

- Write a program to multiply AX by 27 using only Shift and Add instructions. You should not use the MUL instruction.

Recall that shifting left n bits multiplies the operand by 2^n .

If the multiplier is not an absolute power of 2, then express the multiplier as a sum of terms which are absolute powers of 2.

For example, multiply AX by 7. ($7 = 4 + 2 + 1 = 2^2 + 2^1 + 1$)

Answer = AX shifted left by 2 + AX shifted left by 1 + AX.

Note: Only the original value of AX is used in each operation above.

The screenshot shows a DOS emulator window titled "emulator: 1st.pblm.com_". The main window displays an assembly program with the following code:

```

01  ORG 100H
02
03  .DATA
04
05  ANSWER DW ?
06
07  .CODE
08  MAIN PROC
09  MOV AX, @DATA
10  MOV DS, AX
11
12  MOV AX, 4
13  MOV BX, AX
14
15
16  SHL AX, 4
17  ADD ANSWER, AX
18
19  MOV AX, BX
20  SHL AX, 3
21  ADD ANSWER, AX
22
23  MOV AX, BX
24  SHL AX, 1
25  ADD ANSWER, AX
26
27  MOV AX, BX
28  SHL AX, 0
29  ADD ANSWER, AX
30
31  ; TERMINAL COMMAND
32  MOV AH, 4CH
33  INT 21H

```

The register window shows the following values:

Register	Value
AX	04
BX	04
CX	00
DX	00
SI	0000
DI	0000
DS	0700
ES	0700

A message box titled "PROGRAM HAS RETURNED CONTROL TO THE OPERATING SYSTEM" is displayed in the foreground.

2. Write a program to divide AX by 8 using Shift instructions. You should not use the DIV instruction. Assume AX is a multiple of 8.

Recall that shifting right n bits divides the operand by 2^n .

The screenshot displays an x86 emulator interface with the following components:

- Assembly Editor (Top):** Shows assembly code for a program that divides AX by 8 using the SHR instruction. The code is as follows:

```
01 ORG 100H
02
03 .DATA
04
05 .CODE
06 MAIN PROC
07
08     MOV AX, @DATA
09     MOV DS, AX
10
11     MOV AX, 72
12
13     SHR AX, 3 ; 2^3 = 8 RESULT STORED IN AX REGISTER
14
15     MOV AH, 4CH
16     INT 21H
17
18
19 ENDP MAIN
20 END MAIN
21 RET
```
- Registers Window (Middle):** Shows the state of the registers. AX is 0013 (decimal 19), BX is 0000, CX is 0013 (decimal 19), DX is 0000, CS is F400, IP is 0204, SS is 0700, SP is FFF8, BP is 0000, SI is 0000, DI is 0000, DS is 0700, and ES is 0700.
- Memory Dump (Bottom):** Shows the memory contents starting from address F400:0200. The first few bytes are 00, 00, 00, 00, 00, 00, 00, 00, 00, 00, 00, 00, 00, 00, 00, 00.
- Message Box (Top Right):** A message box titled "message" with the text "PROGRAM HAS RETURNED CONTROL TO THE OPERATING SYSTEM".
- Emulator Controls (Bottom):** Includes buttons for file, math, debug, view, external, virtual drive, and help. There are also buttons for load, reload, step back, single step, run, and step delay ms: 0.

- Write a program to check if a byte is a Palindrome. [Hint: Use Rotate instructions]. If the byte is a Palindrome, then move AAh into BL. Otherwise move 00h in BL.

A Palindrome looks the same when seen from the left or the right.

For example, 11011011 is a Palindrome but 11010011 is not a Palindrome

The screenshot shows an x86 assembly emulator with the following components:

- Source Code Window:**

```

01 ORG 100h
02
03 .DATA
04
05 .CODE
06 MAIN PROC
07     MOV AX, @DATA
08     MOV DS, AX
09
10     MOV AL, 11011011B
11     MOV BL, AL
12
13     XOR BH, BH
14     MOV CL, 8
15
16     REVERSE_LOOP:
17     SHR AL, 1
18     RCL BH, 1
19     DEC CL
20     JNZ REVERSE_LOOP
21
22     ; Compare the original
23     CMP BL, BH
24     JE PRINT_PALINDROM
25     JMP PRINT_NOT_PALINDR
26
27 PRINT_PALINDROM:
28     MOV BL, 0AH
29     JMP EXIT
30
31 PRINT_NOT_PALINDROM:
32     MOV BL, 00H
33
34 EXIT:
35     MOV AH, 4Ch
36     INT 21h

```
- Registers Window:**

Register	Value
AX	0000
BX	0000
CX	0000
DX	0000
SI	0000
DI	0000
BP	0000
SP	0000
IP	0000
CS	0000
DS	0000
ES	0000
- Memory Window:**

