

Question 1:

```
C:\>edit Lab1_t1.asm

C:\>masm Lab1_t1.asm;
Microsoft (R) Macro Assembler Version 5.00
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51700 + 464844 Bytes symbol space free

0 Warning Errors
0 Severe Errors
```

```
C:\>link Lab1_t1.obj

Microsoft (R) Overlay Linker Version 3.60
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Run File [LAB1_T1.EXE]:
List File [NUL.MAP]:
Libraries [LIB]:

C:\>Lab1_t1.exe
A
```

 DOSBox 0.74, Cpu speed: 3000 cycles, Frameskip 0, Progra

```
File Edit Search View Options Help
C:\LAB1_T1.ASM
dosseg      _;disk op system segment
.model small ;max 16 bit code
.stack 100h  ;starting address 100hexa decimal
.data       ;variable declaration
.code       ;all code
main proc   ;Define the start of main procedure
mov dl,'A'  ;A is declared
mov ah,2    ;output
int 21h     ;intrupt
mov ah,4ch  ;exit
int 21h     ;intrupt
main endp   ;end of main procedure
end main    ;end of main programe
```

Question 2:

```
C:\>edit Lab1_q2.asm

C:\>masm Lab1_q2.asm:
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51700 + 464844 Bytes symbol space free

0 Warning Errors
0 Severe Errors

C:\>link Lab1_q2.obj

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Run File [LAB1_Q2.EXE]:
List File [NUL.MAP]:
Libraries [.LIB]:

C:\>Lab1_q2.exe
BILAL
C:\>
```

 DOSBox 0.74, Cpu speed: 3000 cycles, Frameskip 0, P

File	Edit	Search	View	Options	Help
C:\LAB1_Q2.ASM					
<pre>dosseg ;disk op system segment .model small ;maximum 16 bit code .stack 100h ;starting address 100h .data ;variable declaratin .code ;All code main proc ;main procedure start from here mov dl,'B' ;B is declared mov ah,2 ;Output odf B int 21h ;interput mov dl,'I' ;Declaration mov ah,2 ;Output of I int 21h ;Intrupt mov dl,'L' ;again declaration mov ah,2 ;Output of L int 21h ;Intruption mov dl,'A' ;declaration Of A mov ah,2 ;Output of A int 21h ;Intrupt mov dl,'L' ;declaration of variable L mov ah,2 ;Output of Variable int 21h ;Intrupt mov ah,4ch ;Exit int 21h ;intruption main endp ;end of procedure end main ;end of main programe</pre>					

Question3:

```
C:\>Nasm Lab1_q3.asm -0 Lab1_q3.com
nasm: error: unrecognised option '-0'
nasm: error: more than one input file specified
type 'nasm -h' for help
```


```
C:\>Nasm Lab1_q3.asm -o Lab1_q3.com
```

```
C:\>Lab1_q3.com
```


```
C:\>Nasm Lab1_q3.asm -l Lab1_q3.lst
```

```
C:\>Type Lab1_q3.lst
```

```
1 [org 0x100] ;it indicates that first data will be store at 100h
2 00000000 B80A00 mov ax,10 ;Assigning value
3 00000003 BB0F00 mov bx,15 ;assigning value
4 00000006 01D8 add ax,bx ;adding both numbers
5 00000008 BB0400 mov bx,4 ;overwrite bx with 4.previous
s value is lost
6 0000000B B8004C mov ax,0x4c00;terminating the programe
7 0000000E CD21 int 0x21 ;Intrupt
8
```

 DOSBox 0.74, Cpu speed: 3000 cycles, Frameskip 0, Program: ...

```
File Edit Search View Options Help
C:\LAB1_Q3.ASM
[org 0x100] ;it indicates that first data will be store at 100h
mov ax,10 ;Assigning value
mov bx,15 ;assigning value
add ax,bx ;adding both numbers
mov bx,4 ;overwrite bx with 4.previous value is lost
mov ax,0x4c00;terminating the programe
int 0x21 ;Intrupt
```


DOSBox 0.74, Cpu speed: 3000 cycles, Frameskip 0, Program: ...
—
□
✕

AX 4C00	SI 0000	CS F000	IP 14A1	Stack +0 42BD	Flags 7210
BX 0004	DI 0000	DS 19F5		+2 06C5	
CX 0000	BP 0000	ES 19F5	HS 19F5	+4 7010	OF DF IF SF ZF AF PF CF
DX 0000	SP FFF2	SS 19F5	FS 19F5	+6 0110	0 0 1 0 0 1 0 0

CMD >

14A0 FB	STI
14A1 FE	DB FE
14A2 3B25	CMP [DI],AH
14A4 00CF	ADD BH,CL
14A6 CB	RET Far
14A7 51	PUSH CX
14A8 B94001	MOV CX,0140
14AB E2FE	LOOP 14AB
14AD 59	POP CX

1

	0	1	2	3	4	5	6	7
DS:0000	CD	20	FF	9F	00	EA	FF	FF
DS:0008	AD	DE	1B	05	C5	06	00	00
DS:0010	18	01	10	01	18	01	92	01
DS:0018	01	01	01	00	02	FF	FF	FF
DS:0020	FF	FF	FF	FF	FF	FF	FF	FF
DS:0028	FF	FF	FF	FF	EB	19	E6	11
DS:0030	A2	01	14	00	18	00	F5	19
DS:0038	FF	FF	FF	FF	00	00	00	00
DS:0040	05	00	00	00	00	00	00	00
DS:0048	00	00	00	00	00	00	00	00

2

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
DS:0000	CD	20	FF	9F	00	EA	FF	FF	AD	DE	1B	05	C5	06	00	00
DS:0010	18	01	10	01	18	01	92	01	01	01	01	00	02	FF	FF	FF
DS:0020	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	EB	19	E6	11
DS:0030	A2	01	14	00	18	00	F5	19	FF	FF	FF	FF	00	00	00	00
DS:0040	05	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00

= f.ŕ i |..†...
ŕ.
 δ.µ.
 6.....J.

1 Step

2 ProcStep

3 Retrieve

4 Help ON

5 BRK Menu

6

7 up

8 dn

9 le

10 ri