1. Write a program in assembly language to display a two-digit number on the screen. The two-digits number is required to be taken in the program itself.

//code .model small .stack 100h

.data num1 db 5 num2 db 4 msg db 13 ,10,'the number is:\$'

.code start: mov ax,@data mov ds,ax

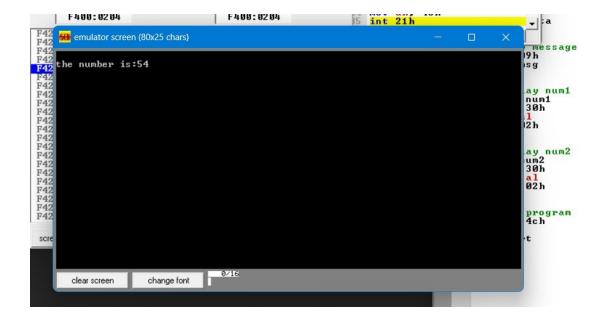
;display message mov ah,09h lea dx,msg int 21h

;display num1 mov al, num1 add al, 30h mov dl,al mov ah,02h int 21h

;display num2 mov al,num2 add al, 30h mov dl, al mov ah ,02h int 21h

;exit program mov ah, 4ch int 21h end start

output



2. Write an assembly language program to take two single-digit integers from the user and print the result of addition on the screen.

//code

## **ORG 100h**

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_start:
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; Display message "Enter first digit: " MOV DX, OFFSET msg\_input1 MOV AH, 09h INT 21h

; Get the first single-digit integer from the user MOV AH, 01h INT 21h CMP AL, '0' JL InvalidInput CMP AL, '9' JG InvalidInput SUB AL, '0' MOV BL, AL

; Display message "Enter second digit: " MOV DX, OFFSET msg\_input2 MOV AH, 09h ; Get the second single-digit integer from the user MOV AH, 01h
INT 21h
CMP AL, '0'
JL InvalidInput
CMP AL, '9'
JG InvalidInput
SUB AL, '0'
MOV BH, AL

; Perform the subtraction (BL - BH) ADD BL, BH

; Convert the result back to ASCII ADD BL, '0'

; Display the result message MOV DX, OFFSET msg\_output MOV AH, 09h INT 21h

; Display the result of the Addition MOV DL, BL MOV AH, 02h INT 21h

JMP EndProgram; End program execution

## InvalidInput:

; If input is not a valid digit, display an error message MOV DX, OFFSET msg\_error MOV AH, 09h INT 21h

## EndProgram:

; Terminate the program MOV AH, 4Ch INT 21h

msg\_input1 DB 'Enter first digit: \$' msg\_input2 DB 0Dh, 0Ah, 'Enter second digit: \$'

msg\_output DB 0Dh, 0Ah, 'The result is: \$' msg\_error DB 0Dh, 0Ah, 'Error: Invalid input! \$'

END\_start

## Output

