

1. Write a program in assembly language to perform subtraction of 8-bit data.

#CODE

org 100h

num1 db 8Fh ; Use a valid 8-bit value

num2 db 4Ch ; Use a valid 8-bit value

start:

mov al, num1

sub al, num2

mov bl, al

mov ah, al

and ah, 0F0h

shr ah, 4

add ah, 30h

cmp ah, 39h

jle print_first_digit

add ah, 7

print_first_digit:

mov dl, ah

mov ah, 02h

int 21h

mov ah, bl

and ah, 0Fh

add ah, 30h

cmp ah, 39h

jle print_second_digit

add ah, 7

print_second_digit:

mov dl, ah

mov ah, 02h

int 21h

mov ah, 4Ch

int 21h



2. Write an assembly language program to perform subtraction of 16-bit data.

```
#CODE
```

```
org 100h
```

```
num1 dw 4D2Ah ; Change this value to see different output
```

```
num2 dw 1A3Ch ; Change this value to see different output
```

```
result dw ?
```

```
start:
```

```
    mov ax, num1
```

```
    sub ax, num2
```

```
    mov result, ax
```

```
    mov bx, result
```

```
    call print_number
```

```
    mov ah, 4Ch
```

```
    int 21h
```

```
print_number:
```

```
    mov cx, 4
```

```
print_loop:
```

```
    mov al, bl
```

```
    shr al, 4
```

```
    and al, 0Fh
```

```
    add al, 30h
```

```

cmp al, 39h
jle print_digit
add al, 7

```

```

print_digit:
mov dl, al
mov ah, 02h
int 21h

```

```

shl bl, 4
loop print_loop

```

```
ret
```

