arithmetic.
3. To use basic math steps to make bigger tasks.

Theory:

Arithmetic Operations

Arithmetic operations are fundamental in assembly programming, allowing the CPU to perform mathematical calculations. These operations manipulate numerical values stored in registers or memory.

Addition and Subtraction Instructions

Addition (ADD)

The ADD instruction adds a value (either a constant or the contents of another register) to a destination register or memory location. The result is stored in the destination operand.

Example-

ADD destination, source

Subtraction (SUB)

The SUB instruction subtracts a value from the destination and stores the result in the destination operand.

Example-

SUB destination, source

Problem No:1.1

Problem Name :write a assembly language to print Name ,Dept and ID

Source Code:

```
01 .MODEL SMALL
02 .STACK 100H
03 .DATA
04     MSG_NAME DB 0DH,0AH,"Name: Tanvir Akter Sonia$"
05     MSG_DEPT DB 0DH,0AH,"Dept: CSE$"
06     MSG_ID   DB 0DH,0AH,"ID: 068$"
07
08 .CODE
09 MAIN PROC
10     MOV AX, @DATA
11     MOV DS, AX
12
13     ; Print Name
14     MOV AH, 09H
15     LEA DX, MSG_NAME
16     INT 21H
17
18     ; Print Dept
19     MOV AH, 09H
20     LEA DX, MSG_DEPT
21     INT 21H
22
23     ; Print ID
24     MOV AH, 09H
25     LEA DX, MSG_ID
26     INT 21H
27
28     ; Exit program
29     MOV AH, 4CH
30     INT 21H
31 MAIN ENDP
32 END MAIN
33 |
```

Output:

SCA emulator screen (80x25 chars)

```
Name: Tanvir Akter Sonia
Dept: CSE
ID: 068
```

Problem No:2.1

Problem Name: Write a Assembly Program to Calculate $5 - (A + A) + 3$

Source Code:

```
01 .MODEL SMALL
02 .STACK 100H
03 .DATA
04
05     MSG1      DB "ENTER A NUMBER FOR A <0-9>:$"
06     RESMSG    DB 0DH,0AH,"RESULT = $"
07
08     A         DB ?
09     RESULT    DB ?
10
11 .CODE
12 MAIN PROC
13     MOV AX, @DATA
14     MOV DS, AX
15
16     ; Prompt for A
17     MOV AH, 09H
18     LEA DX, MSG1
19     INT 21H
20
21     ; Read A from user
22     MOV AH, 01H
23     INT 21H
24     SUB AL, 30H          ; convert ASCII to number
25     MOV A, AL
26
27     ; Perform: 5 - (A + A) + 3
28     MOV AL, A            ; AL = A
29     ADD AL, A            ; AL = A + A
30     MOV BL, AL           ; BL = (A + A)
31
32     MOV AL, 5            ; AL = 5
33     SUB AL, BL           ; AL = 5 - (A + A)
34     ADD AL, 3            ; AL = 5 - (A + A) + 3
35     MOV RESULT, AL
36
37     ; Show result message
38     MOV AH, 09H
39     LEA DX, RESMSG
40     INT 21H
41
42     ; Show result value
43     MOV AL, RESULT
44     ADD AL, 30H
45     MOV DL, AL
46     MOV AH, 02H
47     INT 21H
48
49     ; Exit program
50     MOV AH, 4CH
51     INT 21H
52 MAIN ENDP
53 END MAIN
54
```

Output:



```
ENTER A NUMBER FOR A <0-9>:2
RESULT = 4
```

Discussion:

In this experiment, we learned how arithmetic operations are performed in assembly language and why they are important. Arithmetic operations such as addition, subtraction, multiplication, and division are the basic building blocks of any program. In assembly language, these operations are done using specific CPU instructions that work directly on registers and memory locations. By performing arithmetic step by step, we can clearly see how data moves between registers, how results are stored, and how the processor handles calculations.

Understanding arithmetic operations in assembly language helps us develop logical thinking and gain a deeper knowledge of how computers process numbers at the hardware level. It also improves our ability to write efficient programs for tasks that require high speed and low memory usage. Even though high-level languages can perform these operations more easily, knowing how to do them in assembly provides valuable insight into the inner workings of a computer.