

Lab Assignment
8086-Microprocessor Kit Microprocessor-Based
System Design (UCS617) By

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Experiment 1

Q. Write an assembly language program to add two 16-bit numbers in 8086.

Soln. -

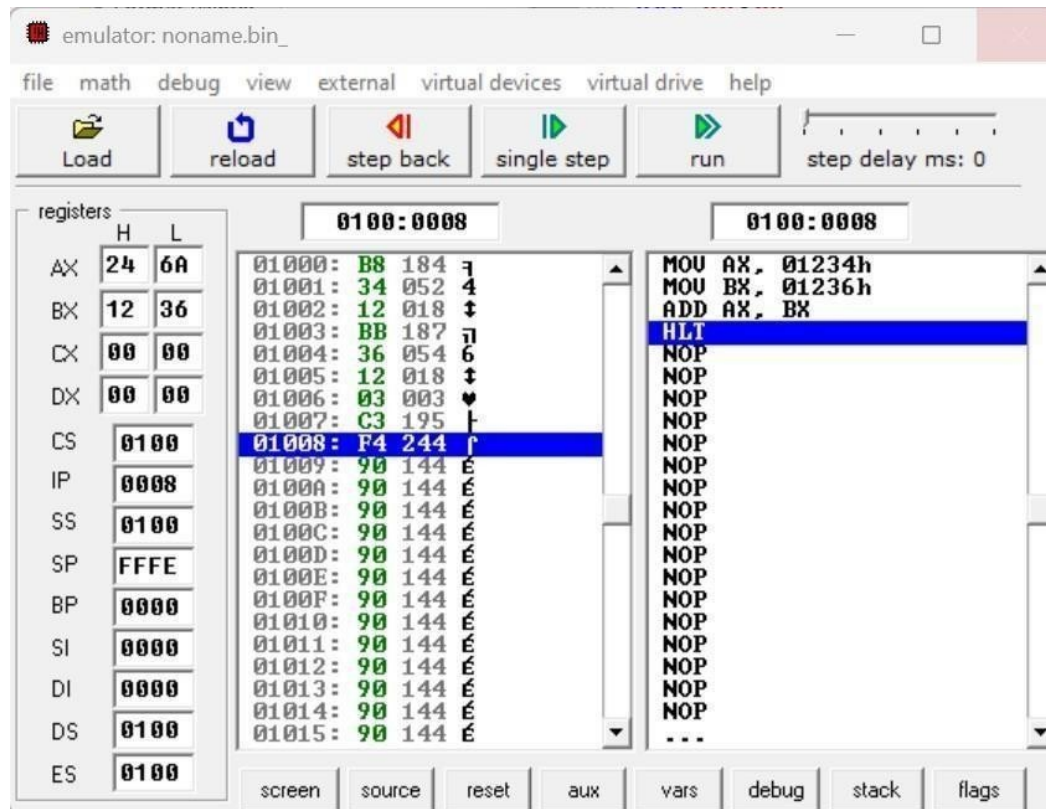
```
MOV AX,1234H
```

```
MOV BX,1236H
```

```
ADD AX,BX
```

```
HLT
```

