

1. (a) Write a program in assembly language to find L.C.M of two single-digit numbers.

→ CODE

```
.model small
.stack 100h .data
    num1 db 48    ; First number (single byte)  num2 db 18    ;
Second number (single byte)  gcd_res db 0    ; To store GCD
result (single byte)  lcm_res dw 0    ; To store LCM result (two
bytes for larger result)  msg_gcd db 'GCD: $'
    msg_lcm db 'LCM: $'

.code main:
    mov ax, @data
    mov ds, ax    ; Initialize data segment

    ; Display message for GCD
    mov ah, 09h    ; DOS function to display string
    lea dx, msg_gcd    int 21h

    ; Load num1 and num2 into AL and BL for GCD calculation
    mov al, num1    mov bl, num2
    call gcd    ; Calculate GCD of num1 and num2
    mov gcd_res, al    ; Store GCD in gcd_res

    ; Display GCD result
    mov al, gcd_res
    call display_result

    ; Calculate LCM using (num1 * num2) / GCD
    mov al, num1    ; Load num1 into AL    mov ah, 0
    ; Clear AH for 16-bit multiplication    mov dl, num2
    ; Load num2 into DL
    mul dl    ; AX = num1 * num2 (result in AX)

    ; Divide AX by the GCD (stored in gcd_res)
    mov cl, gcd_res    ; Load GCD into CL    div
cl    ; AX = (num1 * num2) / GCD

    ; Store the result in lcm_res
    mov lcm_res, ax

    ; Display message for LCM
```

```
    mov ah, 09h    ; DOS function to display string
    lea dx, msg_lcm
    int 21h
```

```
    ; Display LCM result
    mov ax, lcm_res
    call display_result
```

```
    ; End the program
    mov ah, 4Ch
    int 21h
```

```
; Function to calculate GCD using the Euclidean algorithm gcd
proc
    cmp bl, 0
    je end_gcd    ; If BL = 0, GCD is in AL
```

```
gcd_loop:
    mov ah, 0
    div bl        ; Divide AL by BL, remainder in AH
    mov al, bl    ; Move BL to AL (new A)    mov bl,
    ah          ; Move remainder to BL (new B)
    cmp bl, 0
    jne gcd_loop  ; Repeat until remainder (B) = 0
```

```
end_gcd:
    ret          ; Final GCD is in AL
gcd endp
```

```
; Function to display a number in AX as decimal display_result
proc
    mov bx, 10    ; Divisor for decimal conversion
    xor cx, cx    ; Clear CX to use as counter for digits
```

```
convert_loop:
    xor dx, dx    ; Clear DX for division
    div bx        ; Divide AX by 10, remainder in DX (last digit)
    push dx       ; Push remainder onto stack    inc cx        ;
    Increment digit counter    cmp ax, 0        ; Check if
    quotient is 0
    jne convert_loop ; If not, continue dividing
```

```
print_digits:
```

```

    pop dx      ; Pop digit from stack
add dl, '0'    ; Convert to ASCII
    mov ah, 02h ; DOS function to display character
    int 21h     ; Display digit
    loop print_digits ; Repeat for all digits

```

```

    ret
display_result endp

```

```

end main

```

→output



(b) Write an assembly language program to display the nth term of a fibonacci series. “n” must be a single digit number which may be taken from the user.

→CODE

```

.model small
.stack 100h .data
    msg db 'Enter the value of n (0-9): $' ; Message to prompt user
    fib_res db ? ; To store nth Fibonacci term

```

```

n db ? ; User input (single-digit number)
result_msg db 0Dh, 0Ah, 'Fibonacci term: $' ; Message to display result
result db '00$', 0Dh, 0Ah ; Space to store result as string

```

```

.code main:

```

```

    mov ax, @data
    mov ds, ax ; Initialize data segment

```

```

    ; Display message to enter the value of n
    mov ah, 09h    lea dx, msg
    int 21h

```

```

    ; Take single-digit input from user
    mov ah, 01h    int 21h
    sub al, '0'    ; Convert ASCII to integer
    mov n, al      ; Store user input in 'n'

```

```

    ; Check if input is 0 or 1
    mov al, n      cmp al, 0
    je fib_zero    ; If n = 0, set result to 0
    cmp al, 1
    je fib_one     ; If n = 1, set result to 1

```

```

    ; Initialize Fibonacci terms for calculation
    mov cl, al     ; Move n to CL for loop count
    mov al, 1      ; Set AL = 1 for F(1)    mov bl, 0
    ; Set BL = 0 for F(0)
    dec cl        ; Adjust count to loop n-1 times

```

```

fib_loop:
    ; Calculate next term: F(n) = F(n-1) + F(n-2)    mov
    ah, al      ; Store current F(n-1) in AH    add al, bl
    ; AL = F(n) = F(n-1) + F(n-2)    mov bl, ah    ;
    Update F(n-2) to previous F(n-1)    dec cl
    jnz fib_loop ; Loop until CL becomes zero (reached nth term)

```

```

    ; Store the nth Fibonacci term in fib_res
    mov fib_res, al

```

```

display_result:
    ; Display result message
    mov ah, 09h    lea dx,
    result_msg    int 21h

```

```

; Convert result to ASCII and store in 'result' for correct display
mov al, fib_res
aam          ; Split AL into AH (tens) and AL (units)
add ah, '0'   ; Convert tens to ASCII  add al, '0'
; Convert units to ASCII  mov result[0], ah  ; Store
tens digit in result  mov result[1], al  ; Store units
digit in result  jmp display_final

```

```

single_digit:
    add al, '0'      ; Convert single digit to ASCII
mov result[0], al    ; Store single digit in result
mov result[1], '$'   ; Add end-of-string marker

