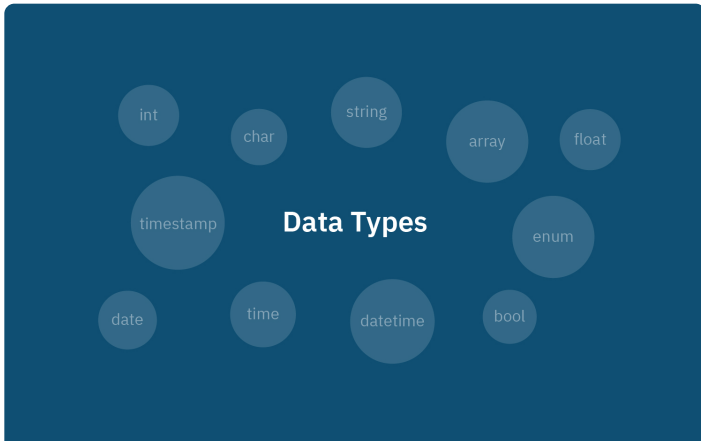




## Get started with Datatypes in C

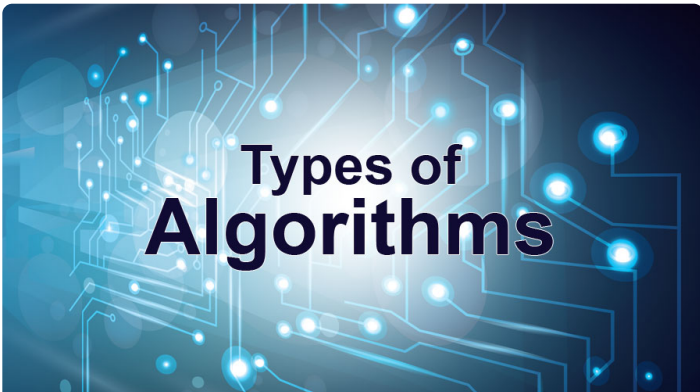


In computer science and computer programming, a data type (or simply type) is a set of possible values and a set of allowed operations on it. A data type tells the compiler or interpreter how the programmer intends to use the data. Most programming l... [Read more](#)

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## Introduction to Algorithm in C



In mathematics and computer science, an algorithm is a finite sequence of rigorous instructions, typically used to solve a class of specific problems or to perform a computation. Algorithms are used as

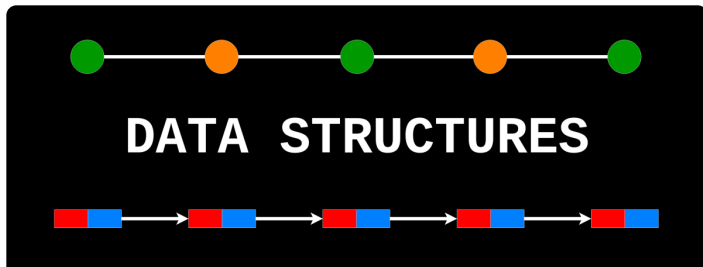
specifications for performing calculations and d...

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## Introduction to Data Structure in C



A data structure is a specialized format for organizing, processing, retrieving and storing data. There are several basic and advanced types of data structures, all designed to arrange data to suit a specific purpose. Data structures make it easy for... [Read more](#)

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## Introduction to Array in C



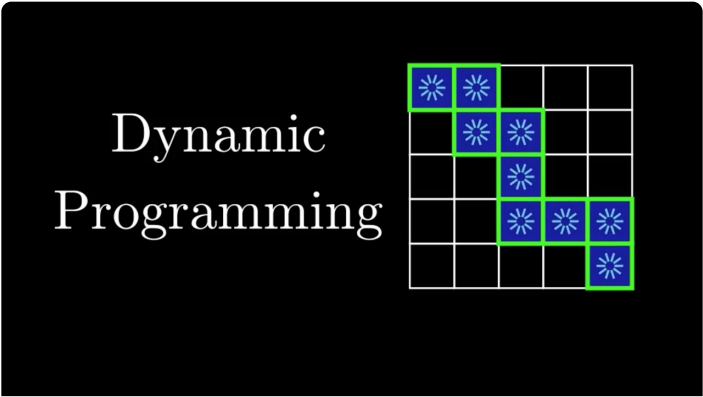
An array is a collection of items of same data type stored at contiguous memory locations. This makes it easier to calculate the position of each element by simply adding an offset to a base value, i.e., the memory location of the first

element of the... [Read more](#)

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## Indroduction to Dynamic Programming



Dynamic Programming is mainly an optimization over plain recursion. Wherever we see a recursive solution that has repeated calls for same inputs, we can optimize it using Dynamic Programming. The idea is to simply store the results of subproblems, so... [Read more](#)

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**Jahangirnagar University (JU)**



