

# Assignment1.asm

```
%macro WRITE 02
mov rax,01
mov rdi,01
mov rsi,%1
mov rdx,%2
syscall
%endmacro
%macro READ 02
mov rax,00
mov rdi,00
mov rsi,%1
mov rdx,%2
syscall
%endmacro
section .data
menu db "1. Addition",10
db "2. Subtraction",10
db "3. Multiplication",10
db "4. Division",10
db "5. Exit",10
db "Enter your choice: ",10
menulen equ $-menu
msg1 db "Enter two numbers: ",10
len1 equ $-msg1
msg2 db "The addition is: ",10
len2 equ $-msg2
msg3 db "The subtraction is: ",10
len3 equ $-msg3
msg4 db "The multiplication is: ",10
len4 equ $-msg4
msg5 db "The Quotient is: ",10
len5 equ $-msg5
msg6 db "The Remainder is: ",10
len6 equ $-msg6
msg7 db "Wrong choice: ",10
len7 equ $-msg7
msg8 db "",10
len8 equ $-msg8
section .bss
a resq 1
b resq 1
c resq 1
d resq 1
char_buff resb 17
act1 resq 1
choice resb 02
section .text
global _start
_start:
WRITE msg1,len1
READ char_buff,17
```

```
call accept
mov[a],rbx
READ char_buff,17
call accept
mov[b],rbx
printmenu:
WRITE msg8,len8
WRITE menu,menulen
READ choice,02
cmp byte[choice],31H
je addition
cmp byte[choice],32H
je subtraction
cmp byte[choice],33H
je multiplication
cmp byte[choice],34H
je division
cmp byte[choice],35H
je exitcode
WRITE msg7,len7
jmp printmenu
addition:
mov rax,[a]
add rax,[b]
mov [c],rax
WRITE msg2,len2
mov rbx,[c]
call display
jmp printmenu
subtraction:
mov rax,[a]
sub rax,[b]
mov [c],rax
WRITE msg3,len3
mov rbx,[c]
call display
jmp printmenu
multiplication:
mov rax,qword[a]
mul qword[b]
mov [c],rdx
mov [d],rax
WRITE msg4,len4
mov rbx,[c]
call display
mov rbx,[d]
call display
jmp printmenu
division:
mov rdx,00
mov rax,qword[a]
div qword[b]
mov [c],rax
mov [d],rdx
WRITE msg5,len5
```

```
mov rbx,[c]
call display
WRITE msg6,len6
mov rbx,[d]
call display
jmp printmenu
exitcode:
mov rax,60
mov rsi,00
syscall
accept: dec rax
mov [act1],rax
mov rbx,00
mov rsi,char_buff
up:shl rbx,04H
mov rdx,00H
mov dl,byte[rsi]
cmp dl,39H
jbe sub30
sub dl,07H
sub30:sub dl,30H
add rbx,rdx
inc rsi
dec qword[act1]
jnz up
ret
display:mov rcx,16
mov rsi,char_buff
above:rol rbx,04H
mov dl,bl
and dl,0FH
cmp dl,09H
jbe add30
add dl,07H
add30:add dl,30H
mov byte[rsi],dl
inc rsi
dec rcx
jnz above
WRITE char_buff,16
Ret
```