



**Green University of Bangladesh**  
**Department of Computer Science and Engineering (CSE)**  
**Faculty of Sciences and Engineering**  
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**LAB REPORT NO: 05**  
**Course Title: Compiler Lab**  
**Course Code: CSE-304                      Section:213-D1**

**Lab Experiment Name:** Implement Array and String in Assembly Language Programming.

**Student Details**

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**Submission Date** : 08-12-2023  
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**Lab Report Status**

**Marks:** .....  
**Comments:**.....

**Signature:**.....  
**Date:**.....

## **1. TITLE OF THE LAB EXPERIMENT**

Implement Array and String in Assembly Language Programming.

## **2. OBJECTIVES/AIM**

To understand the use of Array & String in Assembly Language Program.

## **3.PROCEDURE / ANALYSIS / DESIGN**

**Problem 1:** Write an assembly language code to take natural number series as input and as output, show:

- a. The summation of odd numbers.
- b. The summation of even numbers.

**Step 1:** Initialize the program.

- Allocate stack space of 100h.
- Define the model as small.

**Step 2:** Define data section.

- Declare an array 'array' to store 9 elements.
- Define messages for user prompts.
- Define variables for array size, even sum, and odd sum.

**Step 3:** Define macros.

- Define a 'print\_msg' macro for message printing.
- Define an 'input' macro for user input and array initialization.
- Define an 'output' macro for displaying results.

**Step 4:** Start of the code section.

- Begin the 'code' section.

**Step 5:** Initialize the program.

- Move data segment address to AX and DS.
- Prompt the user to enter the array size.
- Use the 'input' macro to read and initialize the array based on user input.

**Step 6:** Calculate the sum of even and odd numbers.

- Use a loop to iterate through the array elements.
- Check if the current digit is even or odd using bitwise AND.
- Accumulate the sum of even and odd numbers separately.

**Step 7:** Display the results.

- Use the 'print\_msg' macro to display messages.
- Use the 'output' macro to display the sum of odd and even numbers.

**Step 8:** End the program.

- Set AH to 4Ch and trigger interrupt 21h to terminate the program.

## 4.IMPLEMENTATION

### Problem 1:

```
001 org 100h
002 .model small
003 .stack 100h
004 .data
005     array db 9 dup(?)
006     msgSize db "Enter The Size: $"
007     msgInput db 10,13,"Enter The Array : $"
008     Odd_result db 10,13,"Summation Of Odd Numbers : $"
009     Even_result db 10,13,"Summation Of Even Numberes : $"
010     k dw ?
011     Even_Sum dw 0
012     Odd_Sum dw 0
013
014 print_msg macro msg
015     mov ah,9
016     lea dx,msg
017     int 21h
018 endm
019
021 input macro
022     mov ah,1
023     int 21h
024     sub al,'0'
025
026     mov bl,al
027
028     mov bh,0
029     mov k,bx
030
031     mov cx,k
032     lea di,array
033
034     print_msg msgInput
035
036 initialize:
037
038     mov ah,1
039     int 21h
040     sub al,48
041
042     mov [di],al
043
044     mov ah,2
045     mov dl,32
046     int 21h
047
048     inc di
049     loop initialize
050 endm
```

```

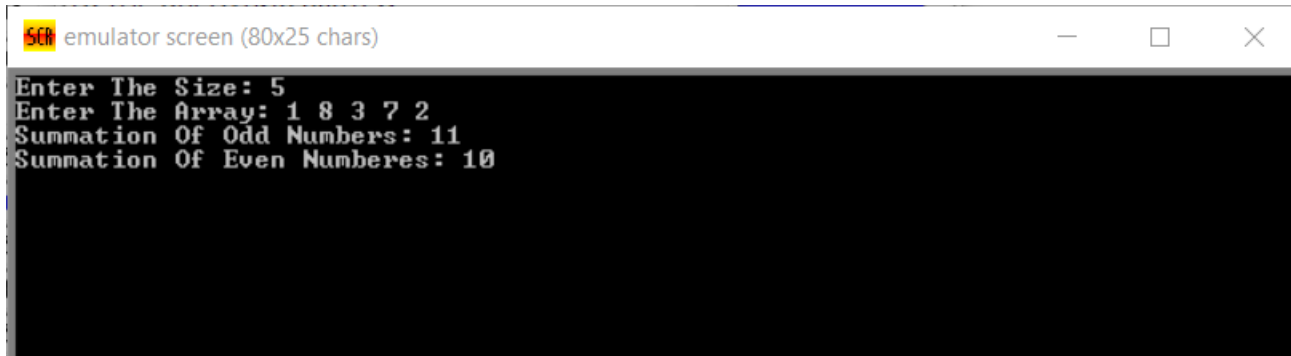
060
061 .code
062 main proc
063     mov ax, @data
064     mov ds, ax
065
066     print_msg msgSize
067     input
068
069     mov cx, k
070     lea di, array
071 calculation:
072     mov al, [di]
073
074     and [di], 1
075     jnz OddSum
076
077     mov ah, 0
078     add Even_Sum, ax
079     jmp nextDigit
080
081 OddSum:
082     mov ah, 0
083     add Odd_Sum, ax
084     jmp nextDigit
085
086 nextDigit:
087     inc di
088     loop calculation
089     ;
090
091     print_msg Odd_result
092     mov ax, Odd_Sum
093     mov bl, 10
094     div bl
095
096     mov bx, ax
097     output bl
098     output bh
099
100     print_msg Even_result
101     mov ax, Even_Sum
102     mov bl, 10
103     div bl
104     mov bx, ax
105     output bl
106     output bh
107
108     mov ah, 4ch
109     int 21h
110
111 main endp
112 end main