**Institute of Information Technology**

**Lab Report-4**

**Assembly Language**

**Name:** Abier Farzana Hoque

**Class Roll:** 1980

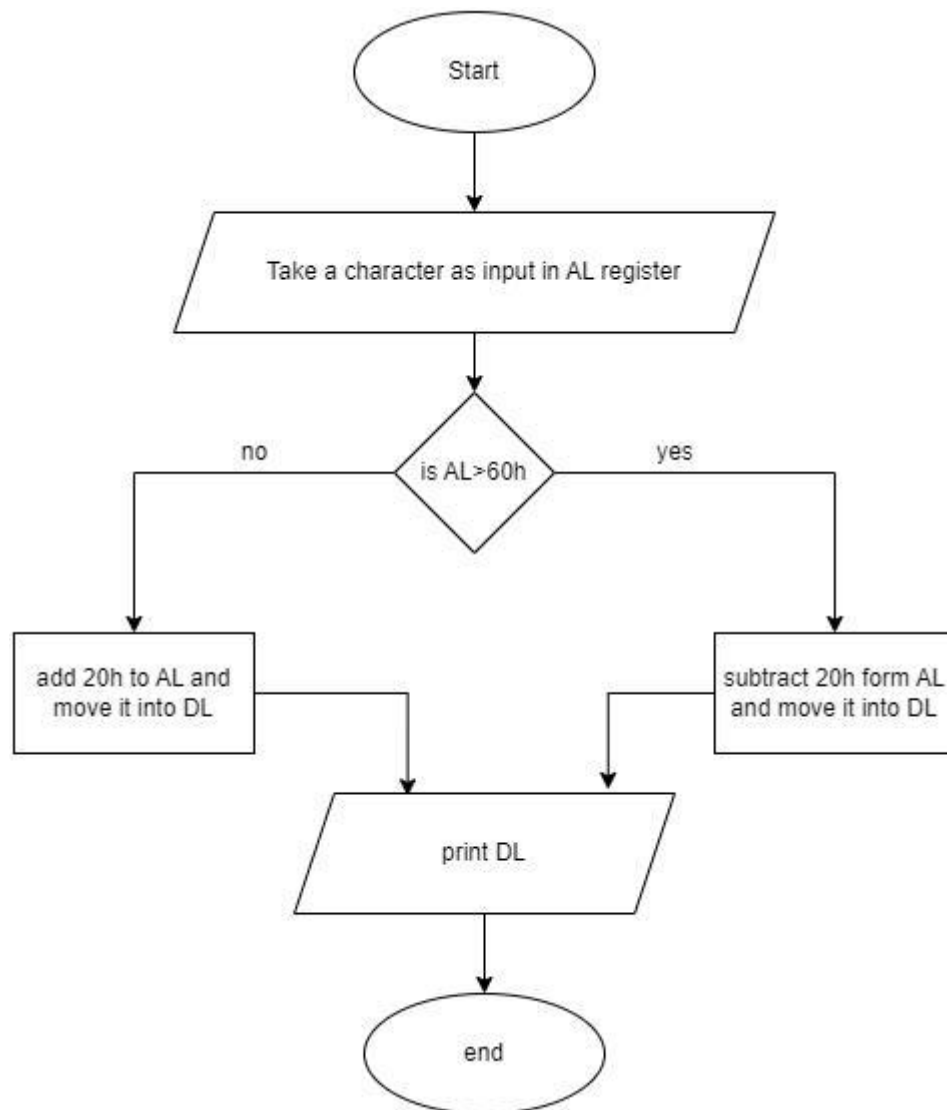
## Experiment 1.

**Title:** Case conversion (upper case to lower case and vice versa Using an assembly language program).

### Algorithm:

- Step1: Start
- Step2: take an input character in AL register.
- Step3: if  $AL > 60h$  then subtract  $20h$  from AL.
- Step4: otherwise add  $20h$  to AL.
- Step5: print the content of AL register.
- Step6: end.

