

CAA

# **SUKKUR IBA UNIVERSITY**



## **LAB 03**

**Assembly language**

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- 1.** Write an assembly language program that displays your name 10 times (using a loop).

.MODEL SMALL ;64KB

```
.STACK 100H ;256
```

.data

```
msg1 DB 'Abdul Samad $'
```

.CODE

MAIN PROC

```
mov ax, @data
```

```
mov ds, ax
```

MOV AH, 02 ;Code for standard out (display)

MOV CX,10

MY\_LABEL:

```
mov ah, 09
```

```
lea dx,msg1
```

```
int 21h
```

```
mov ah,02
```

```
mov dl,13
```

```
int 21h
```

```
mov dl,10
```

int 21h

LOOP MY\_LABEL

MOV AH,4CH

INT 21H

## MAIN ENDP

END MAIN



2. Write an assembly language program that displays numbers from 0 to 9, as shown below:

```
.MODEL SMALL ;64KB
.STACK 100H ;256

.CODE
MAIN PROC
    MOV AH, 02 ;Code for standard out (display)

    MOV CX,10
    MOV BL,48

    MY_LABEL:

    MOV DL, BL ;Data/character to be displayed
    INT 21H ;Interrupt

    INC BL ; BL = BL+1

    LOOP MY_LABEL

    MOV AH,4CH
    INT 21H
MAIN ENDP
END MAIN
```



3. Write an assembly language program that asks the user to input a number as an ending range. Then, the program should display numbers from 1 to that ending range (entered by the user), as shown below:

```
.MODEL SMALL ; 64KB
```

```
.STACK 100H ; 256
```

```
.DATA
```

```
msg DB 'Enter ending range number <1 to 9>: $'
```

```
msg1 DB 'The Numbers up to entered range are: $'
```

```
.CODE
```

```
MAIN PROC
```

```
    mov ax, @data
```

```
    mov ds, ax
```

```
    mov ah, 09h ;
```

```
    lea dx, msg
```

```
    int 21h
```

```
    mov ah, 01h ; Read input from user
```

```
    int 21h
```

```
    sub al, 30h
```

```
    mov cx, ax
```

```
    mov ah, 02
```

```
    mov dl, 13
```

```
    int 21h
```

```
    mov dl, 10
```

```
    int 21h
```

```
    mov ah, 09h
```

```
    lea dx, msg1
```

```
    int 21h
```

```
    mov bl, 01h
```

```
loop_start:
```

```
    mov ah, 02h
```

```
    mov dl, bl
```

```
    add dl, 30h
```

```
    int 21h
```

```
    mov ah, 02h
```

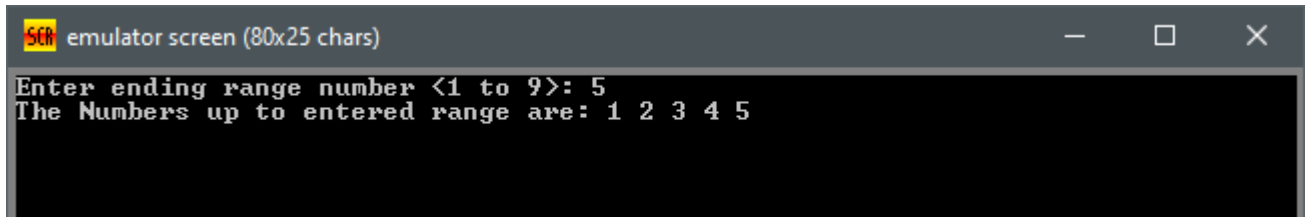
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```
mov dl, ''  
int 21h
```

```
inc bl  
cmp bl, cl  
jle loop_start
```

```
mov ah, 4ch  
int 21h  
MAIN ENDP
```

END MAIN



4. Write an assembly language program to display English alphabet (in upper case A - Z) on the screen (using a loop), as shown below:

```
.MODEL SMALL ;64KB  
.STACK 100H ;256
```

```
.CODE
```

```
MAIN PROC
```

```
MOV AH, 02 ;Code for standard out (display)
```

```
MOV CX, 26  
MOV BL, 65
```

```
MY_LABEL:
```

```
MOV DL, BL ;Data/character to be displayed  
INT 21H ;Interrupt
```

```
INC BL ; BL = BL+1
```

```
LOOP MY_LABEL
```

```
MOV AH, 4CH  
INT 21H  
MAIN ENDP  
END MAIN
```

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5. Write an assembly language program to display English alphabet (in small cases a - z) on the screen (using a loop), as shown below:

```
.MODEL SMALL ;64KB
```

```
.STACK 100H ;256
```

```
.CODE
```

```
MAIN PROC
```

```
    MOV AH, 02 ;Code for standard out (display)
```

```
    MOV CX, 26
```

```
    MOV BL, 97
```

```
MY_LABEL:
```

```
    MOV DL, BL ;Data/character to be displayed
```

```
    INT 21H ;Interrupt
```

```
    INC BL ; BL = BL+1
```

```
    LOOP MY_LABEL
```

```
    MOV AH, 4CH
```

```
    INT 21H
```

```
MAIN ENDP
```

```
END MAIN
```



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6. Combine the previous two programs to display capital alphabets on one line and small alphabets on the second line, as shown below:



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