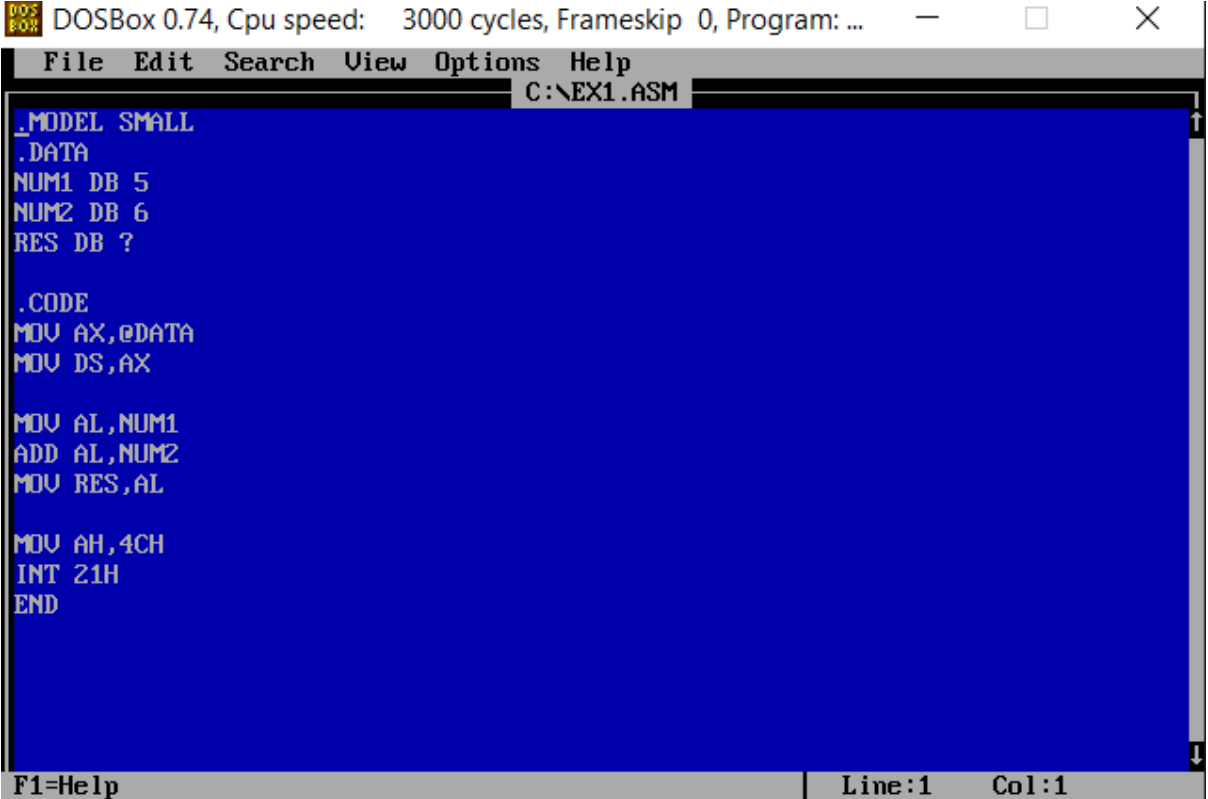


1. Addition of two 8-bit numbers



The image shows a DOSBox window titled "DOSBox 0.74, Cpu speed: 3000 cycles, Frameskip 0, Program: ...". The window has a menu bar with "File", "Edit", "Search", "View", "Options", and "Help". The title bar indicates the file "C:\EX1.ASM". The main area is a blue screen with white text showing assembly code. The code defines two data items, NUM1 (5) and NUM2 (6), and a result variable RES. It then moves NUM1 to AL, adds NUM2 to AL, and stores the result in RES. Finally, it sets AH to 4CH and calls INT 21H to exit.

```
.MODEL SMALL
.DATA
NUM1 DB 5
NUM2 DB 6
RES DB ?

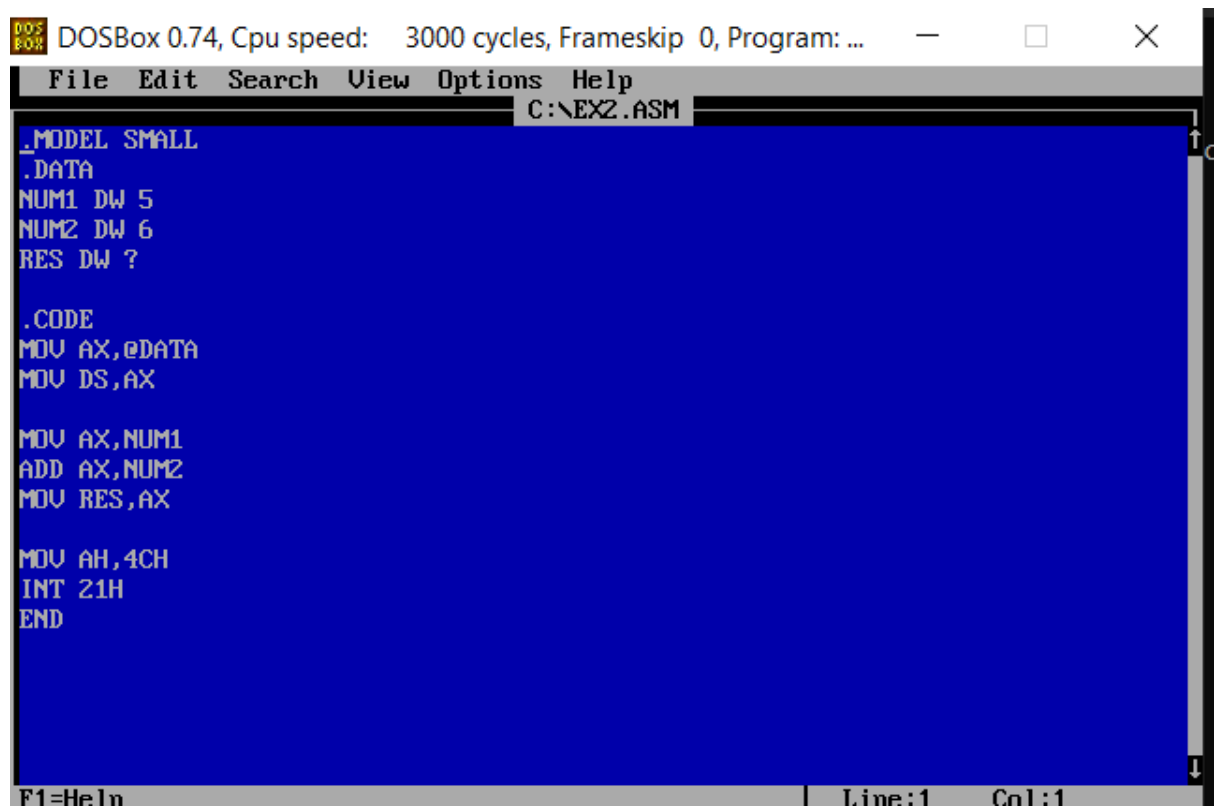
.CODE
MOV AX,@DATA
MOV DS,AX

MOV AL,NUM1
ADD AL,NUM2
MOV RES,AL

MOV AH,4CH
INT 21H
END
```

The status bar at the bottom shows "F1=Help" on the left, and "Line:1 Col:1" on the right.

2.Addition of 2 16-bit numbers



The image shows a DOSBox 0.74 window with a menu bar (File, Edit, Search, View, Options, Help) and a title bar (DOSBox 0.74, Cpu speed: 3000 cycles, Frameskip 0, Program: ...). The main window displays an assembly program named C:\EX2.ASM. The program is written in MASM syntax and performs the addition of two 16-bit numbers, NUM1 and NUM2, and stores the result in RES. The program also sets up the interrupt vector table and terminates with INT 21H.

```
_MODEL SMALL
.DATA
NUM1 DW 5
NUM2 DW 6
RES DW ?

.CODE
MOV AX,@DATA
MOV DS,AX

MOV AX,NUM1
ADD AX,NUM2
MOV RES,AX

MOV AH,4CH
INT 21H
END
```

The status bar at the bottom shows "F1=Help" on the left and "Line:1 Col:1" on the right.