### Flow chart:



## Source Code:

```
.model small
.stack 100h
.data

.code
input db 'Take Your Input: $'
res db 10,13,'Your Result is: $'

main proc
mov ax,@data
mov ds,ax

mov ah,9
lea dx,input
int 21h

mov ah,01
int 21h

mov bl,al
cmp bl,90
jle big_to_small
jmp small_to_big

big_to_small:
add bl,32
jmp return

mov bl,al
small_to_big:

sub bl,32

return:

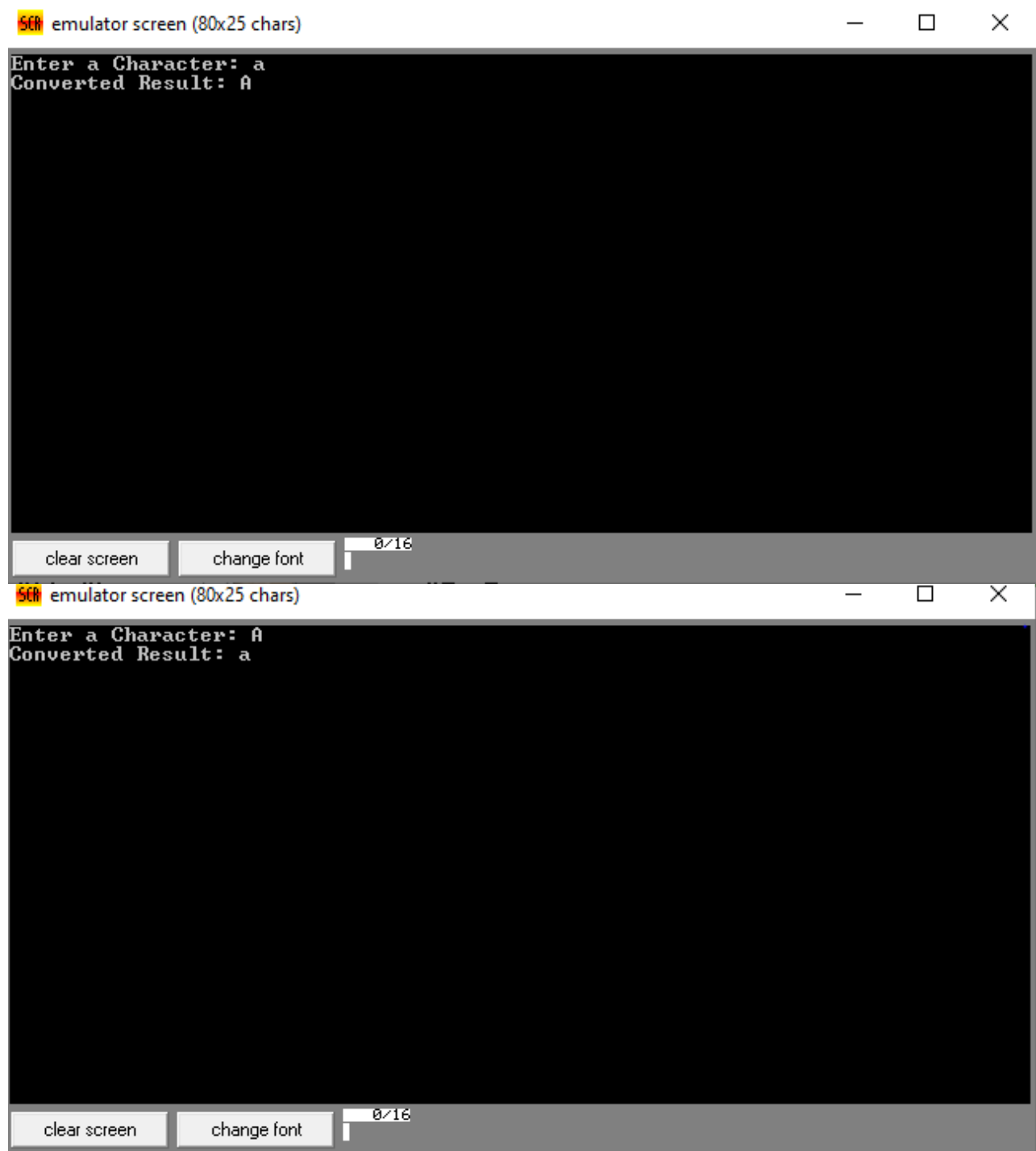
mov ah,9
lea dx,res
int 21h

mov ah,02
mov dl,bl
int 21h
exit:
mov ah,4ch
int 21h
```

```
main endp  
end main
```

**Input:** Firstly take a input in lower case latter a and take another input in upper case latter A.

**Output:**





## Experiment 2.

**Title:** Compare three digits and find the biggest number ( Using an assembly language program).

### Algorithm:

Step1: Start

Step2: Take 3 digit as input and put them in BL,BH,CL register.

