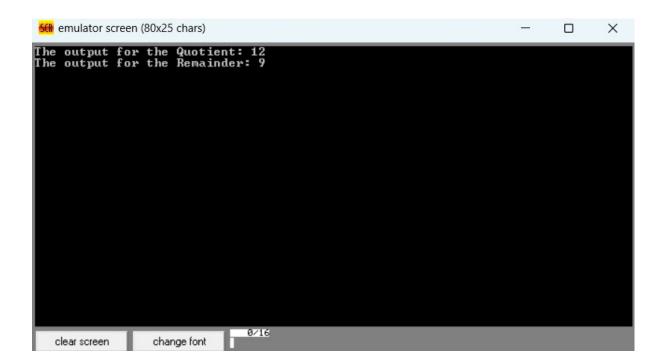
Write an assembly language program to perform division of 8-bit data.

CODE

```
..model small
.stack 100h
.data
  dividend db 0A5h
 divisor db 0Ch
 quotient db?
 remainder db?
 msg1 db 'The output for the Quotient: $'
 msg2 db 0Dh, 0Ah, 'The output for the Remainder: $'
.code
main proc
 mov ax, @data
 mov ds, ax
 mov al, dividend
 mov bl, divisor
 xor ah, ah
 div bl
 mov quotient, al
 mov remainder, ah
 mov ah, 09h
 lea dx, msg1
 int 21h
 mov al, quotient
 call display_number
 mov ah, 09h
 lea dx, msg2
 int 21h
 mov al, remainder
 call display_number
 mov ah, 4ch
 int 21h
main endp
display_number proc
 cmp al, 10
 jb single_digit
 mov ah, 0
 mov bl, 0Ah
 div bl
```

```
add al, 30h
 mov dl, al
 mov ah, 02h
 int 21h
 mov al, ah
 add al, 30h
 mov dl, al
 mov ah, 02h
 int 21h
 ret
single_digit:
 add al, 30h
 mov dl, al
 mov ah, 02h
 int 21h
 ret
display_number endp
```

end main



2. Write a program in assembly language to perform division of 16-bit data.

CODE

```
.model small
.stack 100h
.data
 dividend dw 1A3Bh
 divisor dw 0025h
 quotient dw?
 remainder dw?
 msg1 db 'Quotient: $'
 msg2 db 0Dh, 0Ah, 'Remainder: $'
.code
main proc
 mov ax, @data
 mov ds, ax
 mov ax, dividend
 mov bx, divisor
 xor cx, cx
 xor dx, dx
division_loop:
 cmp ax, bx
 jb division_done
 sub ax, bx
 inc cx
 jmp division_loop
division_done:
 mov quotient, cx
 mov remainder, ax
 mov ah, 09h
 lea dx, msg1
 int 21h
 mov ax, quotient
 call display_number_16
 mov ah, 09h
 lea dx, msg2
 int 21h
 mov ax, remainder
 call display_number_16
 mov ah, 4ch
 int 21h
main endp
```

```
display_number_16 proc
 push ax
 push bx
 push dx
 mov bx, 10
 xor cx, cx
convert_loop:
 xor dx, dx
 div bx
 push dx
 inc cx
 test ax, ax
 jnz convert_loop
print_digits:
  pop dx
 add dl, '0'
 mov ah, 02h
 int 21h
 loop print_digits
  pop dx
 pop bx
 pop ax
 ret
display_number_16 endp
end main
emulator screen (80x25 chars)
                                                                                      X
Quotient: 181
Remainder: 18
```

change font

clear screen