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# MicroProcessor Lab

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## LAB - 1

**Aim :-** Exploring Different addressing modes and addition of two numbers

ASSUME CS:CODE

CODE SEGMENT

START:

    mov al, 02H

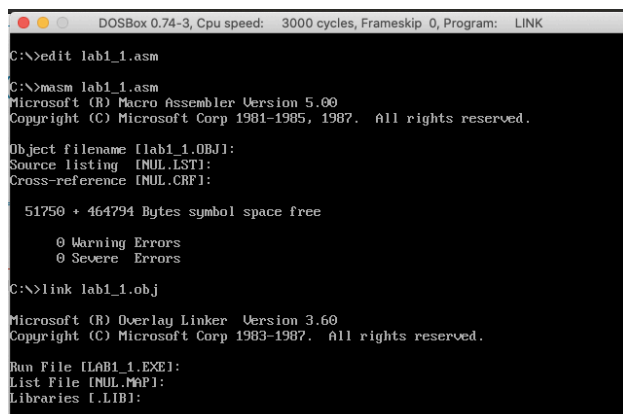
    mov bl, 04H

    add al, bl

    hlt

CODE ENDS

END START



```
DOSBox 0.74-3, Cpu speed: 3000 cycles, Frameskip 0, Program: LINK
C:\>edit lab1.asm
C:\>masm lab1.asm
Microsoft (R) Macro Assembler Version 5.00
Copyright (C) Microsoft Corp 1981-1985, 1987. All rights reserved.

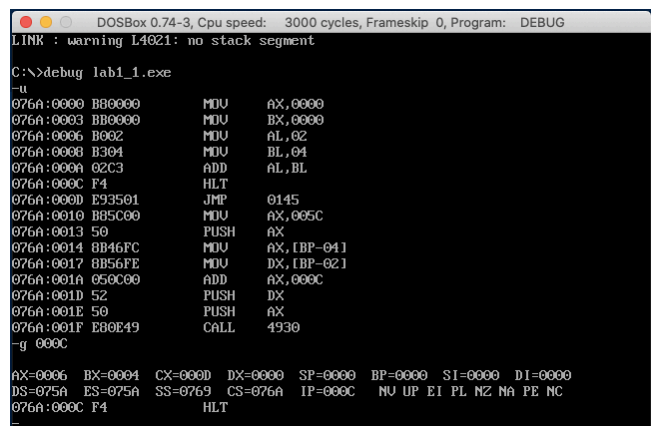
Object filename [lab1_1.OBJ]:
Source listing [NUL.LST]:
Cross-reference [NUL.CRF]:

51750 + 464794 Bytes symbol space free

0 Warning Errors
0 Severe Errors

C:\>link lab1_1.obj
Microsoft (R) Overlay Linker Version 3.60
Copyright (C) Microsoft Corp 1983-1987. All rights reserved.

Run File [LAB1_1.EXE]:
List File [NUL.MAP]:
Libraries [LIB1]:
```



```
DOSBox 0.74-3, Cpu speed: 3000 cycles, Frameskip 0, Program: DEBUG
LINK : warning L4021: no stack segment

C:\>debug lab1_1.exe
-u
076A:0000 B80000 MOV AX,0000
076A:0003 B80000 MOV BX,0000
076A:0006 B002 MOV AL,02
076A:0008 B304 MOV BL,04
076A:000A 02C3 ADD AL,BL
076A:000C F4 HLT
076A:000D E93501 JMP 0145
076A:0010 B85C00 MOV AX,005C
076A:0013 50 PUSH AX
076A:0014 8B46FC MOV AX,[BP-04]
076A:0017 8B56FE MOV DX,[BP-02]
076A:001A 050C00 ADD AX,000C
076A:001D 52 PUSH DX
076A:001E 50 PUSH AX
076A:001F EB0E49 CALL 4930
-g 000C
AX=0006 BX=0004 CX=000D DX=0000 SP=0000 BP=0000 SI=0000 DI=0000
DS=075A ES=075A SS=0769 CS=076A IP=000C NU UP EI PL NZ NA PE NC
076A:000C F4 HLT
-
```

## LAB - 2

### Task 1

**Aim :-** Addition of two 16 bit numbers using 16 bit registers.

CODE SEGMENT

ASSUME cs:code

START:

mov ax, 3245H

mov bx, ax

mov cx, 4321H

add ax, cx

hlt

CODE ENDS

END START

```
DOSBox 0.74-3, Cpu speed: 3000 cycles, Frameskip 0, Program: DOSBOX
C:\>masm lab2_1.asm
Microsoft (R) Macro Assembler Version 5.00
Copyright (C) Microsoft Corp 1981-1985, 1987. All rights reserved.

Object filename [lab2_1.OBJ]:
Source listing [INUL.LST]:
Cross-reference [INUL.CRF]:

51750 + 464794 Bytes symbol space free

0 Warning Errors
0 Severe Errors

C:\>link lab2_1.obj

Microsoft (R) Overlay Linker Version 3.60
Copyright (C) Microsoft Corp 1983-1987. All rights reserved.

Run File [LAB2_1.EXE]:
List File [INUL.MAP]:
Libraries [.LIB]:
LINK : warning L4021: no stack segment

C:\>
```

```
DOSBox 0.74-3, Cpu speed: 3000 cycles, Frameskip 0, Program: DOSBOX
C:\>debug lab2_1.exe
-u
076A:0000 B84532      MOV     AX,3245
076A:0003 8BD8        MOV     BX,AX
076A:0005 B92143      MOV     CX,4321
076A:0008 03C1      ADD     AX,CX
076A:000A F4          HLT
076A:000B 7403      JZ      0010
076A:000D E93501      JMP     0145
076A:0010 B85C00      MOV     AX,005C
076A:0013 50          PUSH    AX
076A:0014 8B46FC      MOV     AX,[BP-04]
076A:0017 8B56FE      MOV     DX,[BP-02]
076A:001A 050C00      ADD     AX,000C
076A:001D 52          PUSH    DX
076A:001E 50          PUSH    AX
076A:001F EB0E49      CALL    4930
-g 000A
AX=7566 BX=3245 CX=4321 DX=0000 SP=0000 BP=0000 SI=0000 DI=0000
DS=075A ES=075A SS=0769 CS=076A IP=000A NU UP EI PL NZ NA PE NC
076A:000A F4          HLT
-q
C:\>
```

## Task 2

**Aim :-** Addition of two 16 bit numbers using 8 bit registers.

CODE SEGMENT

ASSUME cs:code

START:

```
    mov al, 01H
    mov bl, 02H
    add al, bl
    mov si, 10H
    mov [si], al
    mov al, 03H
    mov bl, 04H
    adc al, bl
    inc si
    mov [si], al
    mov al, 00H
    adc al, al
    inc si
    mov [si], al
    hlt
```