Step3: if BL>BH then

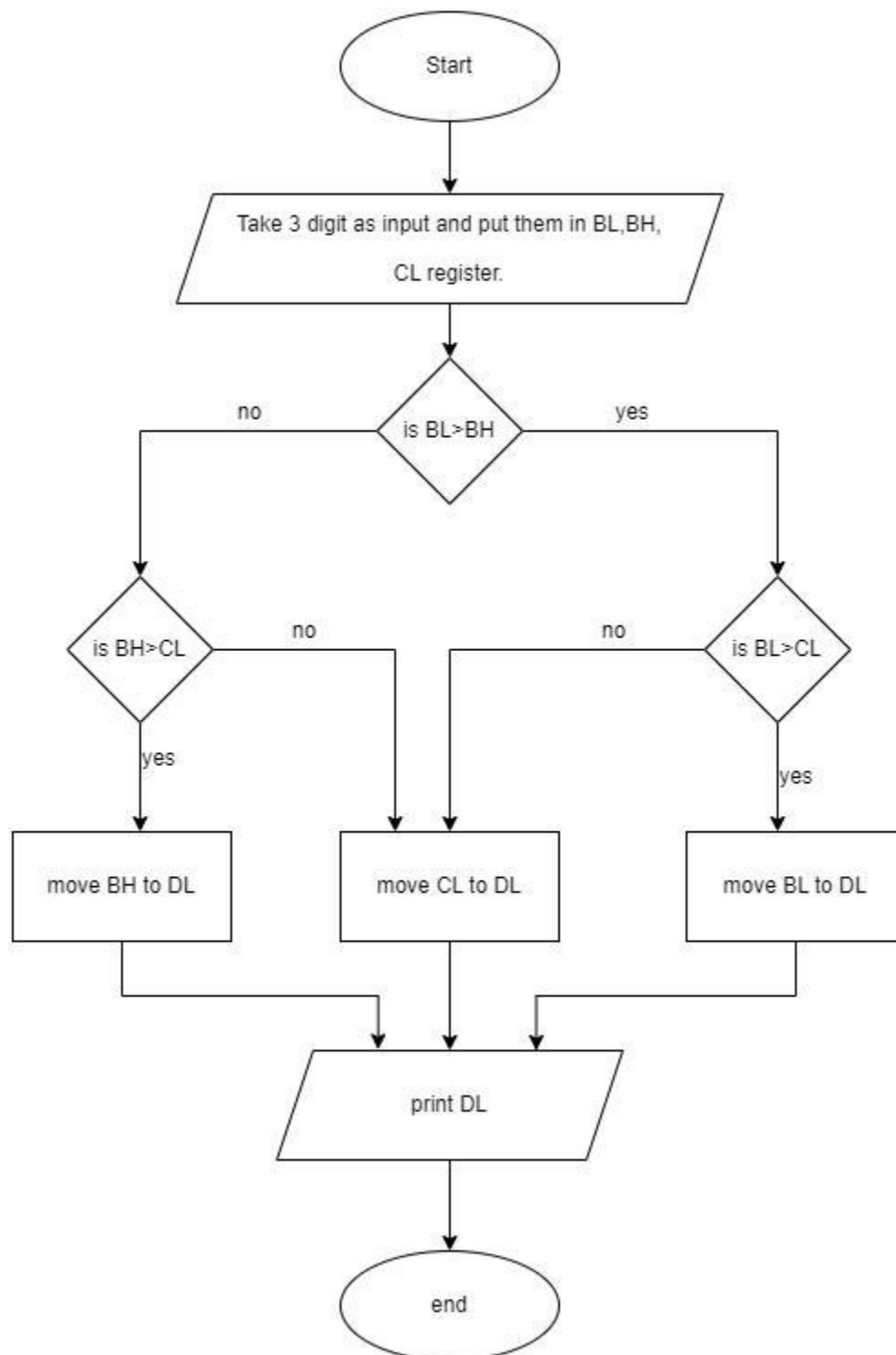
Step4:if BL<CL move CL to DL. otherwise move BL to DL.

Step5: otherwise,if BH<CL move CL to DL. otherwise move BH to DL.

Step6: print the content of DL.

Step7: end.

### Flow chart:



## Source Code:

data segment

a db 0dh,0ah,"Enter first number \$"

b db 0dh,0ah,"Enter second number \$"

c db 0dh,0ah,"Enter third number \$"

d db 0dh,0ah,"Biggest out of three number is: \$"

data ends

code segment

assume CS:code,DS:Data

start:

mov ax,Data

mov DS,ax

mov dx,offset a

mov ah,09

int 21h

mov ah,01

int 21h

mov bl,al

mov dx,offset b

mov ah,09

int 21h

mov ah,01

int 21h

mov bh,al

mov dx,offset c

mov ah,09

int 21h

mov ah,01

int 21h

mov cl,al

cmp bl,bh

JNG secondbig

firstbig:

cmp bl,cl

JNG thirdbig1

```
mov dx,offset d
```

```
mov ah,09
```

```
int 21h
```

```
mov dl,bl
```

```
mov ah,02
```

```
int 21h
```

```
ret
```

```
thirdbig1:
```

```
mov dx,offset d
```

```
mov ah,09
```

```
int 21h
```

```
mov dl,cl
```

```
mov ah,02
```

```
int 21h
```

```
ret
```

```
secondbig:
```

```
cmp bh,cl
JNG thirdbig2
mov cl,bh
```

```
mov dx,offset d
mov ah,09
int 21h
```

```
mov dl,cl
mov ah,02
int 21h
ret
```

```
thirdbig2:
mov dx,offset d
mov ah,09
int 21h
```

```
mov dl,cl
mov ah,02
int 21h
ret
```

