

ASM LAB



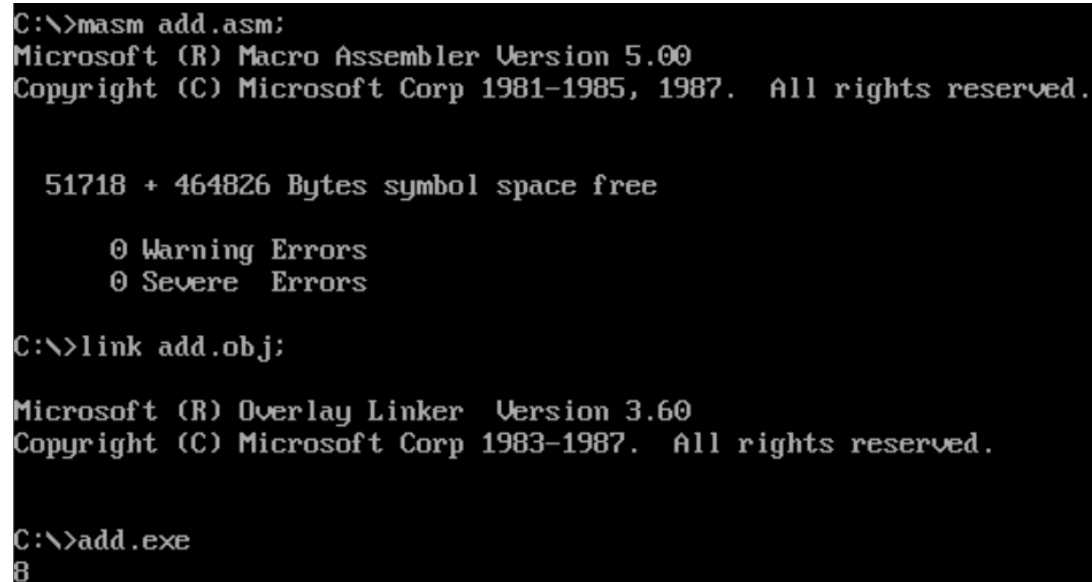
NAME : SUMIT DE
SECTION : A2
ROLL NO. : 002211001109
IT UG-2

Q1. Write an Assembly Language Program to add two byte integers and store the result in DX register.

```
dosseg
.model small
.stack 100h

.data
    num1 db 02h
    num2 db 06h

.code
    main proc
        mov ax,@data
        mov ds,ax
        mov bl,num1
        mov al,num2
        add al,bl
        mov dl,al
        add dl,30h
        mov ah,02h
        int 21h
        mov ah,4ch
        int 21h
    main endp
end main
```



```
C:\>masm add.asm;
Microsoft (R) Macro Assembler Version 5.00
Copyright (C) Microsoft Corp 1981-1985, 1987. All rights reserved.

51718 + 464826 Bytes symbol space free

0 Warning Errors
0 Severe Errors

C:\>link add.obj;

Microsoft (R) Overlay Linker Version 3.60
Copyright (C) Microsoft Corp 1983-1987. All rights reserved.

C:\>add.exe
8
```

Q2. Write an 8086 Assembly Language Program to subtract two 8-bit signed integers. The numbers can be stored in the data segment.

```
dosseg
.model small
.stack 100h

.data
    num1 db 02h
    num2 db 06h

.code
    main proc
        mov ax,@data
        mov ds,ax
        mov bl,num1
        mov al,num2
        sub al,bl
        mov dl,al
        add dl,30h
        mov ah,02h
        int 21h
        mov ah,4ch
        int 21h
    main endp
end main
```

```
C:\>masm sub.asm;
Microsoft (R) Macro Assembler Version 5.00
Copyright (C) Microsoft Corp 1981-1985, 1987. All rights reserved.

51718 + 464826 Bytes symbol space free

0 Warning Errors
0 Severe Errors

C:\>link sub.obj;

Microsoft (R) Overlay Linker Version 3.60
Copyright (C) Microsoft Corp 1983-1987. All rights reserved.

C:\>sub.exe
4
```

Q3. Write an Assembly Language Program to print your name, which is stored in memory as a string.

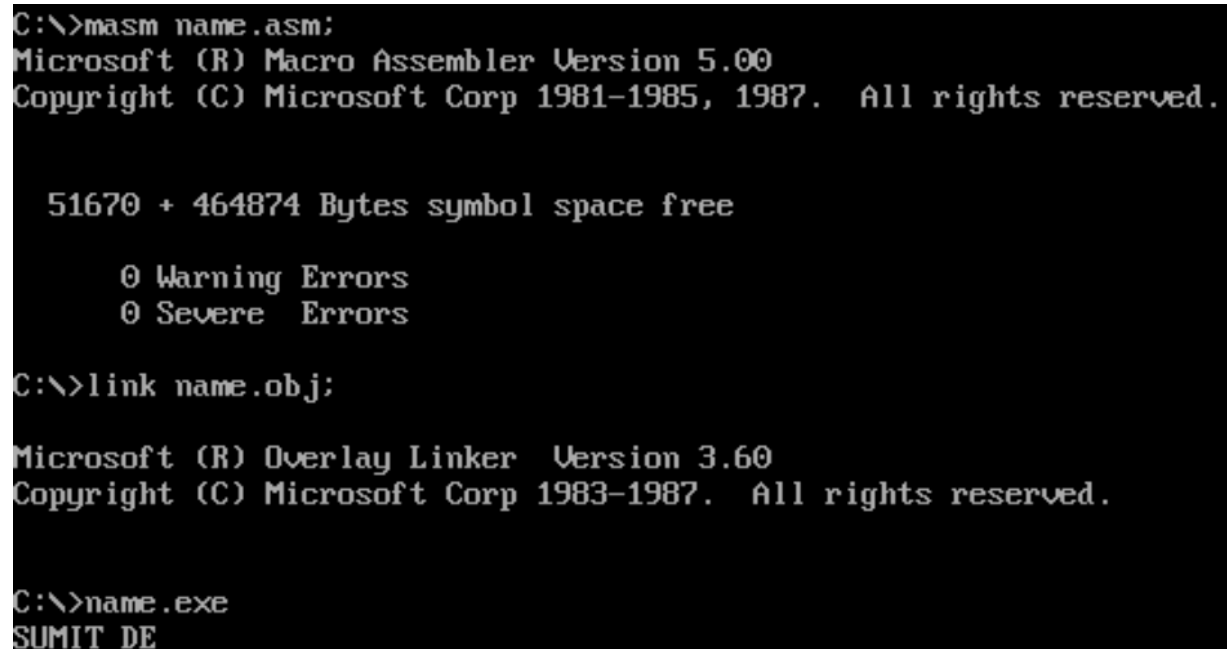
```
dosseg
.model small
.stack 100h

.data
    var1 db "SUMIT DE$"

.code
    main proc
        mov ax,@data
        mov ds,ax

        mov dx,offset var1
        mov ah,09h
        int 21h

        mov ah,4ch
        int 21h
    main endp
end main
```



```
C:\>masm name.asm;
Microsoft (R) Macro Assembler Version 5.00
Copyright (C) Microsoft Corp 1981-1985, 1987. All rights reserved.

51670 + 464874 Bytes symbol space free

0 Warning Errors
0 Severe Errors

C:\>link name.obj;

Microsoft (R) Overlay Linker Version 3.60
Copyright (C) Microsoft Corp 1983-1987. All rights reserved.

C:\>name.exe
SUMIT DE
```

Q4. Write an Assembly Language Program to reverse a string using stack and display the result.

```
dosseg
.model small
.stack 100h
.data
    var db "SUMIT$"
.code
    main proc
        mov ax,@data
        mov ds,ax
        mov si, offset var
        mov cx,5
    l1:
        mov bx,[si]
        push bx
        inc si
        loop l1
        mov cx, 5
    l2:
        pop dx
        mov ah, 2
        int 21h
        loop l2
        mov ah, 4ch
        int 21h
    main endp
end main
```

```
C:\>masm reverse.asm;
Microsoft (R) Macro Assembler Version 5.00
Copyright (C) Microsoft Corp 1981-1985, 1987. All rights reserved.

51622 + 464922 Bytes symbol space free

0 Warning Errors
0 Severe Errors

C:\>link reverse.obj;
Microsoft (R) Overlay Linker Version 3.60
Copyright (C) Microsoft Corp 1983-1987. All rights reserved.

C:\>reverse.exe
TIMUS
```