CODE ENDS

END START

```
DOSBox 0.74-3, Cpu speed: 3000 cycles, Frameskip 0, Program: DOSBOX

C:\>masm lab2_2.asm
Microsoft (R) Macro Assembler Version 5.00
Copyright (C) Microsoft Corp 1981-1985, 1987. All rights reserved.

Object filename [lab2_2.obj]:
Source listing [NUL.LST]:
Cross-reference [NUL.CRF]:

51750 + 464794 Bytes symbol space free

0 Warning Errors
0 Severe Errors

C:\>link lab2_2.obj

Microsoft (R) Overlay Linker Version 3.60
Copyright (C) Microsoft Corp 1983-1987. All rights reserved.

Run File [LAB2_2.EXE]:
List File [NUL.MAP]:
Libraries [.LIB]:
LINK : warning L4021: no stack segment

C:\>
```

```
DOSBox 0.74-3, Cpu speed: 3000 cycles, Frameskip 0, Program: DEBUG
C:\>debug lab2_2.exe
-u
076A:0000 B001      MOV     AL,01
076A:0002 E302      MOV     BL,02
076A:0004 02C3      ADD     AL,BL
076A:0006 BE1000     MOV     SI,0010
076A:0009 8004      MOV     [SI],AL
076A:000B B003      MOV     AL,03
076A:000D E304      MOV     BL,04
076A:000F 12C3      ADC     AL,BL
076A:0011 46       INC     SI
076A:0012 8004      MOV     [SI],AL
076A:0014 B000      MOV     AL,00
076A:0016 12C0      ADC     AL,AL
076A:0018 46       INC     SI
076A:0019 8004      MOV     [SI],AL
076A:001B F4       HLT
076A:001C 065250     ADD     [BP+SI+50],DL
076A:001F E80E49     CALL    4930
-g 001B
AX=FF00 BX=0004 CX=001C DX=0000 SP=0000 BP=0000 SI=0012 DI=0000
DS=075A ES=075A SS=0769 CS=076A IP=001B NU UP EI PL NZ NA PE NC
076A:001B F4       HLT
```

```
-d 075A:0010
075A:0010 03 07 00 03 A3 01 92 01-01 01 01 00 02 FF FF FF .....
075A:0020 FF FF FF FF FF FF FF FF FF FF 50 07 F1 49 .....P..I
075A:0030 A3 01 14 00 18 00 5A 07-FF FF FF FF 00 00 00 00 .....Z.....
075A:0040 05 00 00 00 00 00 00-00 00 00 00 00 00 00 00 .....
075A:0050 CD 21 CB 00 00 00 00-00 00 00 00 00 00 00 00 .....
075A:0060 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00 .....
075A:0070 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00 .....
075A:0080 00 0D 6C 61 62 32 5F 32-2E 65 78 65 0D 00 00 00 ..lab2_2.exe....
```

## Task 3

**Aim :-** Multiplication of two 16 bit numbers.

CODE SEGMENT

ASSUME cs:code

START:

mov cx, 3245H

mov ax, cx

mov bx, 4321H

mul bx

hlt

CODE ENDS

END START

```
DOSBox 0.74-3, Cpu speed: 3000 cycles, Frameskip 0, Program: DOSBOX
C:\>masm lab2_3.asm
Microsoft (R) Macro Assembler Version 5.00
Copyright (C) Microsoft Corp 1981-1985, 1987. All rights reserved.

Object filename [lab2_3.OBJ]:
Source listing [NUL.LST]:
Cross-reference [NUL.CRF]:

51750 + 464794 Bytes symbol space free

0 Warning Errors
0 Severe Errors

C:\>link lab2_3.obj
Microsoft (R) Overlay Linker Version 3.60
Copyright (C) Microsoft Corp 1983-1987. All rights reserved.

Run File [LAB2_3.EXE]:
List File [NUL.MAP]:
Libraries [.LIB]:
LINK : warning L4021: no stack segment

C:\>_
```

```
DOSBox 0.74-3, Cpu speed: 3000 cycles, Frameskip 0, Program: DOSBOX
C:\>debug lab2_3.exe
-u
076A:0000 B94532      MOV     CX,3245
076A:0003 8BC1          MOV     AX,CX
076A:0005 BB2143      MOV     BX,4321
076A:0008 F7E3          MUL     BX
076A:000A F4          HLT
076A:000B 7403          JZ      0010
076A:000D E93501      JMP     0145
076A:0010 B85C00      MOV     AX,005C
076A:0013 50          PUSH    AX
076A:0014 8B46FC      MOV     AX,[BP-04]
076A:0017 8B56FE      MOV     DX,[BP-02]
076A:001A 050C00      ADD     AX,000C
076A:001D 52          PUSH    DX
076A:001E 50          PUSH    AX
076A:001F E80E49      CALL    4930
-g 000A
AX=B9E5 BX=4321 CX=3245 DX=002E SP=0000 BP=0000 SI=0000 DI=0000
DS=075A ES=075A SS=0769 CS=076A IP=000A OV UP EI PL NZ NA PO CY
076A:000A F4          HLT
-q
C:\>
```

---

## LAB - 3

### Task 1

**Aim :-** Addition of the elements of two arrays.

DATA SEGMENT

MAT1 dw 0022H, 0011H, 0032H, 2142H, 0015H

MAT2 dw 0032H, 0031H, 0022H, 2342H, 0215H

RESMAT dw 5 dup(0)

DATA ENDS

CODE SEGMENT

ASSUME CS:CODE,DS:DATA

START:

mov cx, 05H

mov bx, cx

mov ax, DATA

mov ds, ax

mov ax, 0000H

mov si, 00H

RPT:

add ax, MAT1[si]

add ax, MAT2[si]

