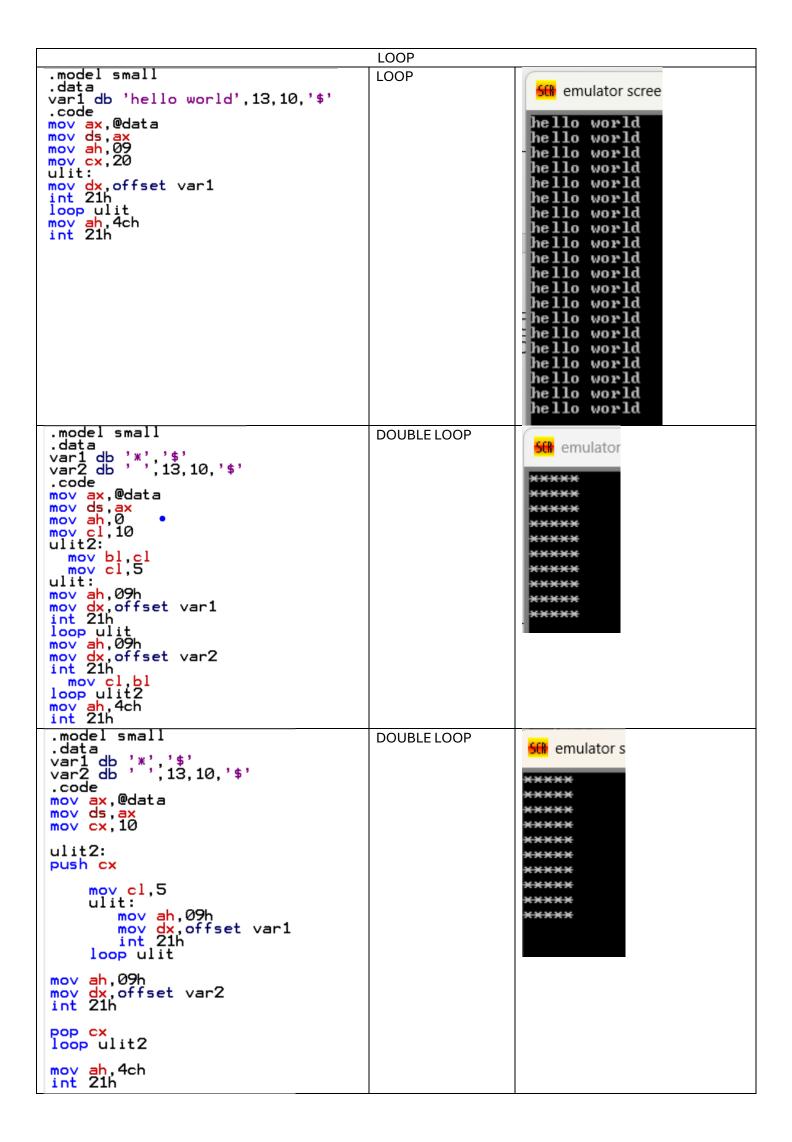
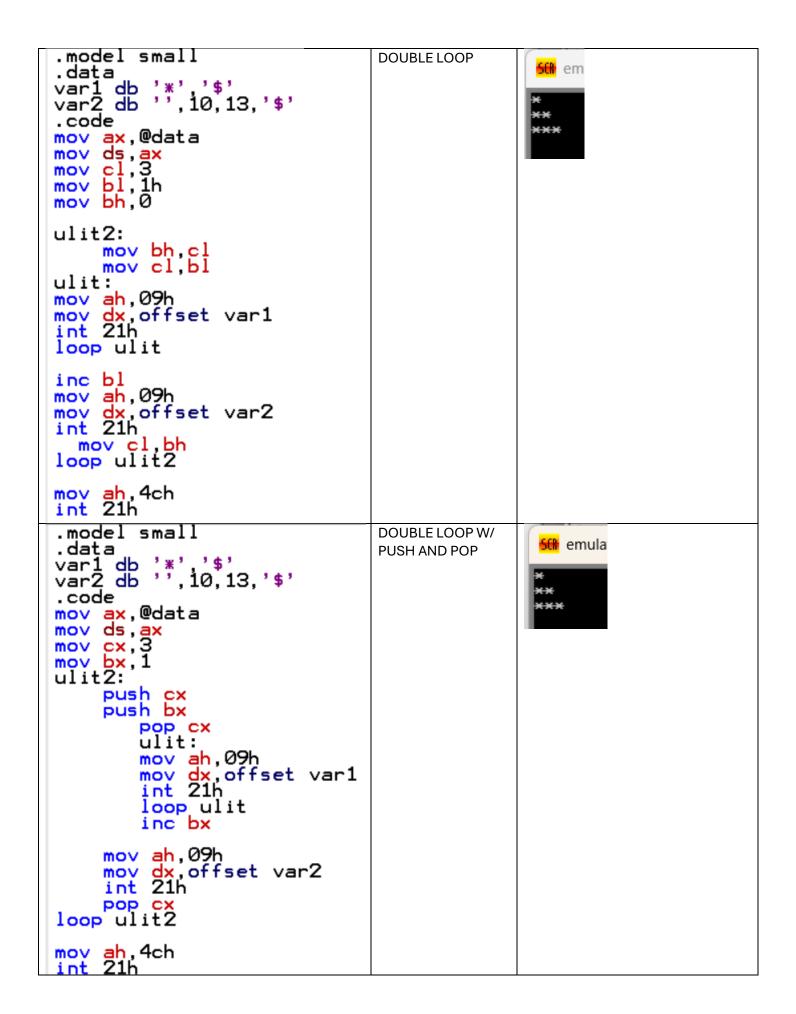


```
mov ax, 1234h
mov bx, 4567h
 .MODEL SMALL
                                                              JA AND JB
.DATA
STRING1 DB 'ABOUE ', '$'
STRING2 DB 'BELOW', '$'
                                                                                           ; cmp ax, bx
                                                             2 swap ax, bx
 . CODE
                                                             Bx,ax
MOU AX, Q
MOU DS, AX
                                                                                            566 emulator screen (80x25 c
             @DATA
                                                             Above and below SS
                                                                                           ABOUE
mov ax,1234h
mov bx,4567h
cmp ax,bx
;cmp bx,ax
ja HELLO
jb HI
                                                             JA - Jump if Above
                                                             Prev comparison
                                                             that the 1st operand
                                                                                           mov ax, 1234h
mov bx, 4567h
cmp ax, bx
                                                             is greater than the
                                                             2<sup>nd</sup> operand
HELLO:
MOU AH,09
MOU DX,OFFSET STRING1
INT 21H
JMP EXIT
                                                                                            ;cmp bx,ax
                                                             JB - Jump if Below
                                                             1st Operand < 2nd
                                                                                            56 emulator screen (80x25 ch
                                                             Operand
HI:
                                                                                           BELOW
MOU AH,09
MOU DX,OFFSET STRING2
INT 21H
EXIT:
MOU AH, 04CH
INT 21H
.MODEL SMALL
                                                             JE /JNE
 . DATA
                                                                                           mov ax, 1234h
;mov bx, 1234h
STRING1 DB 'EQUAL ', '$'
STRING2 DB 'NOT EQUAL ', '$'
                                                             JE – Jump if Equal
.CODE
MOU AX, EDATA
MOU DS,AX
                                                                                           60x25 chars)
                                                             If result of ZF 1
                                                             hence equal
                                                                                          NOT EQUAL
mov ax,1234h
mov bx,1234h
;mov bx,1235
cmp ax,bx
cmp ax,b;
je HELLO
jne HI
                                                             JNE – Jump if not
                                                                                          mov ax, 1234h
mov bx, 1234h
;mov bx, 1235
                                                             Equal
HELLO:
MOU AH,09
MOU DX,OFFSET STRING1
INT 21H
JMP EXIT
