

Lab # 05

*Understanding **Procedure** using Assembly Language Program.*

Objective:

To understand 8086 instructions related to Procedure using Assembly Language Program.

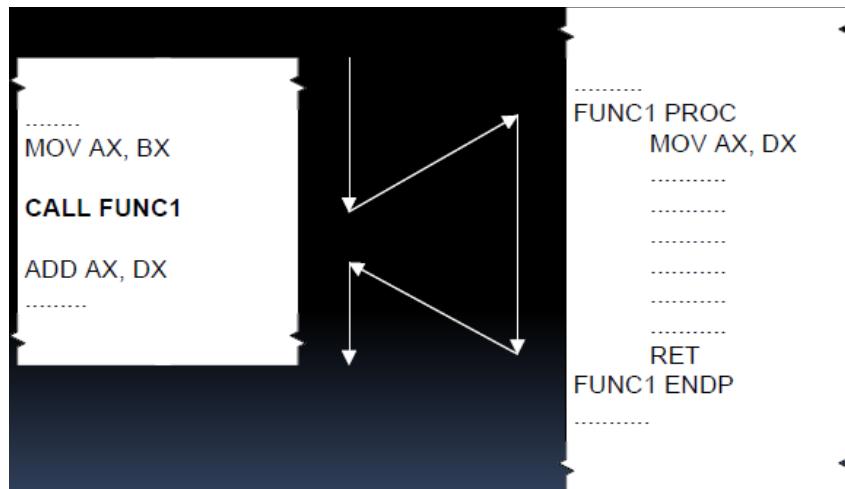
Theory:

• Procedures

With procedures we are able to write a separate piece of code, **call** it within our program, and return to the point that we left, having completed the code in the procedure. Procedures are also known as subroutines, functions or methods.

Call and Return Instructions

- We use the **CALL** instruction to transfer execution to the procedure
- We use the **RET** instruction to return to where the procedure was called from



Execution of Call instruction results-

- IP is incremented to point to the next instruction and stored (on the stack)
- The address of the first instruction in the procedure is put into IP
- Execution is restarted in the procedure

Execution of Return instruction results-

- The old IP is restored (from the stack)
- Execution is restarted at the point where the procedure was called from

Assembly Language Program Example for Procedure:

```
ORG 0100H
.DATA
StrArray DB 'Hello World!!$'      ; define string to display
.CODE
MAIN PROC
    MOV AX, @DATA
    MOV DS,AX
    LEA DX, StrArray ; set DX to point to 1st element of string array StrArray
    CALL USER        ; call procedure
    MOV AH, 4Ch
    MOV AL, 00h      ; a code after procedure call and return
    INT 21h          ; exit to DOS
MAIN ENDP
USER PROC            ; declare a procedure named USER
    MOV AH, 09h
    INT 21h
    RET             ; return to MAIN procedure
USER ENDP
END MAIN            ; end of program
```

Tasks to do:

1. Write an Assembly Language code that takes any 5 of decimal digits (0 ~ 9) as input and calculates the average, largest and smallest of them in ***three different procedures*** and store the results in variables like AVERAGE, LARGEST, SMALLEST.

Sample Input / Output:

Input: 24135

Output: AVERAGE = 3 LARGEST = 5 SMALLEST = 1