mov RESMAT[si], ax

mov ax, 00H

add si, 02H

LOOP RPT

hlt

CODE ENDS

END START

```

DOSBox 0.74-3, Cpu speed: 3000 cycles, Frameskip 0, Program: DOSBOX

C:\>masm lab3_1.asm
Microsoft (R) Macro Assembler Version 5.00
Copyright (C) Microsoft Corp 1981-1985, 1987. All rights reserved.

Object filename [lab3_1.OBJ]:
Source listing [NUL.LST]:
Cross-reference [NUL.CRF]:

51592 + 464952 Bytes symbol space free

0 Warning Errors
0 Severe Errors

C:\>link lab3_1.obj

Microsoft (R) Overlay Linker Version 3.60
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Run File [LAB3_1.EXE]:
List File [NUL.MAP]:
Libraries [LIB]:
LINK : warning L4021: no stack segment

C:\>

DOSBox 0.74-3, Cpu speed: 3000 cycles, Frameskip 0, Program: DEBUG

C:\>debug lab3_1.exe
-u
076C:0000 B90500      MOV     CX,0005
076C:0003 8BD9          MOV     BX,CX
076C:0005 B86A07      MOV     AX,076A
076C:0008 8ED8          MOV     DS,AX
076C:000A B80000      MOV     AX,0000
076C:000D BE0000      MOV     SI,0000
076C:0010 03B40000     ADD     AX,[SI+0000]
076C:0014 03B40A00     ADD     AX,[SI+000A]
076C:0018 89B41400     MOV     [SI+0014],AX
076C:001C B80000      MOV     AX,0000
076C:001F 83C602      ADD     SI,+02
-
-u
076C:0022 E2EC          LOOP    0010
076C:0024 F4          HLT
076C:0025 48          DEC     AX
076C:0026 83C404      ADD     SP,+04
076C:0029 50          PUSH    AX
076C:002A E87B0E      CALL    0EA8
076C:002D 83C404      ADD     SP,+04
076C:0030 3DFFFFFF     CMP     AX,FFFFFF
076C:0033 7403          JZ      0038
076C:0035 E9ED00      JMP     0125
076C:0038 C45EFC      LES     BX,[BP-04]
076C:003B 26          ES:
076C:003C 8A470C      MOV     AL,[BX+0C]
076C:003F 2AE4          SUB     AH,AH
076C:0041 40          INC     AX
-g 0024
AX=0000 BX=0005 CX=0000 DX=0000 SP=0000 BP=0000 SI=000A DI=0000
DS=076A ES=075A SS=0769 CS=076C IP=0024  NV UP EI PL NZ NA PE NC
076C:0024 F4          HLT
-
-d 076A:0000
076A:0000 22 00 11 00 32 00 42 21-15 00 32 00 31 00 22 00  "...2.B?...2.1."
076A:0010 42 23 15 02 54 00 42 00-54 00 84 44 2A 02 00 00  B#...T.B.T..D*...
076A:0020 B9 05 00 8B D9 B8 6A 07-8E D8 B8 00 00 BE 00 00  ....j.....
076A:0030 03 84 00 00 03 84 0A 00-89 84 14 00 B8 00 00 83  ....
076A:0040 C6 02 E2 EC F4 48 B3 C4-04 50 E8 7B 0E B3 C4 04  ....H...P.f....
076A:0050 3D FF FF 74 03 E9 ED 00-C4 5E FC 26 8A 47 0C 2A  =..t.....^.&.G.*
076A:0060 E4 40 50 8B C3 8C C2 05-0C 00 52 50 E8 C1 48 83  .@P.....RP..H.
076A:0070 C4 04 50 8D 86 FA FE 50-E8 17 73 83 C4 06 8B B6  ..P....P..s....
-q
C:\>

```

---

## Task 2

**Aim :-** Calculating the product of the elements of two arrays.

DATA SEGMENT

MAT1 dw 0022H, 0011H, 0032H, 2142H, 0015H

MAT2 dw 0032H, 0031H, 0022H, 2342H, 0215H

RESMAT dw 5 dup(0)

DATA ENDS

CODE SEGMENT

ASSUME CS:CODE,DS:DATA

START:

mov cx, 05H

mov bx, cx

mov ax, DATA

mov ds, ax

mov ax, 0000H

mov si, 00H

RPT:

add ax, MAT1[si]

mul MAT2[si]

mov RESMAT[si], ax

mov ax, 00H

add si, 02H

LOOP RPT

hlt

CODE ENDS

END START

# Output

```
DOSBox 0.74-3, Cpu speed: 3000 cycles, Frameskip 0, Program: DOSBOX

C:\>masm lab3_2.asm
Microsoft (R) Macro Assembler Version 5.00
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Object filename [lab3_2.OBJ]:
Source listing [NUL.LST]:
Cross-reference [NUL.CRF]:

51592 + 464952 Bytes symbol space free

0 Warning Errors
0 Severe Errors

C:\>link lab3_2.obj

Microsoft (R) Overlay Linker Version 3.60
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Run File [LAB3_2.EXE]:
List File [NUL.MAP]:
Libraries [.LIB]:
LINK : warning L4021: no stack segment

C:\>_

C:\>debug lab3_2.exe
-u
076C:0000 B90500      MOV     CX,0005
076C:0003 8BD9        MOV     BX,CX
076C:0005 B86A07        MOV     AX,076A
076C:0008 BED8        MOV     DS,AX
076C:000A B80000        MOV     AX,0000
076C:000D BE0000        MOV     SI,0000
076C:0010 03840000      ADD     AX,[SI+0000]
076C:0014 F7A40A00      MUL     WORD PTR [SI+000A]
076C:0018 89841400      MOV     [SI+0014],AX
076C:001C B80000        MOV     AX,0000
076C:001F 83C602        ADD     SI,+02
-
-g 0024
AX=0000 BX=0005 CX=0000 DX=0000 SP=0000 BP=0000 SI=000A DI=0000
DS=076A ES=075A SS=0769 CS=076C IP=0024  NU UP EI PL NZ NA PE NC
076C:0024 F4          HLT
-d 076A:0000
076A:0000 22 00 11 00 32 00 42 21-15 00 32 00 31 00 22 00  "...2.B!..2.1.".
076A:0010 42 23 15 02 A4 06 41 03-A4 06 04 99 B9 2B 00 00  B#....A.....+..
076A:0020 B9 05 00 8B D9 B8 6A 07-8E D8 B8 00 00 BE 00 00  ....j.....
076A:0030 03 84 00 00 F7 A4 0A 00-89 84 14 00 B8 00 00 83  ....
076A:0040 C6 02 E2 EC F4 48 83 C4-04 50 E8 7B 0E 83 C4 04  ....H...P.{....
076A:0050 3D FF FF 74 03 E9 ED 00-C4 5E FC 26 8A 47 0C 2A  =..t.....^.&.G.*
076A:0060 E4 40 50 8B C3 8C C2 05-0C 00 52 50 E8 C1 48 83  ..@P.....RP..H.
076A:0070 C4 04 50 8D 86 FA FE 50-E8 17 73 83 C4 06 8B B6  ..P....P..s.....
-q
C:\>_
```



---

## Task 3

**Aim :-** To Generate a Fibonacci Series of numbers.

```
CODE SEGMENT
ASSUME cs:code
START:
    mov al,00H;
    mov cx,08h;
    mov si,10H;
    mov [si],al;
    add al,01h;
    add si,01h;
    mov [si],al;
    sub cx,02h;
    FIB0:
        mov al,[si-1];
        add al,[si];
        add si,01h;
        mov [si],al;
    loop FIB0
    hlt
CODE ENDS
END START
```

