```
model small
.data
a dw 3629H
b dw 4738H
.code
mov ax, @data; Initialize data section
mov ds, ax
mov ax, a; Load number1 in ax
mov bx, b; Load number2 in bx
add al, bl; add lower two digits. Result in al
daa; adjust result to valid bcd
mov bl, al; store result in bl
adc ah, bh; add upper two digits. Result in ah
mov al, ah; al=ah as daa works on al only
daa; adjust result to valid BCD
mov bh, al; store result in bh
mov ch, 04h; Count of digits to be displayed
mov cl, 04h; Count to roll by 4 bits cl, 04h
12:rol bx, cl; roll bl so that msb comes to lsb
mov dl, bl; load dl with data to be displayed
and dl, OfH; get only Isb dl, OfH
cmp dl, 09; check if digit is 0-9 or letter A-F
jbe l4
add dl, 07; if letter add 37H else only add
14: add dl, 30H
mov ah, 02; Function 2 under INT 21H (Display character)
```

```
int 21H
```

dec ch ; Decrement Count

jnz l2

mov ah, 4cH; T; Terminate Program

int 21H

end