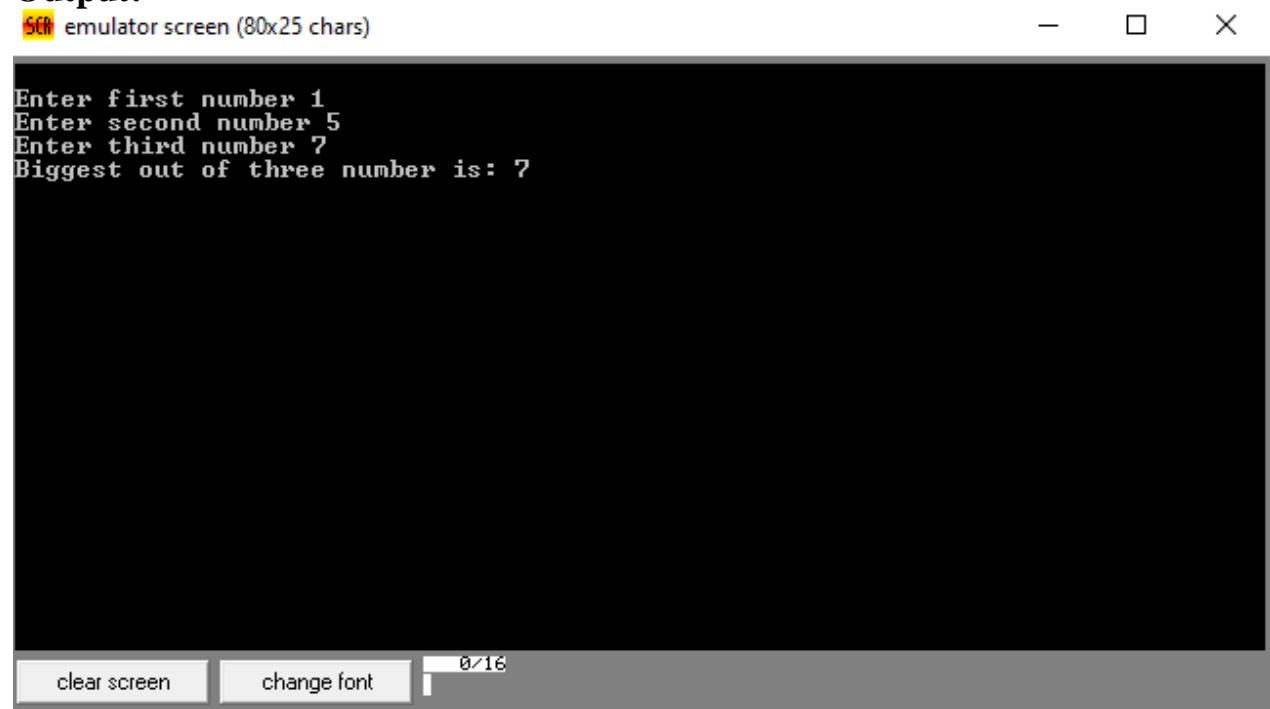
code ends

end start

## Input:

Taking input 1,5,7.

## Output:



The screenshot shows a window titled "emulator screen (80x25 chars)". The screen displays the following text:

```
Enter first number 1
Enter second number 5
Enter third number 7
Biggest out of three number is: 7
```

At the bottom of the window, there are two buttons: "clear screen" and "change font". To the right of these buttons is a small text box showing "0/16".

# **Jahangirnagar University (JU)**



## **Institute of Information Technology**

### **Lab Report-4**

#### **Assembly Language**

**Name:** Yeasmine Akter Mitu

**Class Roll:** 1992



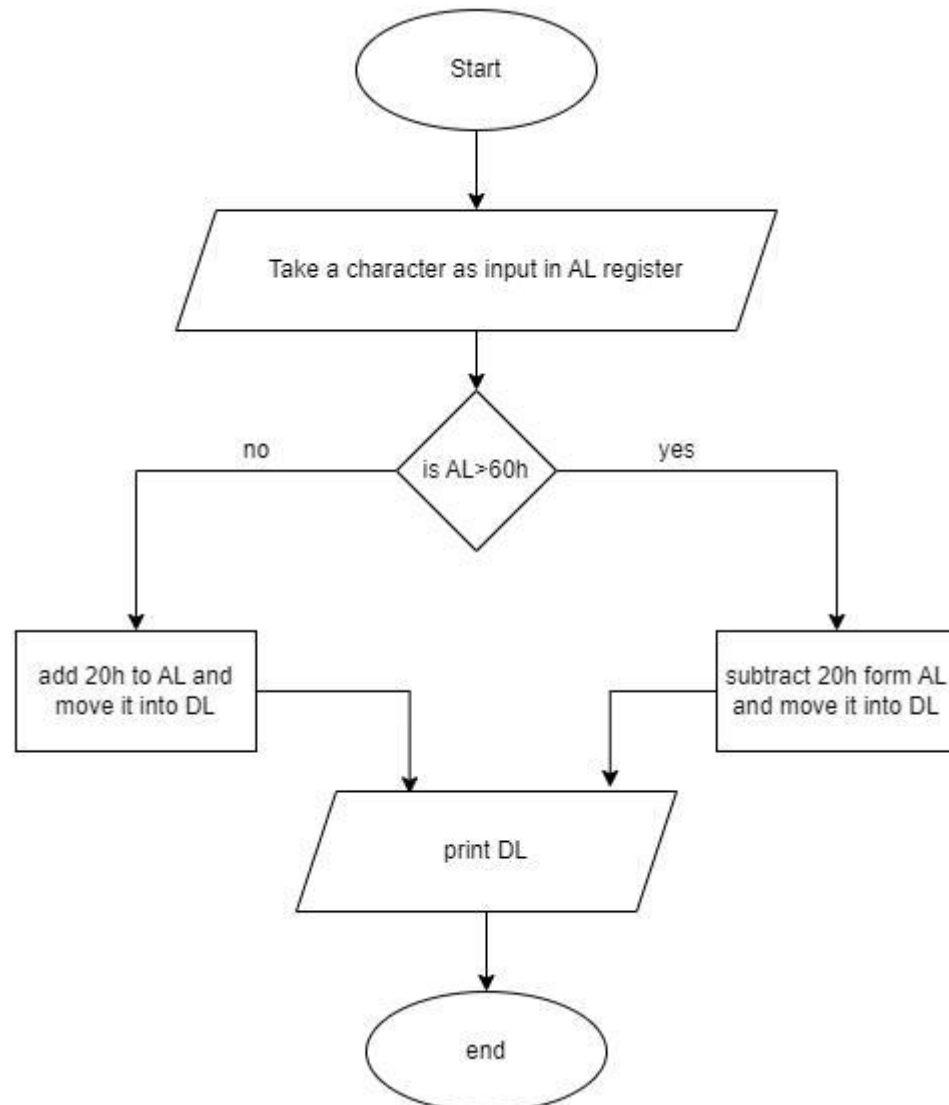
# Experiment 1.