```

## 5.TEST RESULT / OUTPUT

### Problem 1 Output:

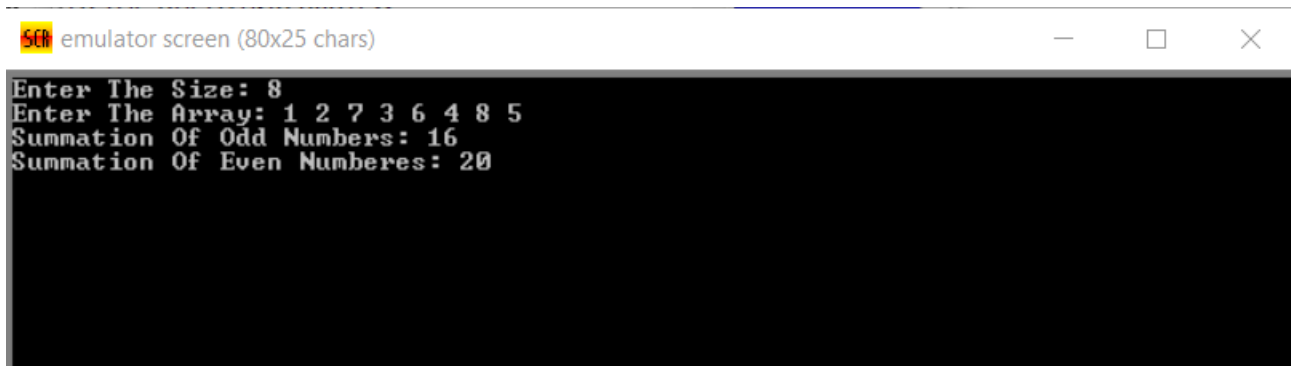
Test Case 1:



The screenshot shows a window titled "emulator screen (80x25 chars)". The text displayed on the screen is as follows:

```
Enter The Size: 5
Enter The Array: 1 8 3 7 2
Summation Of Odd Numbers: 11
Summation Of Even Numberes: 10
```

Test Case 2:



The screenshot shows a window titled "emulator screen (80x25 chars)". The text displayed on the screen is as follows:

```
Enter The Size: 8
Enter The Array: 1 2 7 3 6 4 8 5
Summation Of Odd Numbers: 16
Summation Of Even Numberes: 20
```

## **6.ANALYSIS AND DISCUSSION**

In this lab report, the program prompts the user to input the size of an array and initializes the array accordingly. Utilizing macros for code modularity, the algorithm then calculates the sum of even and odd numbers within the array, distinguishing between them based on bitwise AND operations. The results are displayed, showcasing the sum of odd and even numbers separately. The code structure is clear and organized, leveraging macros for improved readability. The program demonstrates effective use of conditional statements within a loop for array processing and arithmetic operations. Overall, it provides a practical example of user-driven input handling, array manipulation, and conditional processing in assembly language.

## **7. SUMMARY:**

In conclusion, these codes contribute to a foundational understanding of loop-based programming in the context of array operations and user input handling. They provide practical examples of how loops are employed in real-world scenarios within assembly language programming.