Output:



```
01 MOV AX,1234H
02 MOV BX,1236H
03 ADD AX,BX
04 HLT
05
06
```

Experiment 2

Q. Write an assembly language program to subtract two 16-bit numbers in 8086.

Soln. -

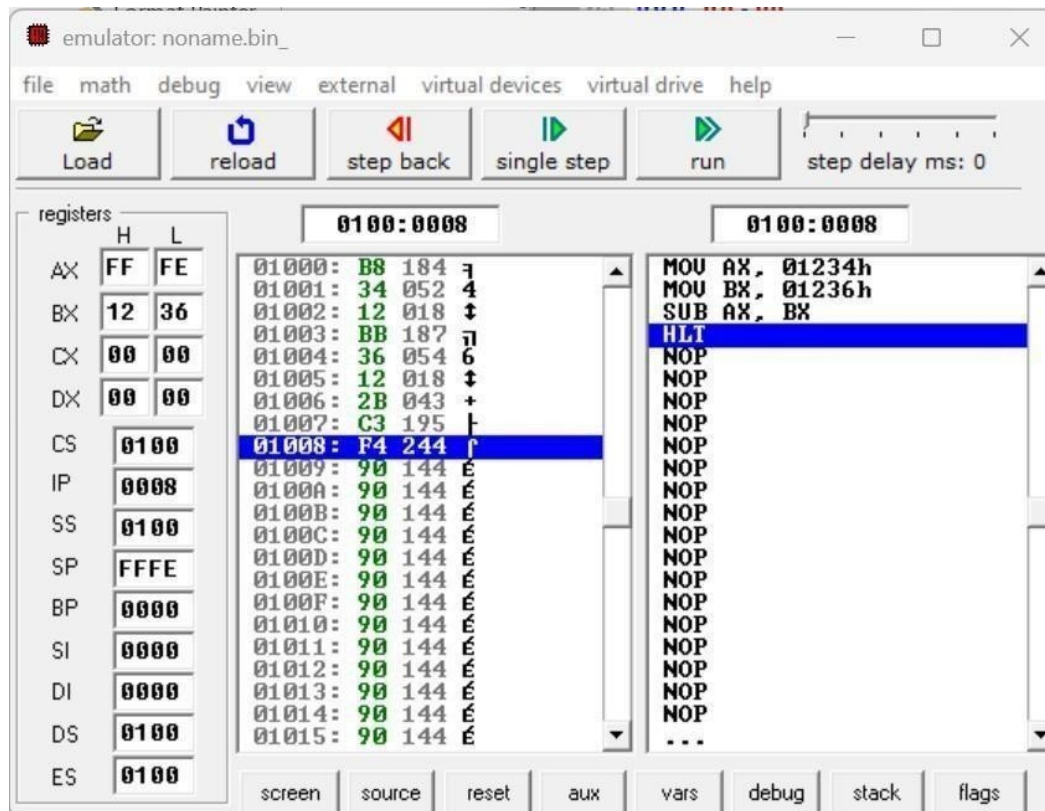
```
MOV AX,1234H
```

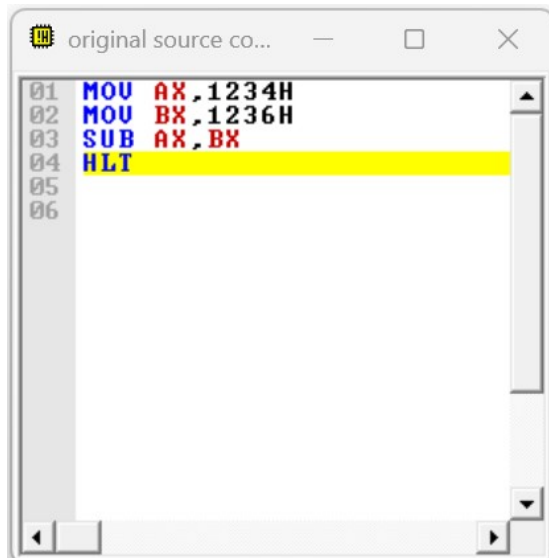
```
MOV BX,1236H
```

```
SUB AX,BX
```

```
HLT
```

Output:





```
01 MOV AX,1234H
02 MOV BX,1236H
03 SUB AX,BX
04 HLT
05
06
```

Experiment 3

Q. Write an assembly language program to multiply two 16-bit numbers in 8086.

Soln. -

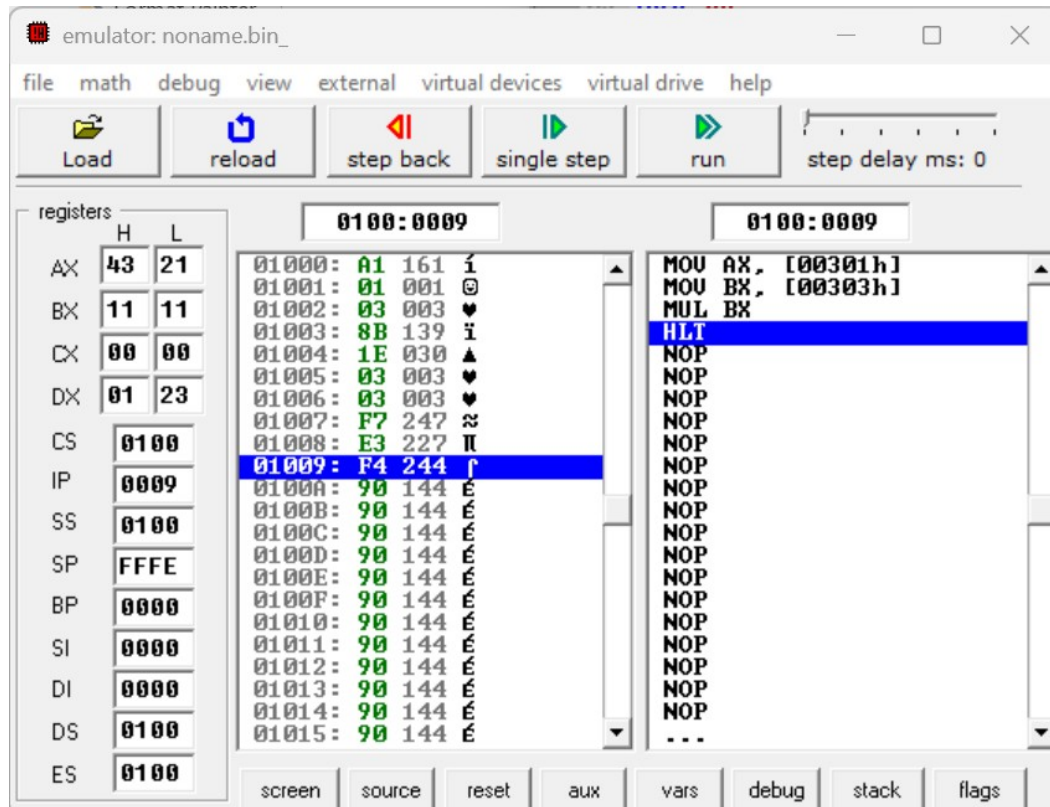
```
MOV AX,[0301H]
```

```
MOV BX,[0303H]
```

```
MUL BX
```

```
HLT
```