**Title:** Case conversion (upper case to lower case and vice versa Using an assembly language program).

## Algorithm:

- Step1: Start
- Step2: take an input character in AL register.
- Step3: if  $AL > 60h$  then subtract 20h from AL.
- Step4: otherwise add 20h to AL.
- Step5: print the content of AL register.
- Step6: end.

## Flow chart:



## Source Code:

data segment

    a db 0dh,0ah,"enter a character \$"

    b db 0dh,0ah,"converted character is \$"

data ends

code segment

    assume CS:code,DS:Data

start:

    mov ax,Data

    mov DS,ax

    mov dx,offset a

    mov ah,09

    int 21h

    mov ah,01

    int 21h

    cmp al,60h

    JNG capital

small:

    sub al,20h

    mov bl,al

mov dx,offset b

mov ah,09

int 21h

mov dl,bl

mov ah,02

int 21h

ret

capital:

add al,20h

mov bl,al

mov dx,offset b

mov ah,09

int 21h

mov dl,bl

mov ah,02

int 21h

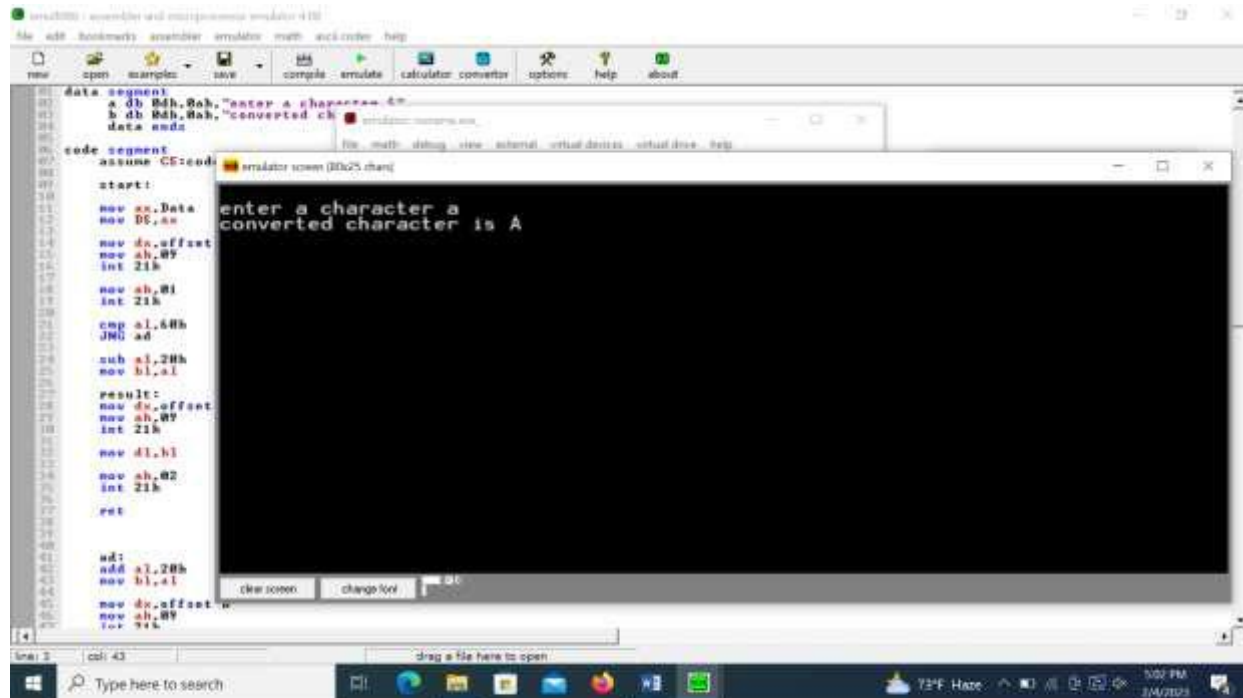
ret

code ends

end start

**Input:** firstly take a input in lower case latter a and take another input in upper case latter Z.

**Output:**



The screenshot shows an x86-64 assembly emulator window. The assembly code on the left defines a program that takes a character input, compares it to 'a', and if it matches, converts it to uppercase 'A'. The emulator screen on the right shows the prompt "enter a character a" and the output "converted character is A".