                                                             If result of ZF 0
                                                                                             566 emulator screen (80x2
                                                             hence not equal
                                                                                           EQUAL
                                                             Check the Zero Flag
HI:
MÔU AH,09
MOU DX,OFFSET STRING2
INT 21H
                                                             after a comparison
                                                             or arithmetic
                                                             operation
EXIT:
MOU AH,04CH
INT 21H
.MODEL SMALL
                                                             JC / JNC
                                                                                            mov ax, OFFFFh
STRING1 DB 'WITH CARRY ', '$'
STRING2 DB 'WITHOUT CARRY ', '$'
                                                                                            ;mov ax, OFFFEh
 .CODE
MOU AX, EDATA
MOU DS,AX
                                                                                            66 emulator screen (80x25 chars)
                                                                                           WITH CARRY
mov ax, OFFFFh
;mov ax, ØFFFEh
add ax, Ø1
jc HELLO
jnc HI
                                                                                           ;mov ax, OFFFFh
mov ax, OFFFEh
HELLO:
MOU AH,09
MOU DX,OFFSET STRING1
INT 21H
JMP EXIT
                                                                                           60 emulator screen (80x25 chars)
                                                                                         WITHOUT CARRY
HI:
MOU AH,09
MOU DX,OFFSET STRING2
INT 21H
MOU AH, 04CH
INT 21H
```





```
.model small
| moder small | data | num1 db 2 | num2 db 1 | num3 db 5 | lar db '0', 13, 10, '$'
 .code
start:

mov ax,@data

mov ds,ax

mov al,[num1]

mov bl,[num2]

mov cl,[num3]
                                           ;save num1 sa al
;save num2 sa bl
;save num3 sa cl
 cmp al,bl ;compare 1 and 2
jg checkthird ;jump para compare naman firstandthird
jmp checksecond ;jump para compare naman sa secondandthird
checksecond:
cmp bl,cl
jg secondlargest
jmp thirdlargest
                                                          ;compare 2 and 3
                                                          jjump para print second as largest
jjump para print thrird as largest
 checkthird:
 cmp al,cl    ;compare 1 and 3
jg firstlargest ; jump para print first as largest
jmp thirdlargest ; jump pag mas mali ung third
 firstlargest:
mov al,[num1]
or al,30h
lea bx,lar
mov [bx],al
jmp print
                                          ;save sa AL ung laman ng variable na num1;use OR para maging ascii;kukunin address ng variable na LAR at isave sa BX;isave sa memory location ng LAR ung value ng AL
 secondlargest:

mov al,[num2]

or al,30h

lea bx,lar

mov [bx],al

jmp print
 thirdlargest:
mov al,[num3]
or al,30h
lea bx,lar
mov [bx],al
jmp print
  print:
 mov ah,09
mov dx,offset lar
int 21h
  mov ah,4ch
int 21h
```

Find the output:

Change the value of num1,num2 and num3

Seq	n1	n2	n3
1	2	1	5
2	5	1	2
3	1	5	2

