



NUMML

National University of Modern Languages

[LAB REPORT # 06]

(Computer Organization and Assembly Language)

(Coal-Lab(Online))

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[Coal – Lab(Online)]

[Lab Report #06]

(Assembly Language Programs)

- 1) **Write a program to calculate the area of various geometric shapes (circle, triangle, and rectangle) based on user input.**

- **Area of Circle:**

```
include 'emu8086.inc'
.model small
.stack 100h
.data
    a db ?
    b db ?
.code
main proc
    print 'Enter Radius of a Circle : '
    mov ah,1
    int 21h
    mov a,al
    jmp nextline
start:
    print 'Area of a Circle is : '
    mov al,a
    sub al,30h
    mov bl,al
    mul bl

    mov bx,314
    mul bx

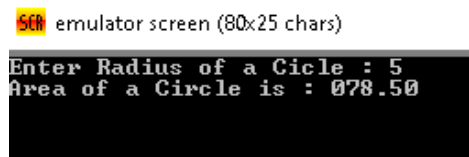
    mov bl,100
    div bl
    mov bl,al
    mov cl,ah
    mov ah,0
    mov al,bl
    mov bl,100
    div bl
    mov dl,al
    mov b,ah
    mov ah,2
    add dl,30h
    int 21h
    mov ah,0
    mov al,b
```

```

mov bl,10
div bl
mov dl,al
mov bl,ah
mov ah,2
add dl,30h
int 21h
mov dl,bl
mov ah,2
add dl,30h
int 21h
print '.'
mov ah,0
mov al,cl
mov bl,10
div bl
mov dl,al
mov cl,ah
mov ah,2
add dl,30h
int 21h
mov dl,cl
mov ah,2
add dl,30h
int 21h
jmp exit
nextline:
mov ah,2
mov dl,0ah
int 21h
mov dl,0dh
int 21h
jmp start
exit:
main endp
end main

```

Output:

 emulator screen (80x25 chars)

```

Enter Radius of a Circle : 5
Area of a Circle is : 078.50

```

• Area of Triangle:

```

include 'emu8086.inc'
.model small
.stack 100h
.data

```

```

a db ?
.code
main proc
    print 'Enter Base of a Triangle : '
    mov ah,1
    int 21h
    sub al,30h
    mov bl,al
    jmp nextline
start:
    print 'Enter Height of a Triangle : '
    mov ah,1
    int 21h
    sub al,30h
    mov a,al
    mov ah,2
    mov dl,0ah
    int 21h
    mov dl,0ah
    int 21h
    mov dl,0dh
    int 21h
    print 'Area of a Triangle : '
    mov al,a
    mul bl
    mov bl,5
    mul bl
    mov bl,100
    div bl
    mov dl,al
    mov cl,ah
    mov ah,2
    add dl,30h
    int 21h
    mov al,cl
    mov bl,10
    mov ah,0
    div bl
    mov dl,al
    mov bl,ah
    mov ah,2
    add dl,30h
    int 21h
    print '.'
    mov dl,bl
    mov ah,2
    add dl,30h
    int 21h
    jmp exit
main endp

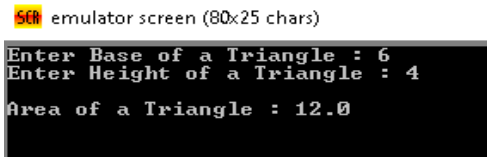
```

```

nextline:
mov ah,2
mov dl,0ah
int 21h
mov dl,0dh
int 21h
jmp start
exit:
main endp
end main

```

Output:



```

5ch emulator screen (80x25 chars)
Enter Base of a Triangle : 6
Enter Height of a Triangle : 4
Area of a Triangle : 12.0

```

- **Area of Rectangle:**

```

include 'emu8086.inc'
.model small
.stack 100h
.data
a db ?
.code
main proc
    print 'Enter Lenght of Rectangle : '
    mov ah,1
    int 21h
    sub al,30h
    mov bl,al
    jmp nextline
start:
    print 'Enter Width of Rectangle : '
    mov ah,1
    int 21h
    sub al,30h
    mov a,al
    mov ah,2
    mov dl,0ah
    int 21h
    mov dl,0ah
    int 21h
    mov dl,0dh
    int 21h
    print 'Area of a Rectangle : '
    mov al,a
    mul bl
    mov bl,10

```

```

div bl
mov dl,al
mov cl,ah
mov ah,2
add dl,30h
int 21h
mov dl,cl
mov ah,2
add dl,30h
int 21h
jmp exit
nextline:
mov ah,2
mov dl,0ah
int 21h
mov dl,0dh
int 21h
jmp start
exit:
main endp
end main

```

Output:

 emulator screen (80x25 chars)

```

Enter Lenght of Rectangle : 9
Enter Width of Rectangle : 7
Area of a Rectangle : 63

```

2) Design an assembly language program to convert temperature from Celsius to Fahrenheit or vice versa.

- Celcius to Farenheit:

```

include 'emu8086.inc'
.model small
.stack 100h
.data
    a db ?
    b db ?
.code
main proc
    print 'Enter a Number in Celcius : '
    mov ah,1
    int 21h
    sub al,30h
    mov b,al
    jmp newline:
back:

```

```

mov dl,b
mov ah,2
add dl,30h
int 21h
print ' in farenheit : '
mov al,b
mov bl,18
mul bl
mov bl,10
div bl
add al,32
mov dl,al
mov a,ah
mov ah,0
mov bl,10
div bl
mov dl,al
mov cl,ah
mov ah,2
add dl,30h
int 21h
mov dl,cl
mov ah,2
add dl,30h
int 21h
print '.'
mov dl,a
mov ah,2
add dl,30h
int 21h
jmp exit
newline:
    mov ah,2
    mov dl,0ah
    int 21h
    mov ah,2
    mov dl,0dh
    int 21h
jmp back
exit:
main endp
end main

```

Output:

 emulator screen (80x25 chars)

```

Enter a Number in Celcius : 7
7 in farenheit : 44.6

```

- **Farenheit to Celcius:**

```
include 'emu8086.inc'
.model small
.stack 100h
.data
    a db ?
    b db ?
.code
main proc
    print 'Enter Number in Farenheit : '
    mov ah,1
    int 21h
    sub al,30h
    mov a,al
    jmp nextline
start:
    mov dl,a
    mov ah,2
    add dl,30h
    int 21h
    print ' in Celcius : -'
    mov al,a
    mov bl,32
    sub bl,al
    mov al,bl
    mov bl,55
    mul bl
    mov bl,100
    div bl
    mov bl,al
    mov cl,ah
    mov ah,0
    mov al,bl
    mov bl,10
    div bl
    mov dl,al
    mov bl,ah
    mov ah,2
    add dl,30h
    int 21h
    mov dl,bl
    mov ah,2
    add dl,30h
    int 21h
    print '.'
    mov ah,0
    mov al,cl
    mov bl,10
```



```

div bl
mov dl,al
mov cl,ah
mov ah,2
add dl,30h
int 21h
mov dl,cl
mov ah,2
add dl,30h
int 21h
jmp exit
nextline:
mov ah,2
mov dl,0ah
int 21h
mov dl,0ah
int 21h
mov dl,0dh
int 21h
jmp start
exit:
main endp
end main

```

Output:

 emulator screen (80x25 chars)

```

Enter Number in Farenheit : ?
7 in Celcius : -13.75

```

3) Implement an assembly language program to check if a given number is prime or not.

```

include 'emu8086.inc'
.model small
.stack 100h
.data
    num db ?
.code
main proc
    print 'Enter a number : '
    mov ah, 1
    int 21h
    sub al, 30h
    mov num, al
    cmp num, 2
    je prime
    jl not_prime

```

```

    mov cl, 2
prime_loop:
    mov al, 0
    mov ah, 0
    mov al, num
    div cl
    cmp ah, 0
    je not_prime
    inc cl
    cmp cl, num
    je prime
    jne again
again:
    jmp prime_loop
not_prime:
    mov ah, 2
    mov dl, 0ah
    int 21h
    mov dl, 0dh
    int 21h
    mov ah, 0
    mov dl, num
    mov ah, 2
    add dl, 30h
    int 21h
    print ' is Not a Prime Number.'
    jmp exit
prime:
    mov ah, 2
    mov dl, 0ah
    int 21h
    mov dl, 0dh
    int 21h
    mov dl, num
    mov ah, 2
    add dl, 30h
    int 21h
    print ' is Prime Number.'
    jmp exit
exit:
    main endp
end main

```

Output:

 emulator screen (80x25 chars)

```

Enter a number : 9
9 is Not a Prime Number.

```