```
data segment
a db 0Ah,0Ah,"enter a character a"
b db 0Ah,0Ah,"converted character is A"
data ends

code segment
assume CS:code
start:
mov dx,data
mov ds,ax
mov dx,offset a
mov ah,09
int 21h

mov ah,01
int 21h

cmp al,0Ah
JNE ad
sub al,20h
mov bl,al

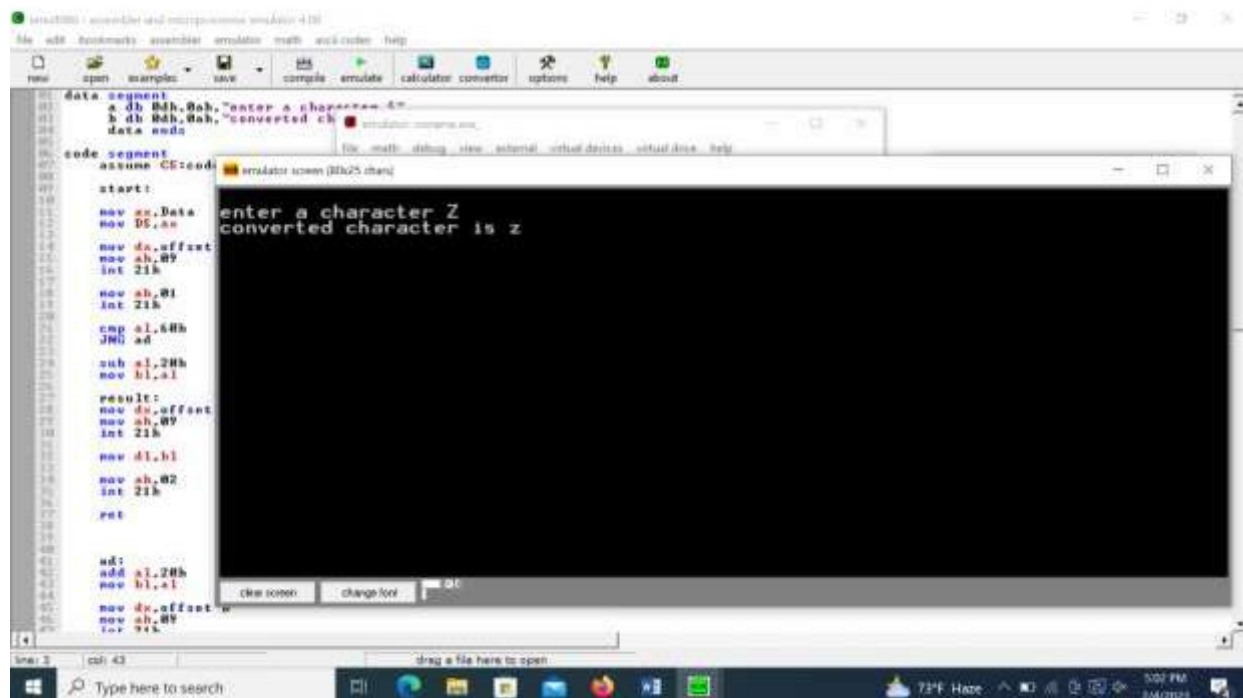
result:
mov dx,offset b
mov ah,09
int 21h

mov dl,b1
mov ah,02
int 21h

ret

ad:
add al,20h
mov bl,al

mov dx,offset a
mov ah,09
int 21h
```



The screenshot shows the same x86-64 assembly emulator window. The assembly code is identical to the previous one, but the emulator screen on the right shows the prompt "enter a character Z" and the output "converted character is z".

```
data segment
a db 0Ah,0Ah,"enter a character a"
b db 0Ah,0Ah,"converted character is A"
data ends

code segment
assume CS:code
start:
mov dx,data
mov ds,ax
mov dx,offset a
mov ah,09
int 21h

mov ah,01
int 21h

cmp al,0Ah
JNE ad
sub al,20h
mov bl,al

result:
mov dx,offset b
mov ah,09
int 21h

mov dl,b1
mov ah,02
int 21h

ret

ad:
add al,20h
mov bl,al

mov dx,offset a
mov ah,09
int 21h
```

## Experiment 2.

**Title:** Compare three digits and find the biggest number ( Using an assembly language program).

### Algorithm:

Step1: Start

Step2: Take 3 digit as input and put them in BL,BH,CL register.