```

```

display_final:  ;
Display the result
lea dx, result  mov
ah, 09h
    int 21h

```

```

; End the program
mov ah, 4Ch
int 21h

```

```

fib_zero:
    mov fib_res, 0    ; F(0) = 0
    jmp display_result

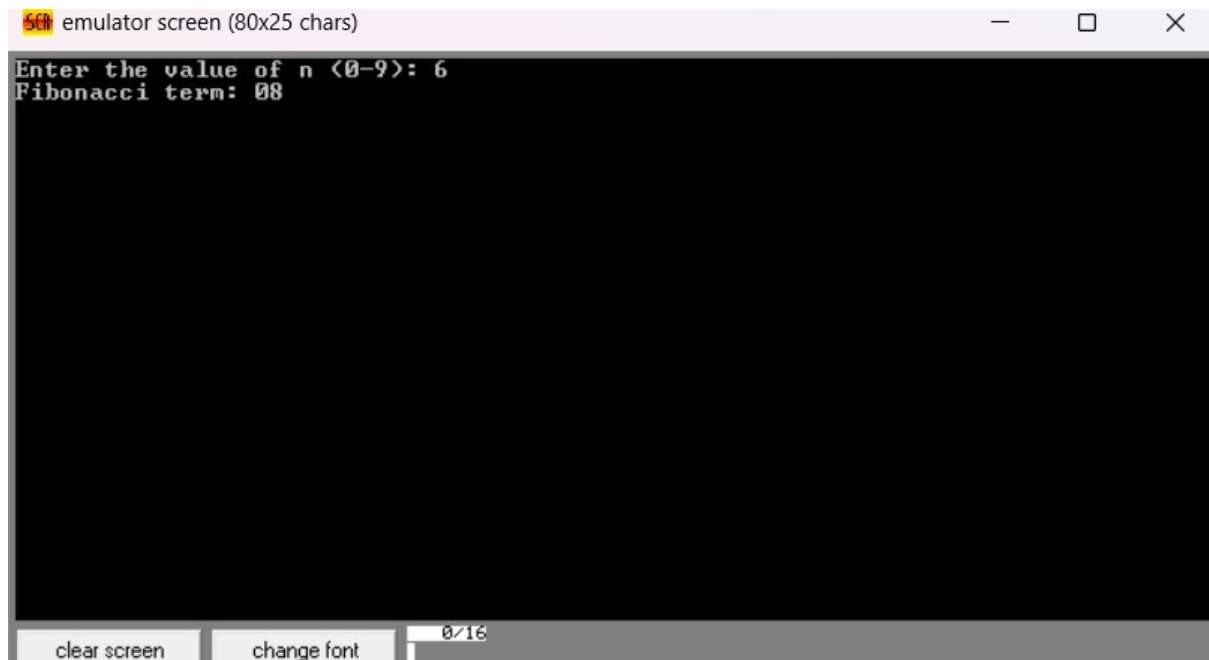
```

```

fib_one:
    mov fib_res, 1    ; F(1) = 1

```

output



Practice set:

2. Write an assembly language program to find the factorial of a given single-digit number.

→ CODE

```
.MODEL SMALL
```

```
.STACK 100H
```

```
.DATA
```

```
msg db 'Enter a single-digit number (0-9): $' ; Prompt message for input
```

```
result_msg db 0Dh, 0Ah, 'Factorial: $' ; Message to display the result
```

```
result db '00000$', 0Dh, 0Ah ; Space to store factorial result as a string
```

```
num db ? ; Variable to store the input number
```

```
fact dw 1 ; Variable to store the factorial result
```

.CODE

main:

    ; Initialize data segment

    mov ax, @data

    mov ds, ax

    ; Display prompt message

    mov ah, 09h

    lea dx, msg

    int 21h

    ; Take single-digit input from user

    mov ah, 01h

    int 21h

    sub al, '0'           ; Convert ASCII to integer

    mov num, al           ; Store user input in 'num'

    ; Initialize factorial calculation

    mov al, num

    mov ah, 0           ; Clear AH to extend AL to AX

    mov cx, ax           ; Move AX to CX (counter)

    mov ax, 1           ; Initialize AX to 1 (factorial result)

factorial\_loop:

    cmp cx, 1           ; Compare CX to 1

    je end\_factorial\_loop   ; If CX is 1, end the loop

    mul cx           ; Multiply AX by CX

    loop factorial\_loop   ; Decrement CX and repeat the loop

end\_factorial\_loop:

    ; Store the factorial result in 'fact'

    mov fact, ax

display\_factorial:

    ; Display result message

    mov ah, 09h

    lea dx, result\_msg

    int 21h

    ; Convert the factorial result to ASCII

    mov ax, fact

    mov cx, 10           ; Prepare divisor (10) for unpacking digits

    lea di, result + 4   ; Start storing result from the end

```

convert_to_ascii:
    xor dx, dx          ; Clear DX for division
    div cx              ; AX = AX / 10, DX = remainder (last digit)
    add dl, '0'         ; Convert remainder to ASCII
    mov [di], dl        ; Store ASCII character in result
    dec di              ; Move to the next character position
    cmp ax, 0           ; Check if quotient is zero
    jne convert_to_ascii ; Repeat if there are more digits

; Display the factorial result
lea dx, result
mov ah, 09h
int 21h

; End the program
mov ah, 4Ch
int 21h

end main // Factorial ke correct code

```

output

```

56h emulator screen (80x25 chars)
Enter a single-digit number <0-9>: 5
Factorial: 00120
clear screen  change font  0/16

```