Address	Value
F400:0000	FF 255 RES
F400:0001	FF 255 RES
F400:0002	00 205 =
F400:0003	21 033 !
F400:0004	FF 207 !
F400:0005	00 000 NULL
F400:0006	00 000 NULL
F400:0007	00 000 NULL
F400:0008	00 000 NULL
F400:0009	00 000 NULL
F400:000A	00 000 NULL
F400:000B	00 000 NULL
F400:000C	00 000 NULL
F400:000D	00 000 NULL
F400:000E	00 000 NULL
F400:000F	00 000 NULL
F400:0010	00 000 NULL
F400:0011	00 000 NULL
F400:0012	00 000 NULL
F400:0013	00 000 NULL
F400:0014	00 000 NULL
F400:0015	00 000 NULL
F400:0016	00 000 NULL
F400:0017	00 000 NULL
F400:0018	00 000 NULL
F400:0019	00 000 NULL
F400:001A	00 000 NULL
F400:001B	00 000 NULL
F400:001C	00 000 NULL
F400:001D	00 000 NULL
F400:001E	00 000 NULL
F400:001F	00 000 NULL
- Message Box:** PROGRAM HAS RETURNED CONTROL TO THE OPERATING SYSTEM

4. Write a program to display the bits of a register or memory location. Use the INT 21H interrupts to display data on the display monitor. [Hint: Use logical shift instruction to move data bit into the carry flag]

For example, if AL = 55H, then your program must display:

AL = 01010101

The screenshot shows a DOS-based assembly language emulator with the following components:

- Source Code Editor:** Contains the assembly program.


```

01 ORG 100h
02
03 .DATA
04 NEWLINE DB 0Ah, 0Dh, '$' ; NewLine
05 MESSAGE DB 'AL = ', '$' ; Message
06 N DB 55H
07
08 .CODE
09 MAIN PROC
10 ; Load data segment
11 MOV AX, @DATA
12 MOV DS, AX
13
14 MOV AL, N
15
16 ; Display the message "AL = "
17 MOV AH, 09h
18 LEA DX, MESSAGE
19 INT 21h
20
21 ; Set up loop to display 8 bits
22 MOV CL, 8
23
24 DISPLAY_LOOP:
25 MOV AL, N
26 SHL AL, 1
27 MOV N, AL
28 JC BIT_ONE
29 MOV DL, '0'
30 JMP DISPLAY_CHAR
31
32 BIT_ONE:
33 MOV DL, '1'
34
35 DISPLAY_CHAR:
36 MOV AH, 02h
37 INT 21h
38
39 DEC CL
40 JNZ DISPLAY_LOOP
41
42 ; Terminate the program
43 MOV AH, 4Ch
44 INT 21h
      
```
- Registers Window:** Shows the state of CPU registers. AX contains 4C31, BX contains 0000, CX contains 0000, DX contains 0131, CS contains F400, IP contains 0204, SS contains 0700, SP contains FFF8, BP contains 0000, SI contains 0000, DI contains 0000, DS contains 0700, ES contains 0700.
- Memory Window:** Shows memory locations starting from F400:0200. F400:0204 contains 0102h.
- Message Box:** A dialog box titled "message" with the text "PROGRAM HAS RETURNED CONTROL TO THE OPERATING SYSTEM".
- Emulator Screen:** Displays the output of the program, showing "AL = 01010101" on the screen.

5. Write assembly code for each of the following high-level language assignment statements. Suppose that A, B, and C are word variables and all products will fit in 16 bits. Use IMUL for multiplication. It's not necessary to preserve the contents of variables A, B, and C.
- $A = 5 \times A - 7$

The screenshot shows a DOS-based assembly emulator. The source code window displays the following assembly code:

```

01 .ORG 100H
02
03 .DATA
04 A DW ?
05 B DW ?
06 C DW ?
07
08 .CODE
09 MAIN PROC
10 MOV AX, @DATA
11 MOV DS, AX
12
13 MOV A, 34
14 MOV B, 23
15 MOV C, 12
16
17 MOV AX, A
18 MOV BX, 5
19 IMUL BX
20 SUB AX, 7
21 MOV A, AX
22
23 MOV AH, 4CH
24 INT 21H
25
26 ENDP MAIN
27
28 RET
29
30

```

The register window shows the following values:

Register	Value
AX	4C A3
BX	00 05
CX	00 30
DX	00 00
SI	F400
DI	0204
SP	0700
BP	FFF8
SI	0000
DI	0000
DS	0700
ES	0700

The memory window shows the following values:

Address	Value
0704	17 023
0705	00 000
0706	00 000
0707	00 000
0708	00 000
0709	00 000
070A	00 000
070B	00 000
070C	00 000
070D	00 000
070E	00 000
070F	00 000
0710	00 000
0711	00 000
0712	00 000
0713	00 000
0714	00 000
0715	00 000
0716	00 000
0717	00 000
0718	00 000
0719	00 000
071A	00 000
071B	00 000
071C	00 000
071D	00 000
071E	00 000
071F	00 000

A message box titled "message" is displayed with the text "PROGRAM HAS RETURNED CONTROL TO THE OPERATING SYSTEM".

b. $B = (A-B) \times (B-10)$