# Output

```
DOSBox 0.74-3, Cpu speed: 3000 cycles, Frameskip 0, Program: DOSBOX

C:\>masm lab3_3.asm
Microsoft (R) Macro Assembler Version 5.00
Copyright (C) Microsoft Corp 1981-1985, 1987. All rights reserved.

Object filename [lab3_3.OBJ]:
Source listing [NUL.LST]:
Cross-reference [NUL.CRF]:

51598 + 464946 Bytes symbol space free

0 Warning Errors
0 Severe Errors

C:\>link lab3_3.obj

Microsoft (R) Overlay Linker Version 3.60
Copyright (C) Microsoft Corp 1983-1987. All rights reserved.

Run File [LAB3_3.EXE]:
List File [NUL.MAP]:
Libraries [LIB]:
LINK : warning L4021: no stack segment

C:\>_

C:\>debug lab3_3.exe
-u
076A:0000 B000      MOV     AL,00
076A:0002 B90800    MOV     CX,0008
076A:0005 BE1000    MOV     SI,0010
076A:0008 8804      MOV     [SI],AL
076A:000A 0401      ADD     AL,01
076A:000C 83C601    ADD     SI,+01
076A:000F 8804      MOV     [SI],AL
076A:0011 83E902    SUB     CX,+02
076A:0014 8A44FF    MOV     AL,[SI-01]
076A:0017 0204      ADD     AL,[SI]
076A:0019 83C601    ADD     SI,+01
076A:001C 8804      MOV     [SI],AL
076A:001E E2F4      LOOP   0014
-
-u
076A:0020 F4      HLT
076A:0021 49      DEC     CX
076A:0022 83C404    ADD     SP,+04
076A:0025 50      PUSH    AX
076A:0026 E89F0E    CALL    0EC8
076A:0029 83C404    ADD     SP,+04
076A:002C 3DFFFF    CMP     AX,FFFF
076A:002F 7403      JZ      0034
076A:0031 E91101    JMP     0145
076A:0034 B82F00    MOV     AX,002F
076A:0037 50      PUSH    AX
076A:0038 8B46FC    MOV     AX,[BP-04]
076A:003B 8B56FE    MOV     DX,[BP-02]
076A:003E 050C00    ADD     AX,000C
-g 0020
AX=FF0D BX=0000 CX=0000 DX=0000 SP=0000 BP=0000 SI=0017 DI=0000
DS=075A ES=075A SS=0769 CS=076A IP=0020  NV UP EI PL NZ NA PE NC
076A:0020 F4      HLT
-d 075A:0000
075A:0000 CD 20 FF 9F 00 EA FF FF-AD DE 4F 03 A3 01 8A 03  . . . . .0. . . .
075A:0010 00 01 01 02 03 05 08 0D-01 01 01 00 02 FF FF FF  . . . . .
075A:0020 FF FF FF FF FF FF FF FF-FF FF FF FF 50 07 F1 49  . . . . .P..I
075A:0030 A3 01 14 00 18 00 5A 07-FF FF FF FF 00 00 00 00  . . . . .Z. . . .
075A:0040 05 00 00 00 00 00 00 00-00 00 00 00 00 00 00  . . . . .
075A:0050 CD 21 CB 00 00 00 00 00-00 00 00 00 00 00 00  . ? . . . . .
075A:0060 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00  . . . . .
075A:0070 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00  . . . . .
-q
```

---

## LAB - 4

### Task 1

**Aim :-** Sort an Array in descending order

```
DATA SEGMENT
    STRING1 DB 99H,12H,56H,45H,36H
DATA ENDS
CODE SEGMENT
ASSUME CS:CODE,DS:DATA
START:
    MOV AX,DATA
    MOV DS,AX
    MOV CH,04H
UP2:
    MOV CL,04H
    LEA SI,STRING1
UP1:
    MOV AL,[SI]
    MOV BL,[SI+1]
    CMP AL,BL
    JNC DOWN
    MOV DL,[SI+1]
    XCHG [SI],DL
    MOV [SI+1],DL

DOWN:
    INC SI
    DEC CL
    JNZ UP1
    DEC CH
```

JNZ UP2

hlt

CODE ENDS

END START

```
DOSBox 0.74-3, Cpu speed: 3000 cycles, Frameskip 0, Program: DOSBOX

C:\>masm lab4_1.asm
Microsoft (R) Macro Assembler Version 5.00
Copyright (C) Microsoft Corp 1981-1985, 1987. All rights reserved.

Object filename [lab4_1.OBJ]:
Source listing [NUL.LST]:
Cross-reference [NUL.CRF]:

51594 + 464950 Bytes symbol space free

0 Warning Errors
0 Severe Errors

C:\>link lab4_1.obj

Microsoft (R) Overlay Linker Version 3.60
Copyright (C) Microsoft Corp 1983-1987. All rights reserved.

Run File [LAB4_1.EXE]:
List File [NUL.MAP]:
Libraries [.LIB]:
LINK : warning L4021: no stack segment

C:\>
C:\>debug lab4_1.exe
-u
076B:0000 B86A07 MOV AX,076A
076B:0003 BED8 MOV DS,AX
076B:0005 B504 MOV CH,04
076B:0007 B104 MOV CL,04
076B:0009 BD360000 LEA SI,[00000]
076B:000D BA04 MOV AL,[SI]
076B:000F BA5C01 MOV BL,[SI+01]
076B:0012 3AC3 CMP AL,BL
076B:0014 7308 JNB 001E
076B:0016 BA5401 MOV DL,[SI+01]
076B:0019 B614 XCHG DL,[SI]
076B:001B B85401 MOV [SI+01],DL
076B:001E 46 INC SI
076B:001F FEC9 DEC CL
```

```
-d 076A:0000
076A:0000 99 56 45 36 12 00 00 00-00 00 00 00 00 00 00 .UE6.....
076A:0010 B8 6A 07 8E D8 B5 04 B1-04 8D 36 00 00 8A 04 8A .j.....6.....
076A:0020 5C 01 3A C3 73 08 8A 54-01 86 14 88 54 01 46 FE \.:.s..T...T.F.
076A:0030 C9 75 EA FE CD 75 E0 F4-8B 46 FC 8B 56 FE 05 0C .u...u...F..U...
076A:0040 00 52 50 E8 EA 48 83 C4-04 50 E8 7B 0E 83 C4 04 .RP..H...P.{....
076A:0050 3D FF FF 74 03 E9 ED 00-C4 5E FC 26 8A 47 0C 2A =..t.....^.&.G.*
076A:0060 E4 40 50 8B C3 8C C2 05-0C 00 52 50 E8 C1 48 83 .@P.....RP..H.
076A:0070 C4 04 50 8D 86 FA FE 50-E8 17 73 83 C4 06 8B B6 ..P....P..s.....
-q
C:\>
```

---

## Task 2

**Aim :-** Sort an Array in ascending order

DATA SEGMENT

STRING1 DB 99H,12H,56H,45H,36H

DATA ENDS

CODE SEGMENT

ASSUME CS:CODE,DS:DATA

START:

MOV AX,DATA

MOV DS,AX

MOV CH,04H

UP2:

MOV CL,04H

LEA SI,STRING1

UP1:

MOV AL,[SI]

MOV BL,[SI+1]

CMP AL,BL

JC DOWN

MOV DL,[SI+1]

XCHG [SI],DL

MOV [SI+1],DL

DOWN:

INC SI

DEC CL

JNZ UP1

DEC CH

JNZ UP2

hlt  
CODE ENDS  
END START

```
DOSBox 0.74-3, Cpu speed: 3000 cycles, Frameskip 0, Program: DOSBOX

C:\>masm lab4_2.asm
Microsoft (R) Macro Assembler Version 5.00
Copyright (C) Microsoft Corp 1981-1985, 1987. All rights reserved.

Object filename [lab4_2.OBJ]:
Source listing [NUL.LST]:
Cross-reference [NUL.CRF]:

51594 + 464950 Bytes symbol space free

0 Warning Errors
0 Severe Errors

C:\>link lab4_2.obj

Microsoft (R) Overlay Linker Version 3.60
Copyright (C) Microsoft Corp 1983-1987. All rights reserved.

Run File [LAB4_2.EXE]:
List File [NUL.MAP]:
Libraries [.LIB]:
LINK : warning L4021: no stack segment

C:\>

C:\>debug lab4_1.exe
-u
076B:0000 B86A07 MDU AX,076A
076B:0003 8ED8 MDU DS,AX
076B:0005 B504 MDU CH,04
076B:0007 B104 MDU CL,04
076B:0009 8D360000 LEA SI,[0000]
076B:000D 8A04 MDU AL,[SI]
076B:000F 8A5C01 MDU BL,[SI+01]
076B:0012 3AC3 CMP AL,BL
076B:0014 7308 JNB 001E
076B:0016 8A5401 MDU DL,[SI+01]
076B:0019 8614 XCHG DL,[SI]
076B:001B 885401 MDU [SI+01],DL
076B:001E 46 INC SI
076B:001F FEC9 DEC CL
-
-d 076A:0000
076A:0000 12 36 45 56 99 00 00 00-00 00 00 00 00 00 00 00 .6EU.....
076A:0010 BB 6A 07 8E D8 B5 04 B1-04 BD 36 00 00 8A 04 8A .j.....6....
076A:0020 5C 01 3A C3 72 08 8A 54-01 B6 14 88 54 01 46 FE \.:.r..T...T.F.
076A:0030 C9 75 EA FE CD 75 E0 CC-8B 46 FC 8B 56 FE 05 0C .u...u...F..U...
076A:0040 00 52 50 E8 EA 48 03 C4-04 50 E8 7B 0E 03 C4 04 .RP..H...P..C....
076A:0050 3D FF FF 74 03 E9 ED 00-C4 5E FC 26 8A 47 0C 2A =..t.....^..a..G.*
076A:0060 E4 40 50 8B C3 8C C2 05-0C 00 52 50 E8 C1 4B 83 .0P.....RP..H..
076A:0070 C4 04 50 BD 86 FA FE 50-E8 17 73 83 C4 06 8B B6 ..P....P..s.....
-

```

---

## Task 3

**Aim :-** Find the smallest number in an array

```
data segment
    STRING1 DB 08h,14h,05h,0Fh,09h
    res db ?
data ends
```

```
code segment
assume cs:code, ds:data
start:
    mov ax, data
    mov ds, ax
    mov cx, 04h
    mov bl, 79h
    LEA SI, STRING1
    up:
        mov al, [SI]
        cmp al, bl
        jge nxt
        mov bl, al
    nxt:
        inc si
        dec cx
        jnz up
        mov res,bl
    hlt
code ends
end start
```

```

DOSBox 0.74-3, Cpu speed: 3000 cycles, Frameskip 0, Program: DOSBOX

C:\>masm lab4_3.asm
Microsoft (R) Macro Assembler Version 5.00
Copyright (C) Microsoft Corp 1981-1985, 1987. All rights reserved.

Object filename [lab4_3.OBJ]:
Source listing [NUL.LST]:
Cross-reference [NUL.CRF]:

51670 + 464874 Bytes symbol space free

0 Warning Errors
0 Severe Errors

C:\>link lab4_3.obj

Microsoft (R) Overlay Linker Version 3.60
Copyright (C) Microsoft Corp 1983-1987. All rights reserved.

Run File [LAB4_3.EXE]:
List File [NUL.MAP]:
Libraries [.LIB]:
LINK : warning L4021: no stack segment

C:\>
-d 076A:0000
076A:0000 08 14 05 0F 09 05 00 00-00 00 00 00 00 00 00 00 .....
076A:0010 B8 6A 07 8E D8 B9 04 00-B3 79 BD 36 00 00 8A 04 .j.....y.6....
076A:0020 3A C3 7D 02 8A D8 46 49-75 F4 88 1E 05 00 F4 FE :.}...FIu.....
076A:0030 C9 75 EA FE CD 75 E0 F4-8B 46 FC 8B 56 FE 05 0C .u...u...F..U...
076A:0040 00 52 50 EB EA 48 83 C4-04 50 EB 7B 0E 83 C4 04 .RP..H...P.f....
076A:0050 3D FF FF 74 03 E9 ED 00-C4 5E FC 26 8A 47 0C 2A =.t.....^.&.G.*
076A:0060 E4 40 50 8B C3 8C C2 05-0C 00 52 50 EB C1 48 83 .eP.....RP..H.
076A:0070 C4 04 50 8D 86 FA FE 50-E8 17 73 83 C4 06 8B B6 ..P....P..s.....
-q

C:\>
C:\>debug lab4_3.exe
-u
076B:0000 B86A07      MOV     AX,076A
076B:0003 8ED8      MOV     DS,AX
076B:0005 B90400      MOV     CX,0004
076B:0008 B379      MOV     BL,79
076B:000A 8D360000     LEA     SI,[0000]
076B:000E 8A04      MOV     AL,[SI]
076B:0010 3AC3      CMP     AL,BL
076B:0012 7D02      JGE     0016
076B:0014 8AD8      MOV     BL,AL
076B:0016 46      INC     SI
076B:0017 49      DEC     CX
076B:0018 75F4      JNZ     000E
076B:001A 881E0500     MOV     [0005],BL
076B:001E F4      HLT
076B:001F FEC9      DEC     CL
-g 00001E
^ Error
-g 001E

AX=070F BX=0005 CX=0000 DX=0000 SP=0000 BP=0000 SI=0004 DI=0000
DS=076A ES=075A SS=0769 CS=076B IP=001E NU UP EI PL ZR NA PE NC
076B:001E F4      HLT

