1. Write an ASP to find the biggest numberfrom the given array and store the result in memory.

5,6,1,7

src:DB 0x5

DB 0x6

DB 0x1

DB 0x7

res:DB 0x0

start: ; Actual execution starts from here

MOV SI, OFFSET src ; move offset of source data

MOV CX, 0x4 ; set to number of elements

MOV AL, BYTE DS[SI] ; move one byte from source to ah

DEC CX

again:

INC SI

MOV BL, BYTE DS[SI]

CMP AL, BL ; CMP is like SUB but not store the result

JNC ahead ; JNC mean Jump if Cary flag is not set(CF= 0), when you subtract (CMP AL,BL ) small

; number from a big number i, Carry Flag will not be set. If AL is big and BL is small, then

; Carry Flag will be set (CF=0) and jumps to label ahead. If AL is small and BL is big then

; Carry Flag will be set(CF=1) and will not jump

MOV AL, BL

ahead:

DEC CX

JNZ again

MOV BYTE res, AL ; store the biggest number in memory

HLT ; It stops/halt the execution of the program

1. Write an ASP to find the biggest numberfrom the given array and PRINT the result.

5,6,1,7

src:DB 0x5

DB 0x6

DB 0x1

DB 0x7

res:DB 0x0

start: ; Actual execution starts from here

MOV SI, OFFSET src ; move offset of source data

MOV CX, 0x4 ; set to number of elements

MOV AL, BYTE DS[SI] ; move one byte from source to ah

DEC CX

again:

INC SI

MOV BL, BYTE DS[SI]

CMP AL, BL ; CMP is like SUB but not store the result

JNC ahead ; JNC mean Jump if Cary flag is not set(CF= 0), when you subtract (CMP AL,BL ) small

; number from a big number i, Carry Flag will not be set. If AL is big and BL is small, then

; Carry Flag will be set (CF=0) and jumps to label ahead. If AL is small and BL is big then

; Carry Flag will be set(CF=1) and will not jump

MOV AL, BL

ahead:

DEC CX

JNZ again

MOV BYTE res, AL ; store the biggest number in memory



MOV DL, AL

ADD DL, 48

MOV AH, 0X02

INT 0X21

HLT ; It stops/halt the execution of the program