

EL2003 – COAL-Lab Lab #8, #9 and #10 Tasks

Student Name: _____

Roll No: _____

Time Allowed: 2-hour

Total Marks: 30

Weightage: 3+2+2

At the end, there will be viva of it.

**Lab 8#: Draw the Kashmir Flag (except moon and star) on DOSBox Screen.
[Marks: 10]**



Lab 9#: Take the input of three (3) integer, output the entered number are palindrome or not.

Lab 10#: Guess the number Game:

Generate a random number in assembly (0-9) and ask the user to enter a number. Compare both numbers if the number matches user wins otherwise user loss. Print the output.

If the user enters “e” terminate the program, otherwise game will repeat.

Random number Link:

<https://github.com/ItsKhuramShahzad/AssemblyLanguage/blob/main/GenerateRandomNumberInAssembly.asm>