```



---

## Task 4

**Aim :-** Find the largest number in an array

```
data segment
    STRING1 DB 08h,14h,05h,0Fh,09h
    res db ?
data ends
```

```
code segment
assume cs:code, ds:data
start:
    mov ax, data
    mov ds, ax
    mov cx, 04h
    mov bl, 00h
    LEA SI, STRING1
up:
    mov al, [SI]
    cmp al, bl
    jl nxt
    mov bl, al
nxt:
    inc si
    dec cx
    jnz up
    mov res,bl
    hlt
code ends
end start
```

```

DOSBox 0.74-3, Cpu speed: 3000 cycles, Frameskip 0, Program: DOSBOX

C:\>masm lab4_4.asm
Microsoft (R) Macro Assembler Version 5.00
Copyright (C) Microsoft Corp 1981-1985, 1987. All rights reserved.

Object filename [lab4_4.OBJ]:
Source listing [NUL.LST]:
Cross-reference [NUL.CRF]:

51670 + 464874 Bytes symbol space free

0 Warning Errors
0 Severe Errors

C:\>link lab4_4.obj

Microsoft (R) Overlay Linker Version 3.60
Copyright (C) Microsoft Corp 1983-1987. All rights reserved.

Run File [LAB4_4.EXE]:
List File [NUL.MAP]:
Libraries [LIB]:
LINK : warning L4021: no stack segment

C:\>

C:\>debug lab4_4.exe
-u
076B:0000 B8A07 MOV AX,076A
076B:0003 8ED8 MOV DS,AX
076B:0005 B90400 MOV CX,0004
076B:0008 B300 MOV BL,00
076B:000A 8D360000 LEA SI,[0000]
076B:000E 8A04 MOV AL,[SI]
076B:0010 3AC3 CMP AL,BL
076B:0012 7C02 JL 0016
076B:0014 8AD8 MOV BL,AL
076B:0016 46 INC SI
076B:0017 49 DEC CX
076B:0018 75F4 JNZ 000E
076B:001A 8B1E0500 MOV [0005],BL
076B:001E F4 HLT
076B:001F 7403 JZ 0024
-g 001E

AX=070F BX=0014 CX=0000 DX=0000 SP=0000 BP=0000 SI=0004 DI=0000
DS=076A ES=075A SS=0769 CS=076B IP=001E NU UP EI PL ZR NA PE CY
076B:001F F4 HLT
-d 076A:0000
076A:0000 08 14 05 0F 09 14 00 00-00 00 00 00 00 00 00 00 .....
076A:0010 B8 6A 07 8E D8 B9 04 00-B3 00 8D 36 00 00 8A 04 .j.....6...
076A:0020 3A C3 7C 02 8A D8 46 49-75 F4 8B 1E 05 00 F4 74 :.i...FIu.....t
076A:0030 03 E9 11 01 B8 2F 00 50-8B 46 FC 8B 56 FE 05 0C ...../.P.F..U...
076A:0040 00 52 50 E8 EA 48 83 C4-04 50 E8 7B 0E 83 C4 04 .RP..H...P.{....
076A:0050 3D FF FF 74 03 E9 ED 00-C4 5E FC 26 8A 47 0C 2A =.t.....^.&.G.*
076A:0060 E4 40 50 8B C3 8C C2 05-0C 00 52 50 E8 C1 48 83 .@P.....RP..H.
076A:0070 C4 04 50 8D 86 FA FE 50-E8 17 73 83 C4 06 8B B6 ..P....P..s.....
-q

C:\>_

```

---

## LAB - 5

### Task 1

**Aim :-** Convert a BCD number into a Hexadecimal number

```
data segment
    bcd dw 25h
    bin dw ?
data ends
code segment
assume cs:code,ds:data
start:
    mov ax,data
    mov ds,ax
    mov ax,bcd
    mov ax,0fh
    mov bx,ax
    mov ax,bcd
    ans ax,0f0h
    mov cl,04h
    ror al,cl
    mov cx,0ah
    mul cx
    add ax,bx
    mov bin,ax
    mov ah,4ch
    hlt
code ends
end start
```

```

C:\>debug p1.exe
-g
AX=070F BX=0014 CX=0000 DX=0000 SP=0000 BP=0000 SI=0004 DI=0000
DS=076A ES=075A SS=0769 CS=076B IP=001E NU UP EI PL ZR NA PE CY
076B:001E CC INT 3
-d 076A:0000
076A:0000 08 14 05 0F 09 14 00 00-00 00 00 00 00 00 00 00 .....
076A:0010 B8 6A 07 8E D8 B9 04 00-B3 00 8D 36 00 00 8A 04 .j.....6....
076A:0020 3A C3 7C 02 8A D8 46 49-75 F4 88 1E 05 00 CC 74 :.l...FIu.....t
076A:0030 03 E9 11 01 B8 2F 00 50-8B 46 FC 8B 56 FE 05 0C ...../.P.F..U...
076A:0040 00 52 50 E8 EA 48 83 C4-04 50 E8 7B 0E 83 C4 04 .RP..H...P.{....
076A:0050 3D FF FF 74 03 E9 ED 00-C4 5E FC 26 8A 47 0C 2A =..t.....^.&.G.*
076A:0060 E4 40 50 8B C3 8C C2 05-0C 00 52 50 E8 C1 48 83 .@P.....RP..H.
076A:0070 C4 04 50 8D 86 FA FE 50-E8 17 73 83 C4 06 8B B6 ..P....P..s....

```

## Task 2

**Aim :-** Find the sum of two matrices

```
assume cs:code, ds:data
```

```
data segment
```

```
mat1 dw 0022h, 0011h, 0020h, 0033h, 0016h, 0011h,
0013h
```

```
mat2 dw 0020h, 0013h, 0010h, 0023h, 0015h, 0042h,
0031h
```

```
resmat dw 7 dup(0)
```

```
data ends
```

```
code segment
```

```
start:
```

```
mov cx, 07h
```

```
mov bx, cx
```

```
mov ax, data
```

```
mov ds, ax
```

```
mov ax, 00h
```

```

rpt:
    add ax, mat1[si]
    add ax, mat2[si]
    mov resmat[si], ax
    mov ax, 00h
    add si, 02h
    loop rpt
    hlt
    int 21h
code ends
end start

```

```

-G 0021
AX=0000 BX=0007 CX=0000 DX=0000 SP=0000 BP=0000 SI=000E DI=0000
DS=53B4 ES=53A4 SS=53B3 CS=53B7 IP=0021  NU UP EI PL NZ NA PO NC
53B7:0021 F4          HLT
-D 53B4:0000
53B4:0000  22 00 11 00 20 00 33 00-16 00 11 00 13 00 20 00  "... .3.....
53B4:0010  13 00 10 00 23 00 15 00-42 00 31 00 42 00 24 00  ....#...B.1.B.$
53B4:0020  30 00 56 00 2B 00 53 00-44 00 00 00 00 00 00 00  0.U.+..S.D.....
53B4:0030  B9 07 00 8B D9 B8 B4 53-8E D8 B8 00 00 03 84 00  ....S.....
53B4:0040  00 03 84 0E 00 89 84 1C-00 B8 00 00 83 C6 02 E2  ....
53B4:0050  EC F4 CD 21 5D C3 2B C0-5E 5F 8B E5 5D C3 55 8B  ...!l.+.^...l.U.
53B4:0060  EC 81 EC 06 01 56 8B 5E-04 D1 E3 D1 E3 8B 87 BE  ....U.^.....
53B4:0070  22 0B 87 C0 22 75 03 E9-6B 01 8B 5E 04 D1 E3 D1  "...u..k..^....

```

## LAB - 6

### Task 1

**Aim :-** To find the 2's complement of a number

```
ASSUME CS:CODE, DS:DATA
```

```
DATA SEGMENT
```

```
    VAR1 DB 24H
```

```
DATA ENDS
```

```
CODE SEGMENT
```

```
START:
```

```
    MOV AX, DATA
```

```
    MOV DS,AX
```

```
    MOV AX,0000H
```

```
    MOV AL,VAR1
```

```
    NOT AL
```

```
    MOV BL,AL
```

```
    ADC AL,00000001B
```

```
    MOV BL,AL
```

```
    HLT
```

```
CODE ENDS
```

```
END START
```

```
C:\>debug lab6a.exe
-u
076B:0000 B86A07      MOV     AX,076A
076B:0003 BED8        MOV     DS,AX
076B:0005 B80000      MOV     AX,0000
076B:0008 A00000      MOV     AL,[0000]
076B:000B F6D0       NOT     AL
076B:000D 8AD8        MOV     BL,AL
076B:000F 1401       ADC     AL,01
076B:0011 8AD8        MOV     BL,AL
076B:0013 F4         HLT
076B:0014 0450       ADD     AL,50
076B:0016 EB9F0E     CALL    0EB8
076B:0019 83C404     ADD     SP,+04
076B:001C 3DFFFF       CMP     AX,FFFF
076B:001F 7403       JZ      0024
-g 0013
AX=00DC BX=00DC CX=0024 DX=0000 SP=0000 BP=0000 SI=0000 DI=0000
DS=076A ES=075A SS=0769 CS=076B IP=0013  NU UP EI NG NZ NA PO NC
076B:0013 F4         HLT
-
```

---

## Task 2

**Aim :-** To find the permutation  $n!/(n-r)!$  Given values of n and r

ASSUME CS:CODE, DS:DATA

DATA SEGMENT

NUM DB 05H

RE DB 02H

NUM1 DB 00H

DEN DB 00H

DATA ENDS

CODE SEGMENT

FACT PROC NEAR

CMP CL,00H

JE RETURN

MUL CL

DEC CL

CALL FACT

RETURN: RET

FACT ENDP

START:

MOV AX,DATA

MOV DS,AX

MOV AX,0000H

MOV AL,NUM

MOV DL,NUM

SUB DL,01H

MOV BL,RE

MOV CL,DL

```

CALL FACT
MOV BL,AL
MOV AL,NUM1
DIV BL
HLT
CODE ENDS
END START

```

```

-u
076B:002D F6F3      DIV     BL
076B:002F F4         HLT
076B:0030 005250     ADD     [BP+SI+501],DL
076B:0033 E8EA48     CALL    4920
076B:0036 83C404     ADD     SP,+04
076B:0039 50         PUSH    AX
076B:003A E87B0E     CALL    0EB8
076B:003D 83C404     ADD     SP,+04
076B:0040 3DFFFF     CMP     AX,FFFF
076B:0043 7403      JZ      0048
076B:0045 E9ED00     JMP     0135
076B:0048 C45EFC     LES     BX,[BP-04]
076B:004B 26         ES:
076B:004C 8A470C     MOV     AL,[BX+0C]
-g 002f
AX=0000 BX=0078 CX=0000 DX=0004 SP=0000 BP=0000 SI=0000 DI=0000
DS=076A ES=075A SS=0769 CS=076B IP=002F  NU UP EI PL ZR NA PE NC
076B:002F F4         HLT

```



---

## Task 3

**Aim :-** To find the combination  $n!/r!(n-r)!$  Given values of n and r

```
ASSUME CS:CODE, DS:DATA
```

```
DATA SEGMENT
```

```
    NUM DB 05H
```

```
    RE DB 02H
```

```
    NUM1 DB 00H
```

```
    DEN DB 00H
```

```
DATA ENDS
```

```
CODE SEGMENT
```

```
FACT PROC NEAR
```

```
    CMP CL,00H
```

```
    JE RETURN
```

```
    MUL CL
```

```
    DEC CL
```

```
    CALL FACT
```

```
    RETURN: RET
```

```
FACT ENDP
```

```
START:
```

```
    MOV AX,DATA
```

```
    MOV DS,AX
```

```
    MOV AX,0000H
```

```
    MOV AL,NUM
```

```
    MOV DL,AL
```

```
    SUB DL,01H
```

```
    MOV CL,DL
```

```
    CALL FACT
```

```
    MOV DEN,AL
```

```
    MOV AX,0000H
```

```
    MOV AL,NUM
```

```

MOV BL,RE
SUB AL,BL
MOV DL,AL
SUB DL,01H
MOV CL,DL
CALL FACT
MUL DEN
MOV BL,AL
MOV AX, 00H
MOV AL,NUM1
DIV BL
HLT
CODE ENDS
END START

```

```

-u
076B:002F 2AC3      SUB     AL,BL
076B:0031 8AD0      MOV     DL,AL
076B:0033 80EA01     SUB     DL,01
076B:0036 8ACA      MOV     CL,DL
076B:0038 E8C5FF     CALL    0000
076B:003B F6260300    MUL     BYTE PTR [0003]
076B:003F 8AD8      MOV     BL,AL
076B:0041 B80000     MOV     AX,0000
076B:0044 A00200     MOV     AL,[0002]
076B:0047 F6F3      DIV     BL
076B:0049 F4        HLT
076B:004A FC        CLD
076B:004B 26        ES:
076B:004C 8A470C     MOV     AL,[BX+0C]
-g 0049

AX=0000 BX=00D0 CX=0000 DX=0002 SP=0000 BP=0000 SI=0000 DI=0000
DS=076A ES=075A SS=0769 CS=076B IP=0049  OU UP EI PL NZ NA PE CY
076B:0049 F4        HLT
-

```

---

## LAB - 7

### Task 1

**Aim :-** To Scan a byte from a list of bytes

```
assume cs:code, ds:data
data segment
    r1 db 1ah,2bh,3ch,4dh,5eh,6fh
data ends
code segment
start:
    mov di,599
    mov ax,data
    mov ds,ax
    mov es,ax
    mov ax,0000
    lea si,var1
    mov cl,[si]
    mov ch,00h
    inc si
    cld
    rep movsb
    hlt
code ends
end start
```

```

C:\>masm lab7_1.asm
Microsoft (R) Macro Assembler Version 5.00
Copyright (C) Microsoft Corp 1981-1985, 1987. All rights reserved.

Object filename [lab7_1.OBJ]:
Source listing [NUL.LST]:
Cross-reference [NUL.CRF]:

51670 + 464874 Bytes symbol space free

0 Warning Errors
0 Severe Errors

C:\>link lab7_1.obj
Microsoft (R) Overlay Linker Version 3.60
Copyright (C) Microsoft Corp 1983-1987. All rights reserved.

Run File [LAB7_1.EXE]:
List File [NUL.LIB]:
Libraries [L.LIB]:
LINK : warning L4021: no stack segment

C:\>

C:\>debug lab7_1.exe
-u
076B:0000 BF5702      MOV     DI,0257
076B:0003 B86A07      MOV     AX,076A
076B:0006 8ED0      MOV     DS,AX
076B:0009 8EE0      MOV     ES,AX
076B:000C B80000      MOV     AX,0000
076B:000F 8D360000    LEA     SI,[00001
076B:0011 8A0C      MOV     CL,[SI]
076B:0013 E500      MOV     CH,00
076B:0015 46      INC     SI
076B:0016 FC      CLD
076B:0017 F3      REPZ
076B:0018 A4      MOUSB
076B:0019 F4      HLT
076B:001A C404      LES     AX,[SI]
076B:001C 3DFFFF    CMP     AX,FFFF
076B:001F 7403      JZ      0024
-g 0019
AX=0000 BX=0000 CX=0000 DX=0000 SP=0000 BP=0000 SI=001B DI=0271
DS=076A ES=076A SS=0769 CS=076B IP=0019 NU UP EI PL NZ NA PO NC
076B:0019 F4      HLT

