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**SAP: 56108** 

**SE-3 Fall 2024** 

**COAL LAB** 

```
Task 1:
.model small
.stack 100h
.data
  msg1 DB 10,13, "Enter First Number (A):$", 0
  msg2 DB 10,13, "Enter Second Number (B):$", 0
  msg_greater DB 10,13, "A is greater than B.$", 0
  msg_less DB 10,13, "A is less than B.$", 0
  msg_equal DB 10,13, "A is equal to B.$", 0
.code
main proc
  mov ax, @data
  mov ds, ax
  mov dx, offset msg1
  mov ah, 9
  int 21h
  mov ah, 1
  int 21h
  sub al, 30h
  mov cl, al
  mov dx, offset msg2
  mov ah, 9
```

```
int 21h
  mov ah, 1
  int 21h
  sub al, 30h
  mov dl, al
  cmp cl, dl
  je equal
  jg greater
  jl less
greater:
  mov dx, offset msg_greater
  mov ah, 9
  int 21h
  jmp end_program
less:
  mov dx, offset msg_less
  mov ah, 9
  int 21h
  jmp end_program
equal:
  mov dx, offset msg_equal
  mov ah, 9
```

```
end_program:
  mov ah, 4Ch
  int 21h
main endp
end main
  emulator screen (80x25 chars)
Enter First Number (A):5
Enter Second Number (B):8
A is less than B.
Task 2:
.model small
.stack 100h
.data
  msg1 DB 10,13, "Enter a single-digit number:$", 0
  msg_positive DB 10,13, "The number is positive.$", 0
  msg_zero DB 10,13, "The number is zero.$", 0
  msg_invalid DB 10,13, "Invalid input. Enter a digit between 0 and 9.$", 0
.code
main proc
  mov ax, @data
  mov ds, ax
  mov dx, offset msg1
```

```
mov ah, 9
  int 21h
  mov ah, 1
  int 21h
  sub al, 30h
  cmp al, 0
  jl invalid_input
  cmp al, 9
  jg invalid_input
  cmp al, 0
  je is_zero
  mov dx, offset msg_positive
  mov ah, 9
  int 21h
  jmp end_program
is_zero:
  mov dx, offset msg_zero
  mov ah, 9
  int 21h
  jmp end_program
invalid_input:
```

```
mov dx, offset msg_invalid
  mov ah, 9
  int 21h
end_program:
  mov ah, 4Ch
  int 21h
main endp
end main
 600 emulator screen (80x25 chars)
Enter a single-digit number:7
The number is positive.
Task 3:
.model small
.stack 100h
.data
  msg1 DB 10,13, "Enter your Lab Mid marks (0-9):$", 0
  msg_hardwork DB 10,13, "Need hard work.$", 0
  msg_satisfactory DB 10,13, "Satisfactory.$", 0
.code
main proc
  mov ax, @data
  mov ds, ax
```

```
mov dx, offset msg1
  mov ah, 9
  int 21h
  mov ah, 1
  int 21h
  sub al, 30h
  cmp al, 5
  jl hardwork
  mov dx, offset msg_satisfactory
  mov ah, 9
  int 21h
  jmp end_program
hardwork:
  mov dx, offset msg_hardwork
  mov ah, 9
  int 21h
end_program:
  mov ah, 4Ch
  int 21h
main endp
end main
```

66 emulator screen (80x25 chars)

Enter your Lab Mid marks (0-9):5 Satisfactory.