

**PRACTICAL – 37****AIM:**

**Write a program which set and resets zero flag at next iteration. (Take number of iteration equal to 5)**

**CODE:**

```
org 100h
```

```
mov al,05h
```

```
mov bl,01h
```

```
i0:
```

```
mov cl,al
```

```
shr cl,1
```

```
jnc i2
```

```
jc i1
```

```
i1:
```

```
cmp bl,01h
```

```
jmp i3
```

```
i2:
```

```
cmp bl,00h
```

```
jmp i3
```

```
i3:
```

```
dec al
```

```
jnz i0
```

```
ret
```

**OUTPUT:**

The image shows two side-by-side screenshots of a 'flags' window. Each window contains a list of flags with their current values in dropdown menus. The first window shows the initial state, and the second window shows the state after an operation, with the Zero Flag (ZF) and Instruction Flag (IF) having changed.

Flag	Initial Value	Final Value
CF	0	1
ZF	1	0
SF	0	0
OF	0	0
PF	1	0
AF	0	0
IF	1	1
DF	0	0

**CONCLUSION:** In this practical, we learnt how to set and reset zero flag at the next iteration.