```

## Task 2

**Aim :-** To compare two different strings of same length and check if they are equal.

DATA SEGMENT

STR1 DB "hello\$"

STR2 DB "hello\$"

NEWLINE DB 10,13,"\$"

MSG1 DB "BOTH STRING ARE SAME\$"

MSG2 DB "BOTH STRING ARE DIFFERENT\$"

DATA ENDS

CODE SEGMENT

ASSUME DS:DATA,CS:CODE

START:

MOV AX,DATA

MOV DS,AX

LEA SI,STR1

LEA DI,STR2

STRING\_COMPARISION :

MOV BX,00

MOV BL,STR1+1

MOV BH,STR2+1

CMP BL,BH

---

```
JNE L1
ADD SI,2
ADD DI,2
L2:MOV BL,BYTE PTR[SI]
CMP BYTE PTR[DI],BL
JNE L1
INC SI
INC DI
CMP BYTE PTR[DI],"$"
JNE L2
MOV AH,09H
LEA DX,MSG1
INT 21H
JMP L5
L1:MOV AH,09H
LEA DX,MSG2
INT 21H
L5:
MOV AH,09H
LEA DX,NEWLINE
INT 21H
MOV AH,4CH
INT 21H
hlt
CODE ENDS
END START
```



---

```
MOV SI,OFFSET STR
MOV CX,0H
```

```
LOOP1:
    MOV AX,[SI]
    CMP AL,'$'
    JE LABEL1
```

```
    PUSH [SI]
```

```
    INC SI
    INC CX
    JMP LOOP1
```

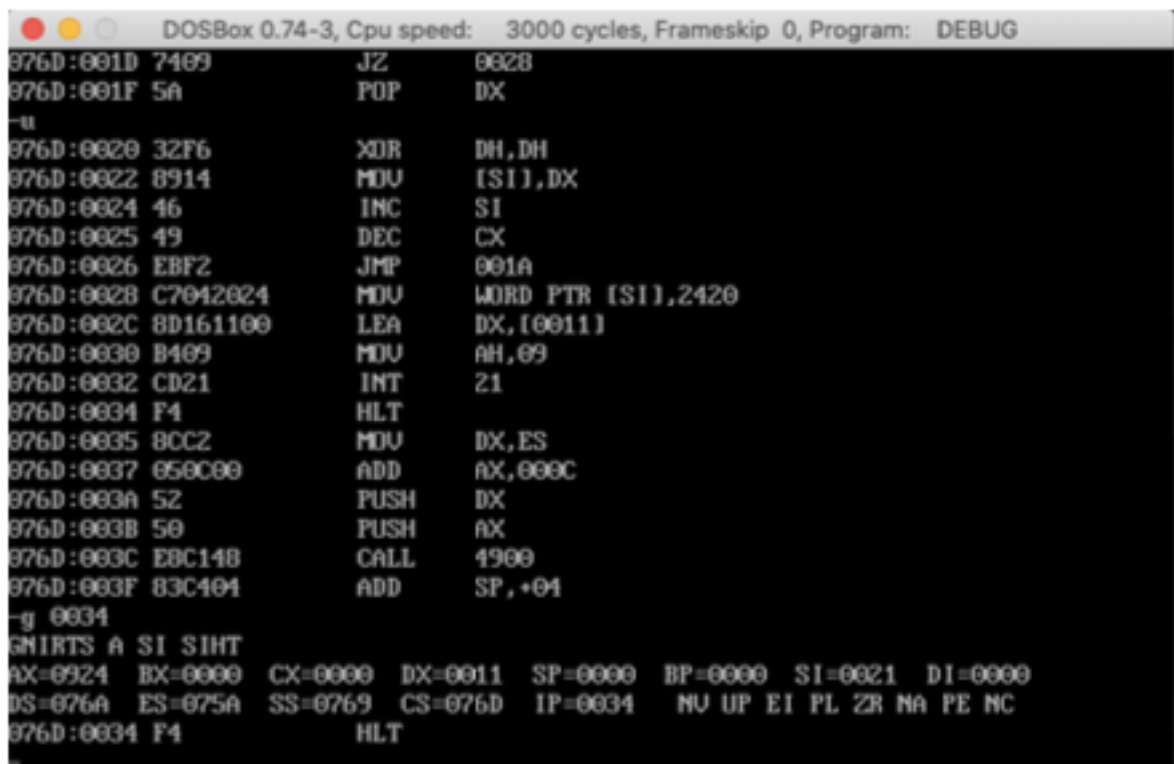
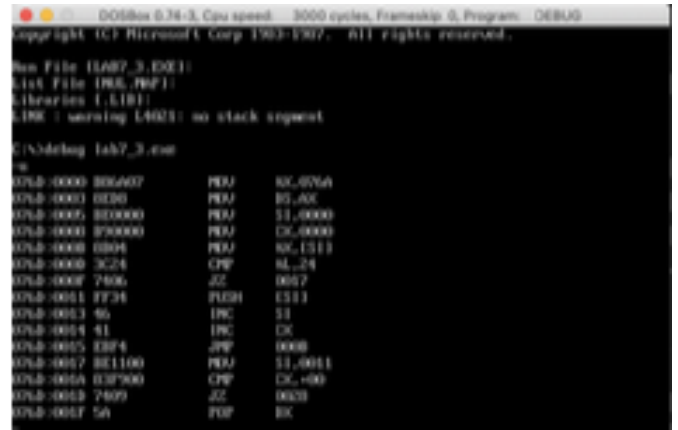
```
LABEL1:
    MOV SI, OFFSET STR2
```

```
LOOP2:
    CMP CX,0
    JE EXIT

    POP DX
    XOR DH,DH
    MOV [SI],DX
    INC SI
    DEC CX
    JMP LOOP2
```

```
EXIT:
    MOV [SI],'$ '
    LEA DX, STR2
    MOV AH,09H
    INT 21H
```

END START





---

## LAB - 8

### Task 1

**Aim :-** To Rotate stepper motor in a) clockwise and b) anticlockwise direction

(STARTING ADDRESS = 1000)

MOV CX,04H (1000)

MOV SI,4200 (1004)

MOV AL,[SI] (1008)

OUT oCoH,AL (100A)

MOV BX,0FFFFH (100C)

DEC BX (1010)

JNZ 1010 (1011)

INC SI(1013)

LOOP 1008 (1014)

JMP 1000 (1016)

HLT (1019)

a) For clockwise direction:

SB 4200 → 09,05,06,0A

b) For anticlockwise direction

SB 4200 → 0A,06,05,09

---

## LAB - 9

### Task 1

**Aim :-** To convert analog signal into a digital signal

(STARTING ADDRESS = 1000)

MOV AL,10H        (1000)

OUT C8H,AL        (1003)

MOV AL,18H        (1005)

OUT C8H,AL        (1008)

HLT                (1009)

Code is executed to convert analog signal to digital signal.