

4. Declare 2 different variables and compare those if the numbers are equal or not.

```
.model small
```

```
.stack 100h
```

```
.data
```

```
    var db 5
```

```
    var1 db 5
```

```
.code
```

```
    MOV AX,@DATA
```

```
    MOV DS,AX
```

```
    mov bl,var
```

```
    mov bh,var1
```

```
    cmp bl,bh
```

```
    je exit
```

```
    mov bl,8
```

```
exit:
```

```
    mov ah,4ch
```

```
    int 21h
```

```
end
```

5. Store numbers 0 to 9 in array at different indices.

```
.model small
```

```
.stack 100h
```

```
.data
```

```
    Array db 10 dup (?)
```

```
.code
```

```
    mov ax, @DATA
```

```
    mov ds, ax
```

```
    mov si,0
```

```
    mov al,0
```

```
start:
```

```
    mov cx,10
```

```
    mov Array[si],al
```

```
    inc al
```

```
    inc si
```

```
loop Start
```

```
mov si,offset Array
```

```
mov ah,4ch
```

```
int 21h
```

```
end
```

6. Store numbers a to z in array at different indices

```
.model small
```

```
.stack 100h
```

```
.data
```

```
Array db 26 dup (?)
```

```
.code
```

```
mov ax, @DATA
```

```
mov ds, ax
```

```
mov si,0
```

```
mov al,61H
```

```
start:
```

```
mov cx,26
```

```
mov Array[si],al
```

inc al

inc si

loop Start

mov si,offset Array

mov ah,4ch

int 21h

end

7. Store numbers A to Z in array at different indices

.model small

.stack 100h

.data

Array db 26 dup (?)

.code

mov ax, @DATA

mov ds, ax

mov si,0

mov al,41H

start:

```
mov cx,26
```

```
mov Array[si],al
```

```
inc al
```

```
inc si
```

```
loop Start
```

```
mov si,offset Array
```

```
mov ah,4ch
```

```
int 21h
```

```
end
```

8. Perform a check on a number if that is even or odd.

```
.model small
```

```
.stack 100h
```

```
.data
```

```
var dw 12H
```

```
.code
```

```
mov ax, @DATA
```

```
mov ds, ax
```

```
mov ax,var
```

```
mov bl,2
```

```
div bl
```

```
mov dl,0
```

```
cmp dl,ah
```

```
je exit
```

```
mov bl,5
```

```
exit:
```

```
mov ah,4ch
```

```
int 21h
```

```
end
```

9. Declare an array of 6 elements; perform a check if the elements are even or odd. If even save character 'e' in a variable and if odd save character 'o' in that variable

```
.model small
```

```
.stack 100h
```

```
.data
```

```
Array dw 2,5,6,7,2,5
```

```
.code
```

```
mov ax, @DATA
```

```
mov ds, ax
```

```
mov si,0  
mov cx,6
```

start:

```
mov ax,Array[si]  
mov bl,2
```

```
div bl
```

```
cmp ah,0  
jn Even1
```

```
cmp ah,0  
jne Odd1
```

Even1:

```
mov Array[si],'e'  
inc al  
inc si  
jmp exit
```

Odd1:

```
mov Array[si],'o'  
inc al  
inc si  
jmp exit
```

exit:

loop Start

mov si,offset Array

mov ah,4ch

int 21h

end

10. Declare an array of 5 elements; find the sum of all elements in the array and save the sum in a variable using loop and indirect addressing.

.model small

.stack 100h

.data

Array dw 1H,2H,3H,4H,5H

var db ?

.code

mov ax, @DATA

mov ds, ax

mov si,offset Array

mov cx,5

start:


```
add bl,[si]
```

```
inc si
```

```
loop Start
```

```
mov var,al
```

```
mov si,offset var
```

```
mov ah,4ch
```

```
int 21h
```

```
end
```