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HW02 Report

Microprocessor and Assembly Language Course - Winter 2021

1.

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; A PROGRAM TO CALCULATE THE MULTIPLICATION OF TWO 32-BIT NUMBERS

;-----

.MODEL SMALL

.STACK 64

.DATA

A DW 5678H, 1234H ; A = 12345678

B DW 1111H, 1111H ; B = 11111111

C DW 0, 0, 0, 0

.CODE

MAIN PROC FAR

MOV AX, @DATA

MOV DS, AX

MOV SI, OFFSET A

MOV AX, A[SI] ; load the lower 16bits of A into AX

MUL B ; load the lower 16bits of B and multiply by AX

MOV C, AX

MOV C+2, DX

```

MOV  AX, A+2          ; load the higher 16bits of A into AX
MUL  B                ; load the lower 16bits of B and multiply by AX
ADD  C+2, AX
ADC  C+4, DX
ADC  C+6, 0

MOV  AX, A            ; load the lower 16bits of A into AX
MUL  B+2              ; load the higher 16bits of B and multiply by AX
ADD  C+2, AX
ADC  C+4, DX
ADC  C+6, 0

MOV  AX, A+2          ; load the higher 16bits of A into AX
MUL  B+2              ; load the higher 16bits of B and multiply by AX
ADD  C+4, AX
ADC  C+6, DX

MOV  AH, 4CH
INT  21H
MAIN ENDP
END  MAIN

```

2.

```
;-----

; A PROGRAM TO STORE THE FIRST n PRIME NUMBERS IN NA ARRAY

; NOTE: To change the value of the n, simply change the value of CX
; NOTE: The maximum prime numbers which we can save can be change via ARR capacity in data
segment

;-----

        .MODEL SMALL
        .STACK 64

        .DATA
ARR      DB    20 DUP(?)      ;define an array to store the prime numbers

        .CODE
MAIN     PROC FAR
        MOV    AX, @DATA
        MOV    DS, AX

        MOV    DL, 01H        ; DL = 1
        MOV    CX, 02H        ; CX = n : number of prime numbers
        LEA    DI, ARR        ; DI indicates the first element of the array

NEXT:    MOV    BL, 02          ; BL = 2 as the first denominator
        INC    DL              ; DL += 1
        CMP    DL, 02H        ; DL = 2 as the first prime number
        JE     STORE
        CMP    DL, 03H        ; DL = 3 as the second prime number
        JE     STORE
        CMP    DL, 04H
        JGE    DIVISION

DIVISION: MOV    AH, 00        ; clear the AH
        MOV    AL, DL
        DIV    BL              ; AL = AL / BL
        CMP    AH, 00          ; check whether the remainder is zero or not
        JE     NEXT           ; if it is zero, then jump back to L1
```

```

        JE  NEXT          ; if it is zero, then jump back to L1
        ADD BL, 01H        ; BL += 1
        CMP BL, AL         ; check whether the denominator = AL or not
        JLE DIVISION       ; if yes then jump back to DIVISION
        JMP STORE

STORE:   MOV  [DI], DL      ; insert the prime number into the ARR
        INC  DI            ; DI += 1
        LOOP NEXT

        MOV  AH, 4CH
        INT  21H

MAIN     ENDP
        END  MAIN

```

This program stores the first n prime numbers. So n is the input of the program. You can change the value of n by changing the value of CX. As we know CX is a word and the maximum possible value for it is 0FFFFH. But we should notice that the values of prime numbers are too large for higher values of n. The result are stored in ARR array. The type can be DW for larger values of prime numbers. The program has three main parts: 1. NEXT 2. DIVISION 3. STORE

- 1. NEXT:** Here we have a loop for increasing the numbers.
- 2. DIVISION:** In this part, we recognize whether a number is prime or not.
- 3. STORE:** We will store each prime number into the existing array in the data segment.

3.a.

```
;-----  
  
; A PROGRAM TO CONVERT BCD TO HEX AND THEN CALCULATE A REMAINDER OF A TWO 16-BIT DIVISION  
  
; NOTE: The length of the first number should be set into N.  
  
;-----  
  
        .MODEL SMALL  
        .STACK 64  
  
        .DATA  
N        DW      4                ; define the length of the nominator  
NUM1     DB      1, 2, 3, 4      ; define nominator as a BCD number into an array  
NUM2     DW      0003H          ; define denominator  
REM      DW      ?  
  
        .CODE  
MAIN     PROC FAR  
        MOV     AX, @DATA  
        MOV     DS, AX  
  
        ; make SI to point to the least significant digit in NUM1  
        MOV     SI, OFFSET NUM1  
        ADD     SI, N  
        DEC     SI  
  
        MOV     BX, 0            ; BX = 0  
        MOV     BP, 1            ; multiple of 10 to multiply every digit  
  
REPEAT:  MOV     AL, [SI]        ; the current digit of the NUM1 to process  
        MOV     AH, 0            ; clear AH -> AX = AL  
        MUL     BP                ; AX *= BP  
        ADD     BX, AX            ; add result to BX  
  
        MOV     AX, BP            ; AX = BP
```

```

MOV  AX, BP          ; AX = BP
MOV  BP, 10
MUL  BP              ; AX *= 10
MOV  BP, AX          ; new multiple of 10

DEC  SI
CMP  SI, OFFSET NUM1 ; check whether the string is finished or not
JGE  REPEAT

MOV  AX, BX
SUB  DX, DX
DIV  NUM2            ; AX / NUM2  -> AH = remainder
MOV  REM, DX         ; store the remainder of the division into REM

MOV  AH, 4CH
INT  21H

MAIN  ENDP

```

In this program we want to do a division between two numbers but the first one is in BCD and the second one is in 16 bit HEX format. So firstly we should convert the BCD number to a HEX number. The two inputs are defined as NUM1 and NUM2. NUM1 is an array of bytes which each of the cells indicates a decimal digit.

