Computer Organisation & Architecture Assignment No. 3

Name: Akash Jivendra Bachhav

Batch: C3

Roll No: 199

Problem Statement:

Write an ALP for Multiplication using successive addition and Add and shift method.

Source Code:

%macro READ 02 mov rax,00 mov rdi,00 mov rsi,%1 mov rdx,%2 syscall %endmacro

%macro WRITE 02 mov rax,01 mov rdi,01 mov rsi,%1 mov rdx,%2 syscall %endmacro

Section .data menu db 10,"1.Successive Addition",10 db "2.Shift Add",10 db "3.Exit",10 db "Enter your choice: ",10 menulen equ \$-menu

msg1 db "Enter any two numbers",10 len1 equ \$-msg1 msg2 db "The addition of Numbers is",10 len2 equ \$-msg2

```
msg3 db "Invalid choice!!!",10
len3 equ $-msg3
section .bss
m resq 1
n resq 1
ans resq 1
charbuff resb 17
actl resq 1
choice resb 2
a resq 1
b resq 1
q resq 1
N resq 1
section .text
global_start
_start:
WRITE msg1,len1
READ charbuff, 17; 64bit= 16 digit and 1 enter
call accept
;convert ascii to hex
mov [m], rbx
READ charbuff, 17
call accept
mov [n], rbx
printmenu:
WRITE menu, menulen
READ choice, 2
cmp byte[choice],31H; fetch 1 byte and check with choice 1
je succadd
cmp byte[choice],32H;fetch 1 byte and check with choice 2
je shiftnadd
cmp byte[choice],33H;fetch 1 byte and check with choice 3
ie exit
WRITE msg3, len3
jmp printmenu
succadd:
mov rcx,[n]; n will update
mov rbx,00; ;initial rbx store 0
up:
add rbx,[m]
```

dec rcx

jnz up mov [ans],rbx WRITE msg2,len2 mov rbx,[ans] call display jmp printmenu

shiftnadd: mov qword[a],00H mov rbx,[m] mov [b],rbx mov rbx,[n] mov [q],rbx mov byte[N],64

up3:
mov rbx,[q]
and rbx,01H
jz shiftaq
mov rbx,[b]
add[a],rbx
shiftaq:
shr qword[q],01H
mov rbx,[a]
and rbx,01H
jz shifta
mov rbx,01H
ror rbx,01H
or qword[q],rbx

shifta: shr qword[a],01H dec byte[N] jnz up3 WRITE msg2,len2 mov rbx,[a] call display mov rbx,[q] call display jmp printmenu

exit: mov rax,60 mov rdi,00 syscall

accept: dec rax mov [actl], rax mov rbx, 00 mov rsi, charbuff

up2: 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[actl] jnz up2 ret

display: mov rsi, charbuff mov rcx, 16

up1: 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 up1 WRITE charbuff,16 ret

Output Screen:

