## **ASSIGNMENT NO 6**

## **PROBLEM STATEMENT:**

Write X86/64 ALP to convert 4-digit Hex number into its equivalent BCD number and 5- digit BCD number into its equivalent HEX number. Make your program user friendly to accept the choice from user for: (a) HEX to BCD b) BCD to HEX (c) EXIT. Display proper strings to prompt the user while accepting the input and displaying the result. (Wherever necessary, use 64-bit registers).

## **SOURCE CODE:**

msg4length equ \$-msg4

```
section data
```

```
msg1 db 10,10,'##### Menu for Code Conversion ######
db 10,'1: Hex to BCD'
db 10,'2: BCD to Hex'
db 10,'3: Exit'
db 10,10, 'Enter Choice:'
msg1length equ $-msg1
msg2 db 10,10, 'Enter 4 digit hex number::'
msg2length equ $-msg2
msg3 db 10,10,'BCD Equivalent:'
msg3length equ $-msg3
msg4 db 10,10, 'Enter 5 digit BCD number::'
```

```
msg5 db 10,10, 'Wrong Choice Entered....Please try again!!!',10,10
     msg5length equ $-msg5
     msg6 db 10,10,'Hex Equivalent::'
     msg6length equ $-msg6
     cnt db 0
section .bss
                     ;common buffer for choice, hex and bcd input
     arr resb 06
     dispbuff resb 08
     ans resb 01
%macro disp 2
     mov rax,01
     mov rdi,01
     mov rsi,%1
     mov rdx,%2
     syscall
%endmacro
%macro accept 2
     mov rax,0
     mov rdi,0
     mov rsi,%1
     mov rdx,%2
```

```
syscall
%endmacro
section .text
     global _start
_start:
menu:
     disp msg1,msg1length
     accept arr,2;
                       choice either 1,2,3 + enter
     cmp byte [arr],'1'
     jne I1
     call hex2bcd_proc
     jmp menu
     cmp byte [arr],'2'
11:
     jne I2
     call bcd2hex_proc
     jmp menu
12:
     cmp byte [arr],'3'
     je exit
     disp msg5,msg5length
     jmp menu
```

```
exit:
     mov rax,60
     mov rbx,0
     syscall
hex2bcd_proc:
     disp msg2,msg2length
     accept arr,5
                         ; 4 digits + enter
     call conversion
     mov rcx,0
     mov ax,bx
     mov bx,10
                     ;Base of Decimal No. system
133: mov dx,0
                       ; Divide the no by 10
     div bx
                        ; Push the remainder on stack
     push rdx
     inc rcx
inc byte[cnt]
     cmp ax,0
     jne I33
disp msg3,msg3length
l44: pop rdx
                       ; pop the last pushed remainder from stack
     add dl,30h
                         ; convert it to ascii
     mov [ans],dl
disp ans,1
     dec byte[cnt]
```

```
jnz I44
     ret
bcd2hex_proc:
     disp msg4,msg4length
     accept arr,6; 5 digits + 1 for enter
     disp msg6,msg6length
     mov rsi, arr
     mov rcx,05
     mov rax,0
     mov ebx,0ah
155: mov rdx,0
                 ; ebx * eax = edx:eax
     mul ebx
     mov dl,[rsi]
     sub dl,30h
     add rax,rdx
     inc rsi
     dec rcx
jnz I55
     mov ebx,eax ; store the result in ebx
     call disp32_num
     ret
```

conversion:

```
mov bx,0
      mov ecx,04
      mov esi,arr
up1:
      rol bx.04
     mov al,[esi]
     cmp al,39h
     jbe I22
      sub al,07h
122: sub al,30h
      add bl,al
      inc esi
      loop up1
      ret
; the below procedure is to display 32 bit result in ebx why 32 bit & not
```

16 bit; because 5 digit bcd no ranges between 00000 to 99999 & for

; i.e if u enter the no between 00000-65535 u are getting the answer

is not; fitted in 16 bit register so 32 bit register is taken frresult

;0000-FFFF, but u enter i/p as 99999 urans is greater than 16 bit which

; since no is 32 bit, no of digits 8

;65535 ans is FFFF

between

disp32\_num:

mov rdi,dispbuff

mov rcx,08

```
177:
      rol ebx,4
      mov dl,bl
      and dl,0fh
      add dl,30h
      cmp dl,39h
      jbe 166
      add dl,07h
166:
      mov [rdi],dl
      inc rdi
      dec rcx
jnz I77
      disp dispbuff+3,5 ;Dispays only lower 5 digits as upper three are
'0'
      ret
```

## **OUTPUT:**