For the conversion, we iterate the array and build the decimal number from the digits.

After that we have two 16bit numbers and then we do a word-word division which is taught in the source book.

3.b.

```
;-----

; A PROGRAM TO CONVERT STRING TO NUMBER AND THEN CALCULATE A REMAINDER OF A DIVISION

; NOTE: The length of the string should be set into N.

;-----

        .MODEL SMALL
        .STACK 64

        .DATA
N        DW      4                ; define the length of the nominator
NUM1     DW      "1255"           ; define nominator as a string
NUM2     DW      0004H           ; define denominator
REM      DW      ?

        .CODE
MAIN     PROC FAR
        MOV  AX, @DATA
        MOV  DS, AX

        ; make SI to point to the least significant digit in NUM1
        MOV  SI, OFFSET NUM1
        ADD  SI, N
        DEC  SI

        ; BX = 0
        MOV  BX, 0                ; multiple of 10 to multiply every digit
        MOV  BP, 1

REPEAT:  MOV  AL, [SI]             ; the current character of the NUM1 to process
        SUB  AL, 48                ; convert ascii character to digit
        MOV  AH, 0                ; clear AH -> AX = AL
        MUL  BP                   ; AX *= BP
        ADD  BX, AX               ; add result to BX
```

```

MOV  AX, BP          ; AX = BP
MOV  BP, 10
MUL  BP              ; AX *= 10
MOV  BP, AX          ; new multiple of 10

DEC  SI

CMP  SI, OFFSET NUM1 ; check whether the string is finished or not
JGE  REPEAT

MOV  AX, BX
SUB  DX, DX
DIV  NUM2            ; AX / NUM2  -> AH = remainder
MOV  REM, DX         ; store the remainder of the division into REM

MOV  AH, 4CH
INT  21H
MAIN ENDP

END  MAIN

```

This is a similar program to the previous problem. The only difference is that the first operand of the division operation is stored in a string. So we will have a similar procedure to convert the string into its hex value.

4.

```
;-----  
  
; A PROGRAM TO SUM OVER ALL THE ODD NUMBERS OF A SERIES  
  
; NOTE: The input serie is stored in an array of numbers  
; NOTE: The initial value of CX should be the same as the serie's length  
;-----  
  
        .MODEL SMALL  
        .STACK 64  
  
        .DATA  
ARR      DB    12H, 23H, 0ABH, 01H    ; define a series of numbers  
SUM      DW    0000H                  ; put the final result in SUM  
  
        .CODE  
MAIN     PROC FAR  
        MOV    AX, @DATA  
        MOV    DS, AX  
  
        MOV    SI, 00H  
        MOV    CX, 04H                ; CX = n : number of prime numbers  
        MOV    DH, 00H;                ; DH = 0 for summing  
  
NEXT:    MOV    BX, OFFSET ARR  
        MOV    AL, [BX+SI]            ; AL now is the next number in the serie  
  
        MOV    DL, 02                ; DL = 2  
        SUB    AH, AH                ; AH = 0 (AH will be the remainder of the divion by 2)  
        DIV    DL                    ; AL / DL --> AL will be the quotient of the division  
        CMP    AH, 00                ; check whether the remainder is zero or not  
        JE     SKIP                  ; ignore adding the number to DH  
        ADD    DH, [BX+SI]           ; DH += the odd number  
SKIP:    INC    SI                    ; for pointing to the next number in the serie  
        LOOP   NEXT
```

```

        MOV  SUM, DH                ; store the result in the SUM variable
        MOV  AH, 4CH
        INT  21H
MAIN    ENDP
        END  MAIN

```

The aim of the program is to give an array of numbers and sum all the odd numbers together and store it in memory. So there is a loop over the numbers of the array and then for each one we should do a division by 2 and check the remainder. If the remainder is 1, then this is an odd number! The result will be in SUM variable which is a word.

5.

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;-----
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```
; A PROGRAM TO COMPUTE THE FACTORIAL OF INTEGER n USING RECURSIVE PROCEDURE
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; NOTE: The result must fit into a word, so for bigger results just change the type of FACT variable.
```

```
;-----
```

```

.MODEL SMALL
.STACK 64

.DATA
N      DB    06H      ; define N
FACT   DW    ?        ; put the final result in FACT

.CODE
MAIN   PROC FAR
MOV    AX, @DATA
MOV    DS, AX

MOV    AX, 1          ; The final result will be calculated in AX
MOV    BX, N          ; BX = N
CALL   FACTORIAL      ; Call the factorial proc and store the next instruction into the
stack
MOV    FACT, AX

MOV    AH, 4CH
INT    21H
MAIN   ENDP

FACTORIAL PROC NEAR
CMP    BX, 1          ; if BX == 1
JE     FINISH         ; return
PUSH   BX              ; else push the BX into the stack
DEC    BX              ; BX -= 1
CALL   FACTORIAL      ; FACTORIAL(N-1)
POP    BX              ; pop the top of the stack into BX
MUL    BX              ; AX *= BX

```

```
FINISH:    RET
FACTORIAL  ENDP
```

```
END MAIN
```

This program will calculate the factorial of n using recursive approach. So we need to work with stack in this problem. There is a defined procedure in this program as FACTORIAL which calls itself until the BX has the value of 1. Then it returns and we pop the stack and multiply the values together and finally store the result in FACT which is defined DW. So the maximum value for FACT which can be obtained is 0FFFFH.