Output:



Random Access Memory																	
0100:0301		update		<input checked="" type="radio"/> table		<input type="radio"/> list											
0100:0301	11	11	11	11	00	00	00	00-00	00	00	00	00	00	00	00	00	00
0100:0311	00	00	00	00	00	00	00	00-00	00	00	00	00	00	00	00	00	00
0100:0321	00	00	00	00	00	00	00	00-00	00	00	00	00	00	00	00	00	00
0100:0331	00	00	00	00	00	00	00	00-00	00	00	00	00	00	00	00	00	00
0100:0341	00	00	00	00	00	00	00	00-00	00	00	00	00	00	00	00	00	00
0100:0351	00	00	00	00	00	00	00	00-00	00	00	00	00	00	00	00	00	00
0100:0361	00	00	00	00	00	00	00	00-00	00	00	00	00	00	00	00	00	00
0100:0371	00	00	00	00	00	00	00	00-00	00	00	00	00	00	00	00	00	00

```

original source co...
01 MOV AX,[0301H]
02 MOV BX,[0303H]
03 MUL BX
04 HLT
05
06
07

```


Experiment 4

Q. Write an assembly language program to divide two 16-bit numbers in 8086.

Soln. -

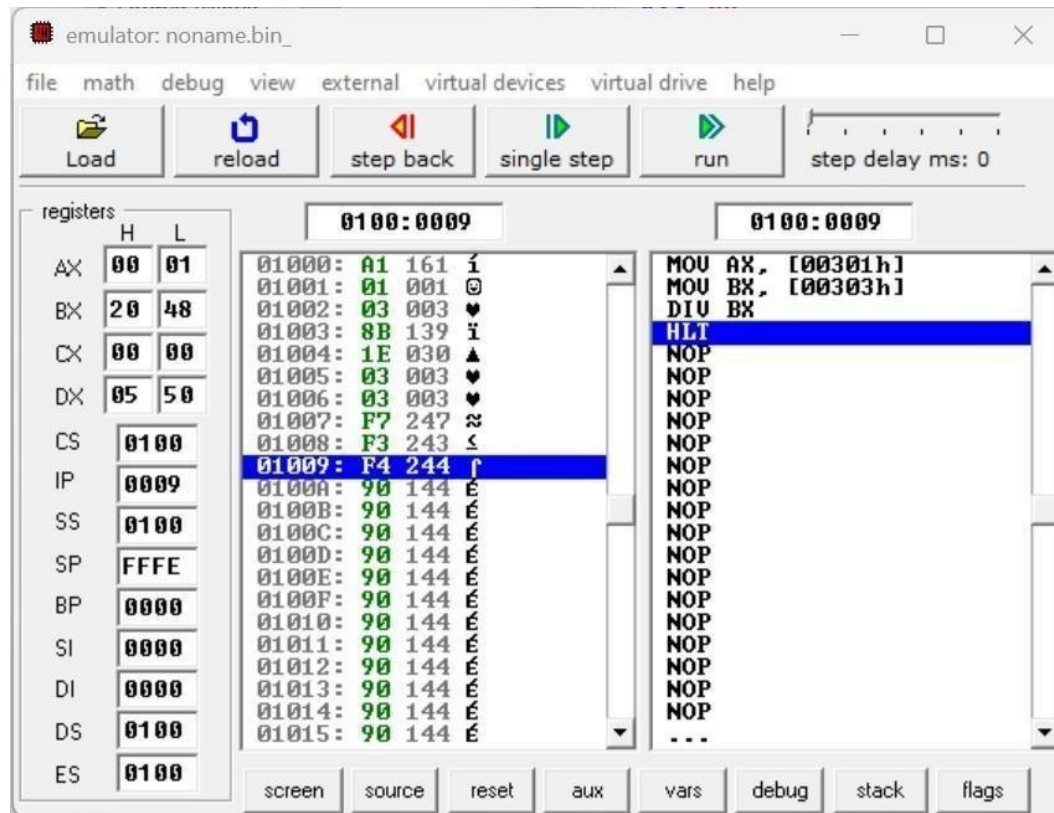
```
MOV AX,[0301H]
```

```
MOV BX,[0303H]
```

```
DIV BX
```

```
HLT
```

Output:



Random Access Memory																		
0100:0301				update				table				list						
0100:0301	98	25	48	20	00	00	00	00-00	00	00	00	00	00	00	00	00	00	00
0100:0311	00	00	00	00	00	00	00	00-00	00	00	00	00	00	00	00	00	00	00
0100:0321	00	00	00	00	00	00	00	00-00	00	00	00	00	00	00	00	00	00	00
0100:0331	00	00	00	00	00	00	00	00-00	00	00	00	00	00	00	00	00	00	00
0100:0341	00	00	00	00	00	00	00	00-00	00	00	00	00	00	00	00	00	00	00
0100:0351	00	00	00	00	00	00	00	00-00	00	00	00	00	00	00	00	00	00	00
0100:0361	00	00	00	00	00	00	00	00-00	00	00	00	00	00	00	00	00	00	00
0100:0371	00	00	00	00	00	00	00	00-00	00	00	00	00	00	00	00	00	00	00

```

01 MOV AX,[0301H]
02 MOV BX,[0303H]
03 DIV BX
04 HLT
05
06
07

```

Experiment 5

Q. Write an assembly language program to demonstrate AAA, AAS, AAM, AAD, DAA and DAS in 8086

Soln.

AAA	AAS
MOV AX,0032H MOV BX,0033H ADD AX,BX AAA HLT	MOV AL,33H SUB AL,39H AAS OR AL,30H HLT

AAM	AAD
MOV AL,03H MOV BL,09H MUL BL AAM OR AX,3030H HLT	MOV AX,0033H MOV BX,0032H AAD DIV BX HLT

DAA	DAS
------------	------------

MOV AL,71H ADD AL,43H' DAA HLT	MOV AL,71H SUB AL,43H' DAS HLT
---	---

AAA Instruction

The screenshot shows an x86 emulator window titled "emulator: noname.bin_". The menu bar includes file, math, debug, view, external, virtual devices, virtual drive, and help. The toolbar contains buttons for Load, reload, step back, single step, run, and a step delay slider set to 0 ms. The registers panel on the left shows the following values:

Register	H	L
AX	00	05
BX	00	33
CX	00	00
DX	00	00
CS	0100	
IP	0009	
SS	0100	
SP	FFFE	
BP	0000	
SI	0000	
DI	0000	
DS	0100	
ES	0100	

The main window displays two panels: "source" and "debug". The "source" panel shows memory addresses from 01000 to 01015 with their corresponding hex values and ASCII representations. Address 01009 is highlighted, showing the value F4 (244) and the instruction HLT. The "debug" panel shows the instruction stream, with the current instruction being AAA at address 01009. The instruction stream includes MOV AX, 00032h, MOV BX, 00033h, ADD AX, BX, AAA, HLT, and several NOP instructions.

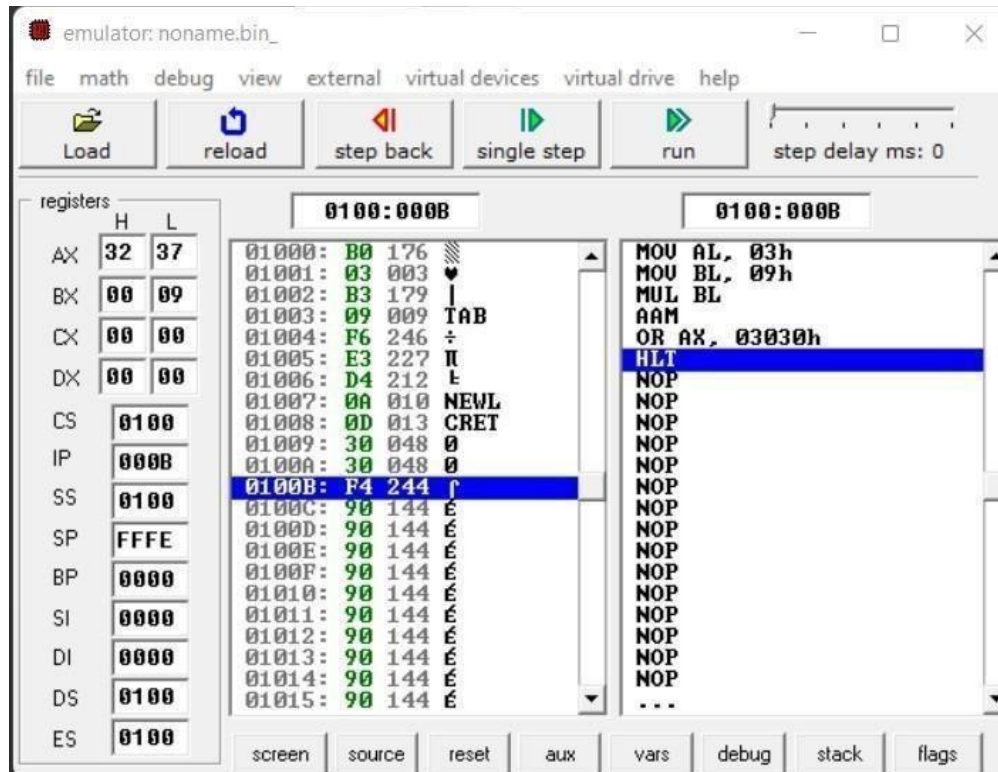
AAS Instruction

The screenshot shows the same x86 emulator window, but now the instruction stream is different. The registers panel shows the following values:

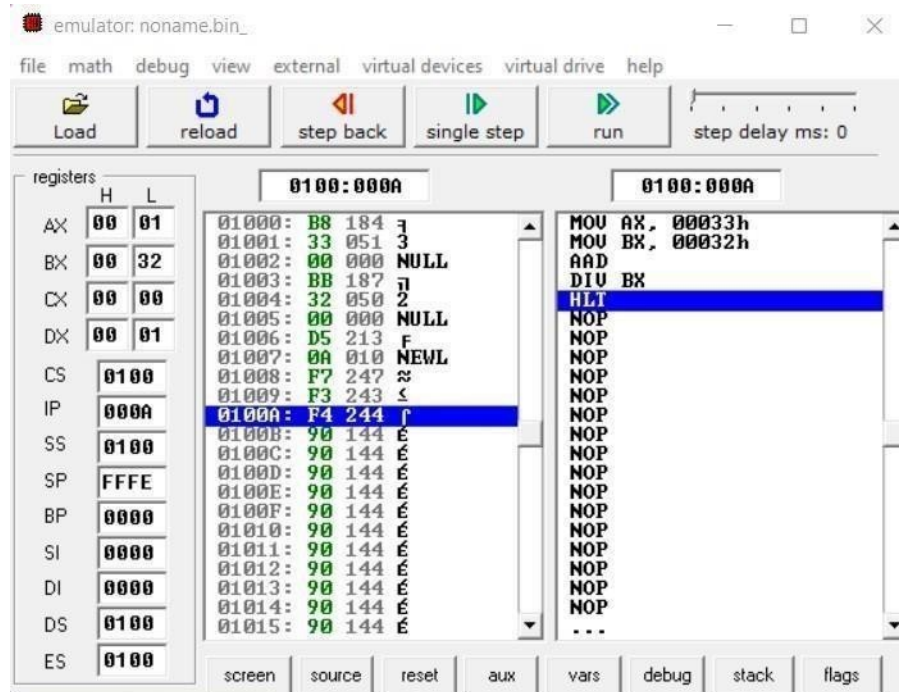
Register	H	L
AX	FE	34
BX	00	00
CX	00	00
DX	00	00
CS	0100	
IP	0008	
SS	0100	
SP	FFFE	
BP	0000	
SI	0000	
DI	0000	
DS	0100	
ES	0100	

The "source" panel shows memory addresses from 01000 to 01015. Address 01008 is highlighted, showing the value F4 (244) and the instruction HLT. The "debug" panel shows the instruction stream, with the current instruction being AAS at address 01008. The instruction stream includes MOV AL, 033h, SUB AX, 00039h, AAS, OR AL, 030h, HLT, and several NOP instructions.

AAM Instruction



AAD Instruction



DAA Instruction

emulator: noname.bin_

file math debug view external virtual devices virtual drive help

Load reload step back single step run step delay ms: 0

registers		0100:0005		0100:0005	
	H	L			
AX	00	14	01000: B0 176		MOV AL, 071h
BX	00	00	01001: 71 113		ADD AL, 043h
CX	00	00	01002: 04 004		DAA
DX	00	00	01003: 43 067		HLT
CS	0100		01004: 27 039		NOP
IP	0005		01005: F4 244		NOP
SS	0100		01006: 90 144		NOP
SP	FFFE		01007: 90 144		NOP
BP	0000		01008: 90 144		NOP
SI	0000		01009: 90 144		NOP
DI	0000		0100A: 90 144		NOP
DS	0100		0100B: 90 144		NOP
ES	0100		0100C: 90 144		NOP
			0100D: 90 144		NOP
			0100E: 90 144		NOP
			0100F: 90 144		NOP
			01010: 90 144		NOP
			01011: 90 144		NOP
			01012: 90 144		NOP
			01013: 90 144		NOP
			01014: 90 144		NOP
			01015: 90 144		NOP

screen source reset aux vars debug stack flags

DAS Instruction

emulator: noname.bin_

file math debug view external virtual devices virtual drive help

Load reload step back single step run step delay ms: 0

registers		0100:0005		0100:0005	
	H	L			
AX	00	28	01000: B0 176		MOV AL, 071h
BX	00	00	01001: 71 113		SUB AL, 043h
CX	00	00	01002: 2C 044		DAS
DX	00	00	01003: 43 067		HLT
CS	0100		01004: 2F 047		NOP
IP	0005		01005: F4 244		NOP
SS	0100		01006: 90 144		NOP
SP	FFFE		01007: 90 144		NOP
BP	0000		01008: 90 144		NOP
SI	0000		01009: 90 144		NOP
DI	0000		0100A: 90 144		NOP
DS	0100		0100B: 90 144		NOP
ES	0100		0100C: 90 144		NOP
			0100D: 90 144		NOP
			0100E: 90 144		NOP
			0100F: 90 144		NOP
			01010: 90 144		NOP
			01011: 90 144		NOP
			01012: 90 144		NOP
			01013: 90 144		NOP
			01014: 90 144		NOP
			01015: 90 144		NOP

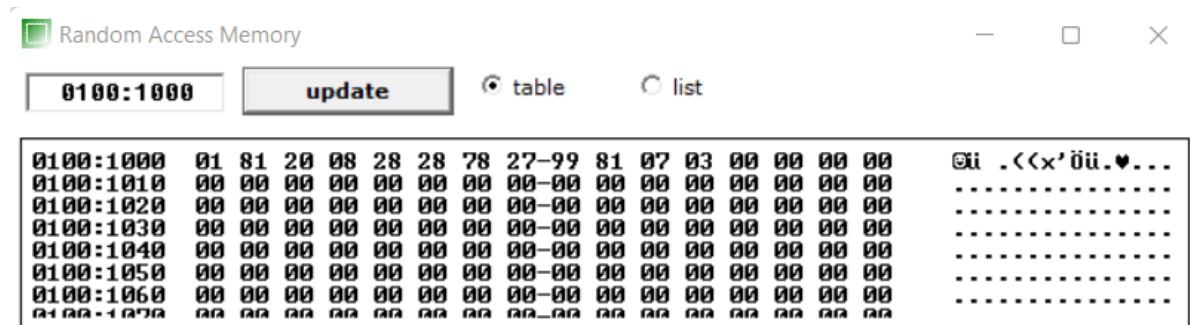
screen source reset aux vars debug stack flags

Experiment 6

Q. Write an assembly language program to find out the count of positive numbers and negative numbers from a series of signed numbers in 8086.

Soln. -

```
MOV CL,0AH
MOV BL,00H
MOV DL,00H
LEA SI, [1000H]
L1: MOV AL, [SI]
SHL AL, 01
JNC L2
INC DL
JMP L3
L2: INC
BL L3:
INC SI
DEC CL
JNZ L1
MOV [100AH], BL
MOV [100BH], DL
HLT
```




```

01 MOV CL,0AH
02 MOV BL,00H
03 MOV DL,00H
04 LEA SI,[1000H]
05 L1: MOV AL,[SI]
06 SHL AL,01
07 JNC L2
08 INC DL
09 JMP L3
10 L2: INC BL
11 L3: INC SI
12 DEC CL
13 JNZ L1
14 MOV [100AH],BL
15 MOV [100BH],DL
16 HLT
17
18
19

```

emulator: noname.bin_ — □ ×

file math debug view external virtual devices virtual drive help

Load reload step back single step run step delay ms: 0

registers		0100:0022		0100:001E	
	H	L			
AX	00	02	01022: F4 244	↑	INC SI
BX	00	07	01023: 90 144	É	DEC CL
CX	00	00	01024: 90 144	É	JNE 0109h
DX	00	03	01025: 90 144	É	MOV [0100Ah], BL
CS	0100		01026: 90 144	É	MOV [0100Bh], DL
IP	0022		01027: 90 144	É	HLT
SS	0100		01028: 90 144	É	NOP
SP	FFFE		01029: 90 144	É	NOP
BP	0000		0102A: 90 144	É	NOP
SI	100A		0102B: 90 144	É	NOP
DI	0000		0102C: 90 144	É	NOP
DS	0100		0102D: 90 144	É	NOP
ES	0100		0102E: 90 144	É	NOP
			0102F: 90 144	É	NOP
			01030: 90 144	É	NOP
			01031: 90 144	É	NOP
			01032: 90 144	É	NOP
			01033: 90 144	É	NOP
			01034: 90 144	É	NOP
			01035: 90 144	É	NOP
			01036: 90 144	É	NOP
			01037: F4 244	↑	...

screen source reset aux vars debug stack flags

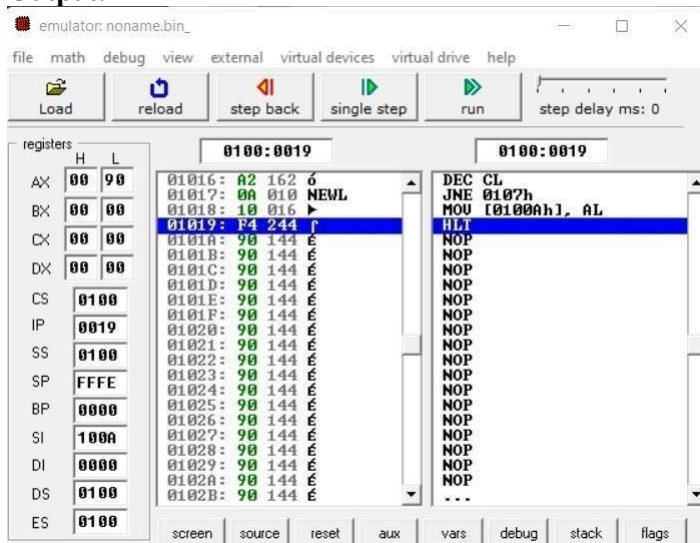
Experiment 7

Q. Write an assembly language program to convert to find out the largest number from a given unordered array of 8-bit numbers, stored in the locations starting from a known address in 8086.

Soln. -

```
MOV CL, 0AH
LEA SI,
[1000H] MOV
AL, [SI] L1:
INC SI MOV
BL, [SI] CMP
AL, BL JC L2
JMP L3
L2: MOV AL,
BL L3: DEC CL
JNZ L1
MOV [100AH],
AL HLT
```

Output:-



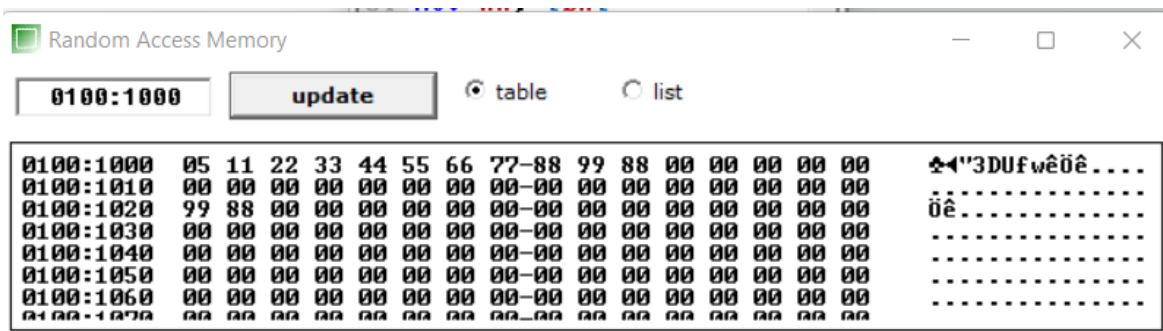


Experiment 8

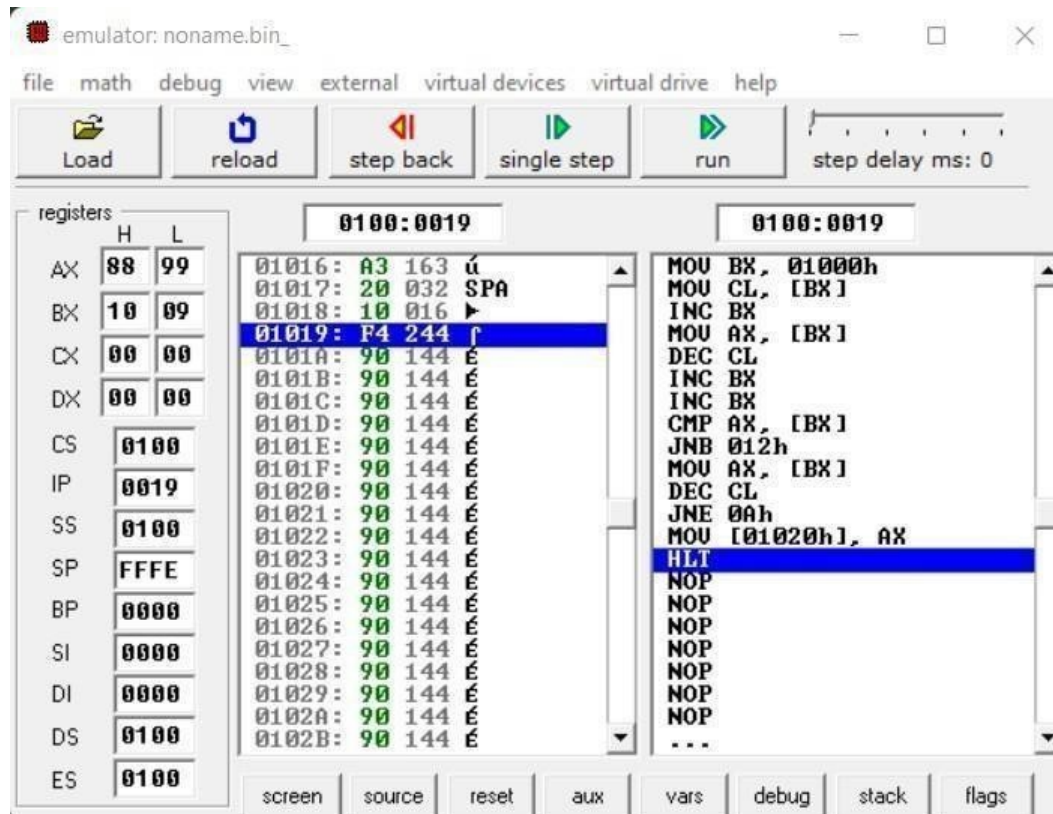
Q. Write an assembly language program to find out the largest number from a given unordered array of 16-bit numbers, stored in the locations starting from a known address in 8086.

Soln. -

```
MOV     BX,
1000H MOV  C
L, [BX] INC BX
MOV AX, [BX]
DEC CL
Back: INC
BX INC BX
CMP AX, [BX]
JNC Next
MOV AX,
[BX] Next:
DEC CL JNZ
Back
MOV [1020H], AX
HLT
```



Address	Hex	ASCII
0100:1000	05 11 22 33 44 55 66 77 88 99 88 00 00 00 00 00	3DUfwëë....
0100:1010	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
0100:1020	99 88 00 00 00 00 00 00 00 00 00 00 00 00 00	ë.....
0100:1030	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
0100:1040	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
0100:1050	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
0100:1060	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
0100:1070	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00



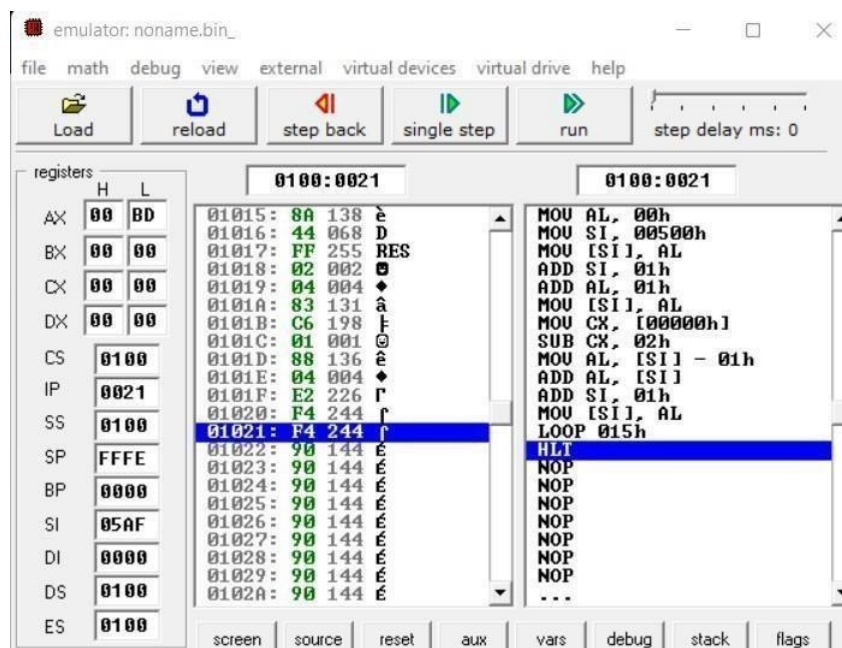
Experiment 9

Q. Write an assembly language program to print Fibonacci series in 8086.

Soln. -

```
MOV AL,00H
MOV SI,500H
MOV [SI],AL
ADD SI,01H
ADD AL,01H
MOV [SI],AL
MOV CX,[0000H]
SUB CX,0002H
L1:MOV AL,[SI-1]
ADD AL,[SI]
ADD SI,01H
MOV [SI],AL
LOOP L1
HLT
```

Output:



Experiment 10

Q. Write an assembly language program to perform the division 15/6 using the ASCII codes. Store the ASCII codes of the result in register DX.

Soln. -

```
MOV AX,"15"  
MOV BX,"6"  
SUB AX, 3030H  
SUB BH, 30H  
AAD  
DIV BH  
ADD AX, 3030H  
MOV [SI], AX  
HLT
```