Q5. Write an 8086 Assembly Language Program which will ask for a number and the no. will be taken from keyboard. Print the number in binary and hexadecimal format.

```
dosseg
.model small
.stack 100h
.data
    d1 dw 16
.code
main proc far
    mov ax, @data
    mov ds, ax
    mov ax, d1
    call print
    mov ah, 4ch
    int 21h
main endp
print proc
    mov cx, 0
    mov dx, 0
label1:
    cmp ax, 0
    je print1
    mov bx, 2
    div bx
    push dx
    inc cx
    xor dx, dx
    jmp label1
print1:
    cmp cx, 0
    je exit
    pop dx
    add dx, 48
    mov ah, 02h
    int 21h
    dec cx
    jmp print1
exit:
    ret
print endp
end main
```

```

C:\>masm binary.asm;
Microsoft (R) Macro Assembler Version 5.00
Copyright (C) Microsoft Corp 1981-1985, 1987. All rights reserved.

51698 + 464846 Bytes symbol space free

0 Warning Errors
0 Severe Errors

C:\>link binary.obj;

Microsoft (R) Overlay Linker Version 3.60
Copyright (C) Microsoft Corp 1983-1987. All rights reserved.

C:\>binary.exe
10000

```

```

dosseg
.model small
.stack 100h

.data
    d1 dw 998

.code
    main proc far
        mov ax, @data
        mov ds, ax

        mov ax, d1
        call print
        mov ah, 4ch
        int 21h
    main endp

print proc
    mov cx, 0
    mov dx, 0
    label1:
        cmp ax, 0
        je print1
        mov bx, 16

```

```

    div bx
    push dx
    inc cx
    xor dx, dx
    jmp label1

print1:
    cmp cx, 0
    je exit
    pop dx
    cmp dx, 9
    jle continue
    add dx, 7
    continue:
    add dx, 48
    mov ah, 02h
    int 21h
    dec cx
    jmp print1
exit:
    ret
print endp
end main

```

```

C:\>masm convert.asm;
Microsoft (R) Macro Assembler Version 5.00
Copyright (C) Microsoft Corp 1981-1985, 1987. All rights reserved.

51698 + 464846 Bytes symbol space free

0 Warning Errors
0 Severe Errors

C:\>link convert.obj;

Microsoft (R) Overlay Linker Version 3.60
Copyright (C) Microsoft Corp 1983-1987. All rights reserved.

C:\>convert.exe
3E6

```


Q6. Now modify the program in Q2 so that it will ask for your name and takes the input from keyboard.

```
dosseg
.model small
.stack 100h
.data
    var1 db "input text: $",13
    var2 db 50 dup('$')
.code
    main proc
    mov ax,@data
    mov ds,ax
    mov dx, offset var1
    mov ah,09h
    int 21h
    mov si, offset var2
    call text
    mov ah,4ch
    int 21h
    main endp
    text proc
    input:
        mov ah,01h
        int 21h

        cmp al,13
        je ter

        mov [si],al
        inc si
    jmp input
    ter:
        mov [si],'$ '
        mov bx, offset var2
        mov dx, bx
        mov ah, 09h
        int 21h
        ret
    text endp
end main
```

```
C:\>masm input.asm;
Microsoft (R) Macro Assembler Version 5.00
Copyright (C) Microsoft Corp 1981-1985, 1987. All rights reserved.

51668 + 464876 Bytes symbol space free

0 Warning Errors
0 Severe Errors

C:\>link input.obj;
Microsoft (R) Overlay Linker Version 3.60
Copyright (C) Microsoft Corp 1983-1987. All rights reserved.

C:\>input.exe
Input Text: Sumit
Sumit
```

Q7. Write an Assembly Language Program to check the length of a given string.

```
dosseg
.model small
.stack 100h
.data
    arr db 20 DUP('$')
    msg db 'Enter a string : $'
    msgg db 'Length of the entered string = $'
.code
    main proc
        mov ax, @data
        mov ds, ax
        mov ax, offset msg
        mov dx, ax
        mov ah, 9
        int 21h
        mov cx, 0
        mov si, offset arr
    lp:
        mov ah, 1
        int 21h
        cmp al, 13
        je progend
        mov [si], al
        inc cx
        inc si
        jmp lp
    progend:
        mov dx, offset msgg
        mov ah, 9
        int 21h
        mov bx, cx
        add bx, 48
        mov dx, bx
        mov ah, 2
        int 21h
        mov ah, 4ch
        int 21h
    main endp
end main
```

```
C:\>masm letter.asm;
Microsoft (R) Macro Assembler Version 5.00
Copyright (C) Microsoft Corp 1981-1985, 1987. All rights reserved.

51658 + 464886 Bytes symbol space free

0 Warning Errors
0 Severe Errors

C:\>link letter.obj;

Microsoft (R) Overlay Linker Version 3.60
Copyright (C) Microsoft Corp 1983-1987. All rights reserved.

C:\>letter.exe
Enter a string : Sumit
Length of the entered string = 5
```