

# Lab Activities 05

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1. Write assembly program to declare a **2-Darray** of 4x4, user will enter data to store in each element. Output of program will be like:

```
Please enter values for 4 rows and 4 columns.
```

```
Enter Values for row: 0
```

```
1
```

```
2
```

```
3
```

```
4
```

```
5
```

```
Enter Values for row: 1
```

```
7
```

```
2
```

```
5
```

```
8
```

```
9
```

```
Enter Values for row: 2
```

```
7
```

```
2
```

```
5
```

```
8
```

```
9
```

```
Enter Values for row: 3
```

```
8
```

```
8
```

```
1
```

```
2
```

```
3
```

```
Your stored data is:
```

```
1 2 3 4 5
```

```
7 2 5 8 9
```

```
7 2 5 8 9
```

```
8 8 1 2 3
```

```
Strike a key when ready . . . _
```

2. Edit task 01 and search the Maximum and Minimum values and display them with their Location.
3. Write a program to declare a 2D-array of 5x4 and store values by taking input from user. Ask user to enter the number you want to search and display the location of that number in the form of row and column number.
4. Write a program to declare a 2-D array and store following values in it using loops

1	3	5	7	9
10	14	17	20	23

5. Write a program to declare a 2-D array and store following values in it using loops

1	2
3	4
5	6
7	8
9	10

6. Write a program that have a square of number in the next index of the array and display it on the console e.g. 1 1 2 4 3 9 4 16.
7. Write a program that input n numbers in the array, ask the user again to a enter value; delete that value from the array and move next value to that index, display updated array.