

PRACTICAL – 36**AIM:**

Using a Subroutine, write a program which adds two hex number 10H and F0H and store result at 2040H location in memory. At the end of subroutine, clear the flag Z without affecting other flags and return to main program.

CODE:

org 100h

MOV CL, 010H

MOV BL, 0F0H

ADD CL, BL

MOV [2040H], CL

PUSHF

POP AX

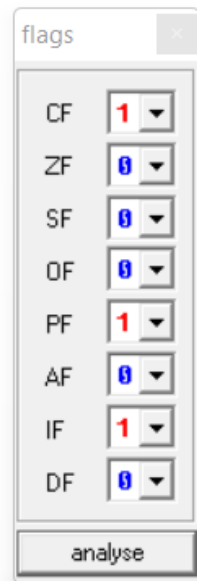
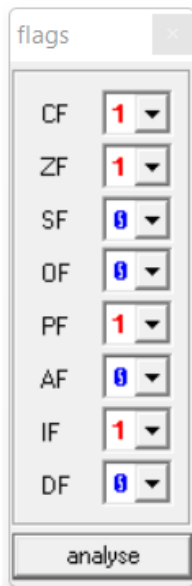
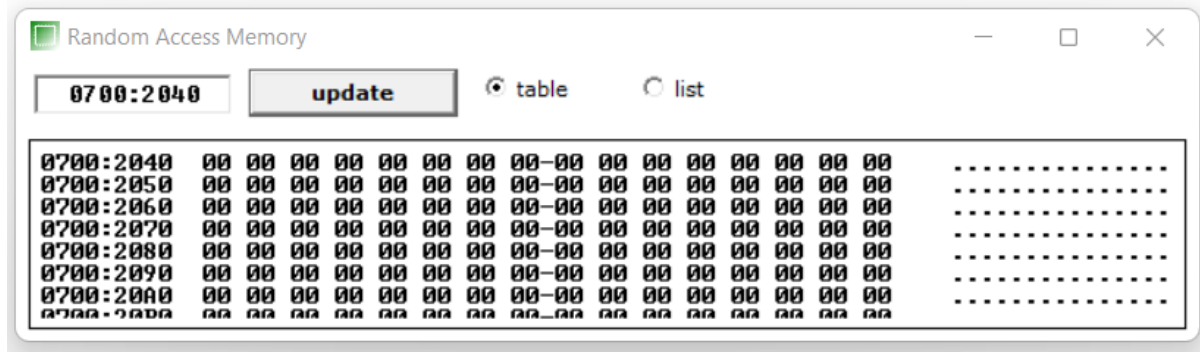
MOV DX, 0FFBFH

AND AX, DX

PUSH AX

POPF

ret

OUTPUT:

CONCLUSION: In this practical, we learnt how to change the value of Zero Flag (using ADD operation) without affecting Carry Flag & other Flags.