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; Computation program example
; Eliav Gnessin, Fall 2002
; This is an example program in 8086 Assembly
; The user enters a 4 digits positive number and
; we will print the result of (3*Number+10)
TITLE COMPUTATION
; This instruction defines the memory model that MASM or TASM use
.model small
; Define the stack size. This instruction initializes the SP
.stack 160h
; Variables & other definitions section
.data
      db "Enter number",10,13 ; infor is the string to be printed
infor
inforlen equ 14
                              ; this is the string's length
        dw 10
                              ; our computation base = 10
arq
       dw 4 dup(?)
number
                              ; array of 4 words
       dw 0
zeroh
three
       dw 3
; This is the program itself
.code
; the ds register we have to do it manually
      mov ds,ax
      mov si,0
                      ; This will be the index of the string pointer
again: mov al, infor[si] ; Get char from loop call printch ; Print it
      inc si
                      ; Increment our index
                      ; Do it for all the chars in the string
      loop again
      ; Get digits from keyboard and store in array
      mov cx,4 ; We will always get 4 chars from the user
      mov si,0
                      ; This is the index of the GETCH loop
again2: call getch
      call printch
                      ; We got the ASCII code, convert to number
      sub al,30h
      mov ah,0
      ; so step two bytes at a time
      add si,2
      loop again2
      ; Convert digits in array to one number
      mov cx,4 ; number of digits
      mov si,0
                      ; our loop inex
                      ; AX will hold the resulting number
      mov ax,0
                      ; AX=AX*10
again3: mul arg
      add ax,number[si] ; AX=AX+[next digit]
      add si,2
                      ; next digit in array
      loop again3
      ; Do the computation - AX=AX*3+10
      mul three
      add ax,10
      ; Convert result to string, push to stack
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again4: mov dx,0
                    ; si will count the num of digits
     push dx
                    ; Store in stack
      inc si
     \operatorname{cmp} zeroh,ax ; if the quotient is 0, we are finished
      mov cx,2
                    ; make sure the loop doesn't finish because
                    i \quad CX=0
      loopnz again4
      ; Move down to next line - Carriage Return + Line Feed
     mov cx,si
                    ; CX will count the result's digits
     mov al,10
                    ; Print CR + LF
      call printch
     mov al,13
     call printch
again5: pop ax
                    ; get result from stack and print it
      call printch
      loop again5
     mov ax,4c00h
                    ; This is the program terminator
      int 21h
                    ; just like putting "return 0" in C
; Procedure definitions
; Procedure name: printch - Print a char to console
; Input: AL - the char's ASCII code
; Output: None
printch proc near
     mov bx,0 ; No color definitions
mov ah,0Eh ; Print char to TTY function code
int 10h ; Call
     ret
printch endp
; Procedure name: getch - Get a char from console
       None
AL - the char's ASCII code
; Output:
getch proc near
    mov ah, 0
    int 16h
    ret
getch endp
; End of program
end start
```