Step3: if BL>BH then

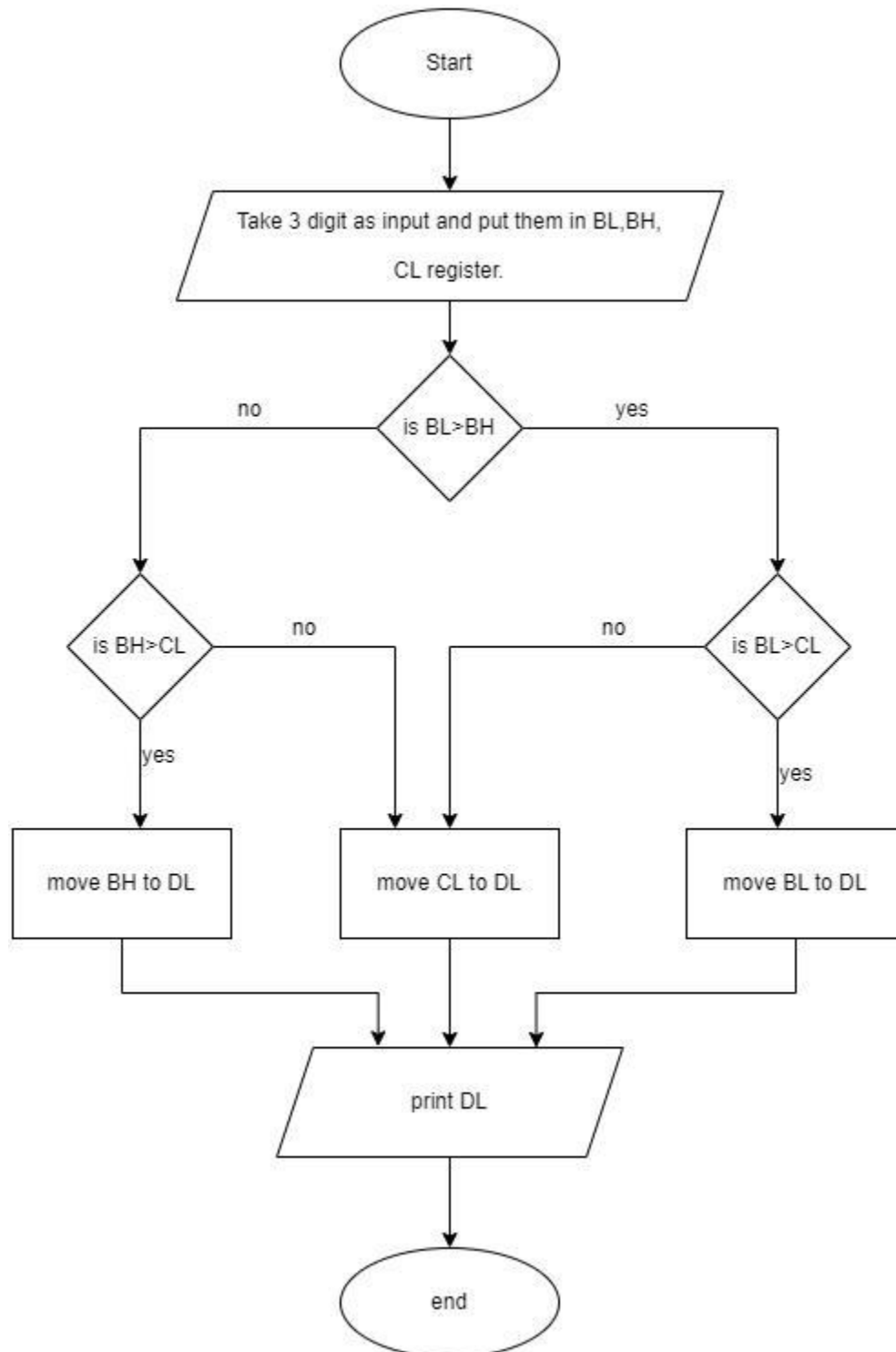
Step4:if BL<CL move CL to DL. otherwise move BL to DL.

Step5: otherwise,if BH<CL move CL to DL. otherwise move BH to DL.

Step6: print the content of DL.

Step7: end.

### Flow chart:



## Source Code:

data segment

a db 0dh,0ah,"enter first number \$"

b db 0dh,0ah,"enter second number \$"

c db 0dh,0ah,"enter third number \$"

d db 0dh,0ah,"biggest number is: \$"

data ends

code segment

assume CS:code,DS:Data

start:

mov ax,Data

mov DS,ax

mov dx,offset a

mov ah,09

int 21h

mov ah,01

int 21h

mov bl,al

mov dx,offset b

mov ah,09

int 21h

mov ah,01

int 21h

mov bh,al

mov dx,offset c

mov ah,09

int 21h

mov ah,01

int 21h

mov cl,al

cmp bl,bh

JNG secondbig

firstbig:

cmp bl,cl

JNG thirdbig1



```
mov dx,offset d
```

```
mov ah,09
```

```
int 21h
```

```
mov dl,bl
```

```
mov ah,02
```

```
int 21h
```

```
ret
```

```
thirdbig1:
```

```
mov dx,offset d
```

```
mov ah,09
```

```
int 21h
```

```
mov dl,cl
```

```
mov ah,02
```

```
int 21h
```

```
ret
```

```
secondbig:
```

```
cmp bh,cl
JNG thirdbig2
mov cl,bh
```

```
mov dx,offset d
mov ah,09
int 21h
```

```
mov dl,cl
mov ah,02
int 21h
ret
```

```
thirdbig2:
mov dx,offset d
mov ah,09
int 21h
```

```
mov dl,cl
mov ah,02
int 21h
ret
```

code ends

end start

## Input:

Taking input 3,6,9.

## Output:

