Computer Organization and Architecture Lab

Lab ASSIGNMENT-3

Likhith Edupuganti
AP22110010386
CSE-F

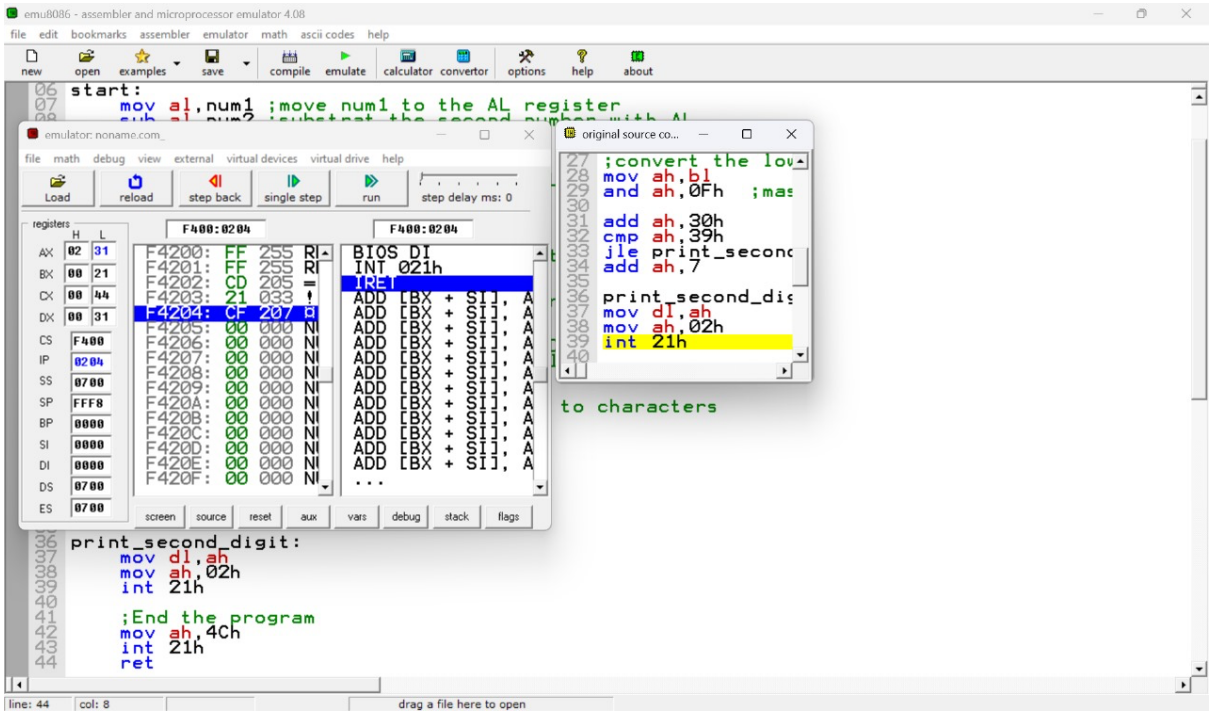
1. Write a program in assembly language to perform subtraction of 8-bit data.

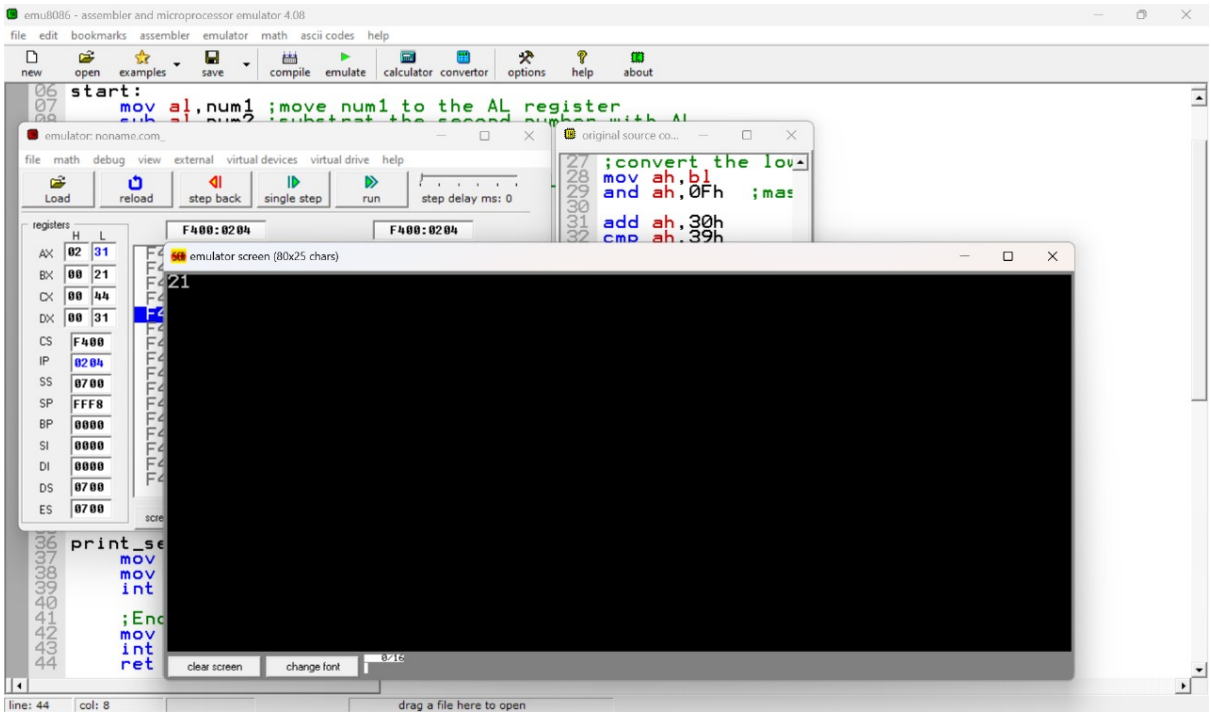
Code:

```
org 100h

num1 db 39h
num2 db 18h

start:
   mov al,num1   ;move num1 to the AL register
   sub al,num2    ;subtract the second number with AL

   mov bl,al

;convert the upper nibble(4 bits) of AL to characters
   mov ah,al
   and ah,0F0h    ;mask the lower nibble
   shr ah,4

   add ah,30h      ;convert the ASCHII digit (0-9)
   cmp ah,39h
   jle print_first_digit
   add ah,7        ;convert to ASCHII letter(A-F) if necessary

print_first_digit:
   mov dl,ah       ;move the first digit to DL for printing
   mov ah,02h      ;BIOS interrupt to display charater
   int 21h
```

```
;convert the lower nibble (4 bits) of AL to characters
    mov ah,bl
    and ah,0Fh       ;mask the upper nibble

    add ah,30h
    cmp ah,39h
    jle print_second_digit
    add ah,7

print_second_digit:
    mov dl,ah
    mov ah,02h
    int 21h

    ;End the program
    mov ah,4Ch
    int 21h
    ret
```

Output: 21





Practice set:

2. Write an assembly language program to perform subtraction of 16-bit data.

Code:

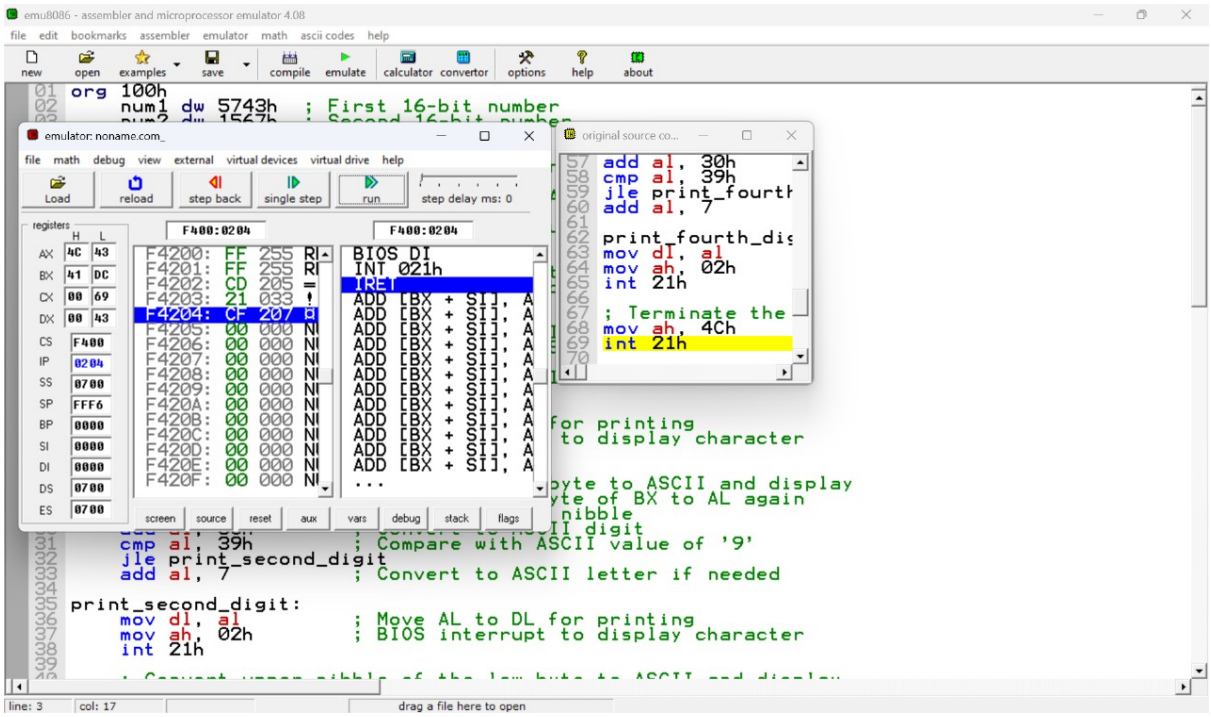
```
org 100h
    num1 dw 5743h  ; First 16-bit number
    num2 dw 1567h  ; Second 16-bit number

start:
    ; Load the lower bytes of num1 and num2
    mov ax, num1     ; Load num1 into AX (AX = 1234h)
    sub ax, num2     ; Add num2 to AX (AX = AX + num2)
```

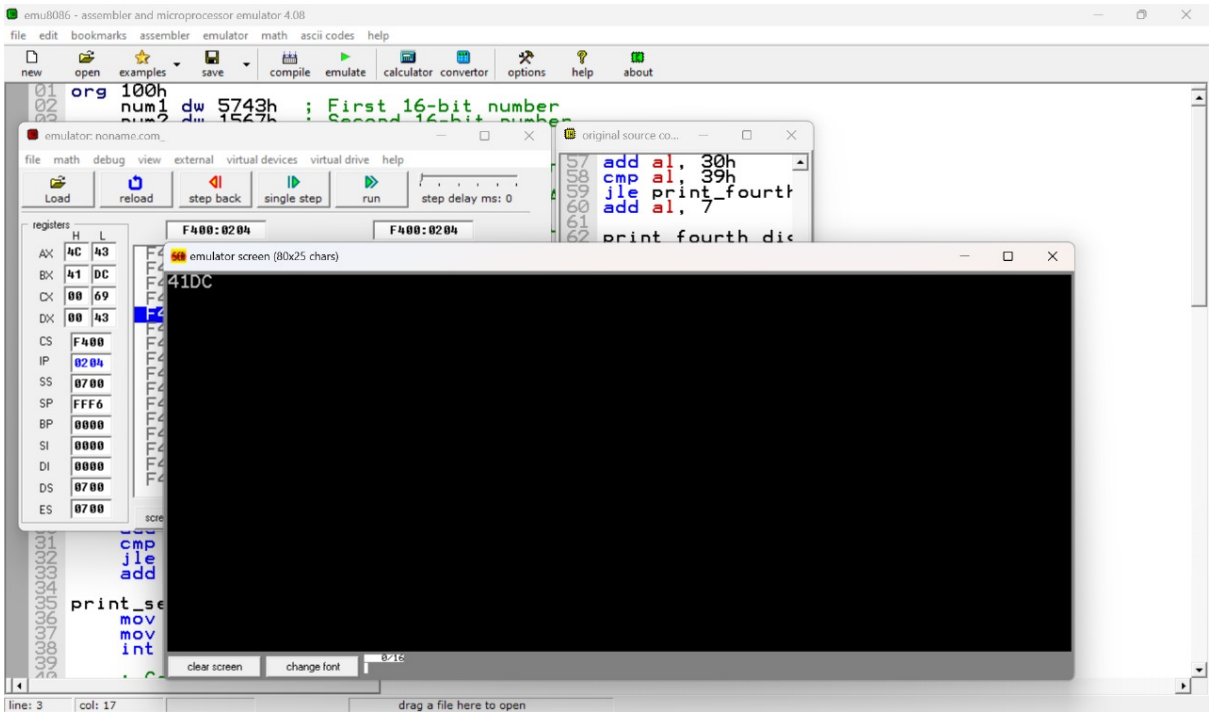
```
    ; Store the result in BX for later use
    mov bx, ax          ; Copy AX to BX

    ; Convert upper byte (high 8 bits) to ASCII and display
    mov al, ah          ; Move the high byte of AX to AL
    and al, 0F0h        ; Mask the lower nibble
    shr al, 4           ; Shift right to get the upper nibble
    add al, 30h         ; Convert to ASCII digit
    cmp al, 39h         ; Compare with ASCII value of '9'
    jle print_first_digit
    add al, 7           ; Convert to ASCII letter if needed

print_first_digit:
    mov dl, al          ; Move AL to DL for printing
    mov ah, 02h         ; BIOS interrupt to display character
    int 21h

    ; Convert lower nibble of the high byte to ASCII and display
    mov al, bh          ; Move the high byte of BX to AL again
    and al, 0Fh         ; Mask the upper nibble
    add al, 30h         ; Convert to ASCII digit
    cmp al, 39h         ; Compare with ASCII value of '9'
    jle print_second_digit
    add al, 7           ; Convert to ASCII letter if needed
```

```
print_second_digit:
    mov dl, al          ; Move AL to DL for printing
    mov ah, 02h         ; BIOS interrupt to display character
    int 21h

    ; Convert upper nibble of the low byte to ASCII and display
    mov al, bl          ; Move the low byte of BX to AL
    and al, 0F0h        ; Mask the lower nibble
    shr al, 4           ; Shift right to get the upper nibble
    add al, 30h         ; Convert to ASCII digit
    cmp al, 39h         ; Compare with ASCII value of '9'
    jle print_third_digit
    add al, 7           ; Convert to ASCII letter if needed

print_third_digit:
    mov dl, al          ; Move AL to DL for printing
    mov ah, 02h         ; BIOS interrupt to display character
    int 21h

    ; Convert lower nibble of the low byte to ASCII and display
    mov al, bl          ; Move the low byte of BX to AL
    and al, 0Fh         ; Mask the upper nibble
    add al, 30h         ; Convert to ASCII digit
```

```
    cmp al, 39h        ; Compare with ASCII value of '9'
    jle print_fourth_digit
    add al, 7          ; Convert to ASCII letter if needed

print_fourth_digit:
    mov dl, al         ; Move AL to DL for printing
    mov ah, 02h        ; BIOS interrupt to display character
    int 21h

    ; Terminate the program
    mov ah, 4Ch
    int 21h
```

Output: **41DC**




emu8086 - assembler and microprocessor emulator 4.08
file edit bookmarks assembler emulator math ascii codes help
new open examples save compile emulate calculator convertor options help about
org 100h
num1 dw 5743h ; First 16-bit number
emulator: noname.com_
file math debug view external virtual devices virtual drive help
Load reload step back single step run step delay ms: 0
registers
H L
AX 4C 43
BX 41 DC
CX 00 69
DX 00 43
CS F400
IP 0204
SS 0700
SP FFF6
BP 0000
SI 0000
DI 0000
DS 0700
ES 0700
F400:0204
F400:0204
original source co...
add al, 30h
cmp al, 39h
jle print_fourth
add al, 7
emulator screen (80x25 chars)
41DC
clear screen
change font
line: 3
col: 17
drag a file here to open