

Lab4

Make Binary of you Roll Number first and then use this binary converted Roll number in program by storing this binary in AX register

Write a program in Assembly Language to swap every pair of bits in the AX register

Mechanism to Conduct Lab:

Students and teacher communicate through Skype/Adobe Connect. Students will write code using Notepad or Programmer's Notepad and will share code and screen output.

Nasm: <https://vulms.vu.edu.pk/Courses/CS401/Downloads/AssmSoft.zip>

DosBOX: <http://sourceforge.net/projects/dosbox/files/dosbox/0.74-2/DOSBox0.74-2-win32-installer.exe/download>

Programmers Notepad: <https://github.com/simonsteele/pn/releases/download/v2.4.2/portable-pn2421440.zip>

Solution:

```
[org 0x0100]

    mov ax,1001100110011001b

    mov bx,0

    mov dx, 0                                ; initialization

    mov bx, ax                                ; get a copy of ax

    and bx, 0011001100110011b ; bx now has 01, 45, 89, 1213
bits
    rol bx, 2

                                mov dx, ax                                ; get a copy of ax
                                and dx, 1100110011001100b ; dx now has 23, 67,
1011, 1415 bits
                                ror dx,2
```

```
        mov cx, 0
        mov cx, bx
        or cx, dx                ; ORing of bx and dx
will produce desired result
```

```
        mov ax, cx                ; ax now has the
result
```

```
end:    mov ax, 4c00h
int 21h
```