

**Task # 01: Write an assembly language program to multiply two numbers?**

bits 16

org 100h

MOV AX, 3

MOV BX, 2

MUL BX

MOV AX, 4C00h

INT 20H

**Task # 02: Write an assembly language program to multiply two numbers?**

BITS 16

ORG 100h ; Set the starting address for the program

MOV DX, 0

MOV AX, 4 ; Dividend

MOV BX, 2 ; Divisor

DIV BX ; AX / BX -> Quotient in AL, remainder in AH

MOV AX, 4C00H ; DOS terminate program function

INT 21H

Task # 03: Write an assembly language program to multiply two numbers?

bits 16

org 100h ; Set the starting address for the program

MOV AX, 3

MOV BX, 2

MUL BX

ADD AX, '0'

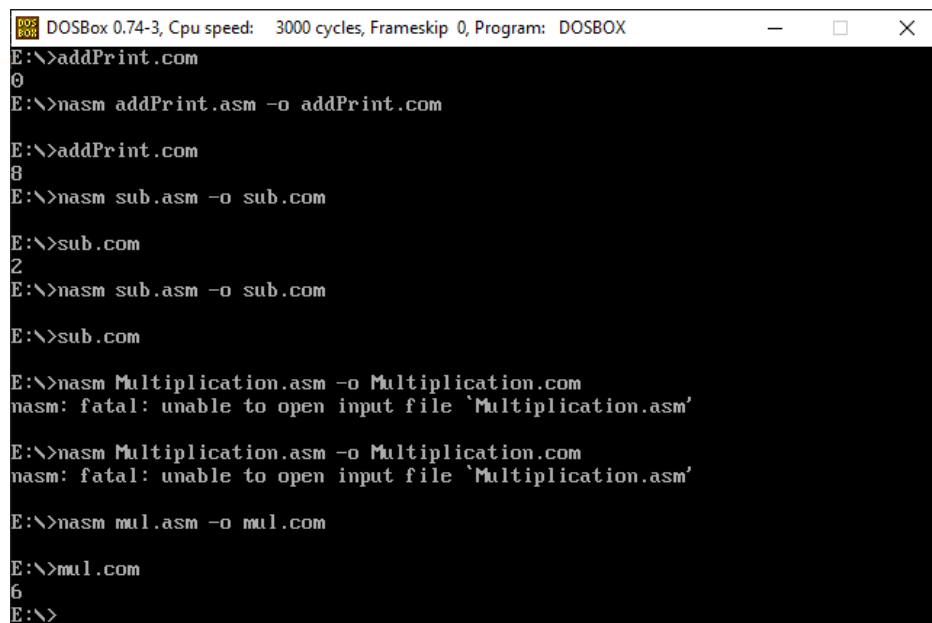
MOV DL, AL

MOV AH, 02H

INT 21H

MOV AX, 4C00h

INT 20H



```
DOSBox 0.74-3, Cpu speed: 3000 cycles, Frameskip 0, Program: DOSBOX
E:\>addPrint.com
0
E:\>nasm addPrint.asm -o addPrint.com

E:\>addPrint.com
8
E:\>nasm sub.asm -o sub.com

E:\>sub.com
Z
E:\>nasm sub.asm -o sub.com

E:\>sub.com

E:\>nasm Multiplication.asm -o Multiplication.com
nasm: fatal: unable to open input file 'Multiplication.asm'

E:\>nasm Multiplication.asm -o Multiplication.com
nasm: fatal: unable to open input file 'Multiplication.asm'

E:\>nasm mul.asm -o mul.com

E:\>mul.com
6
E:\>_
```

Task # 04: Write an assembly language program to divide two numbers?

BITS 16

ORG 100h ; Set the starting address for the program

MOV DX, 0

MOV AX, 4 ; Dividend

MOV BX, 2 ; Divisor

DIV BX ; AX / BX -> Quotient in AL, remainder in AH

ADD AL, '0' ; Convert quotient to ASCII

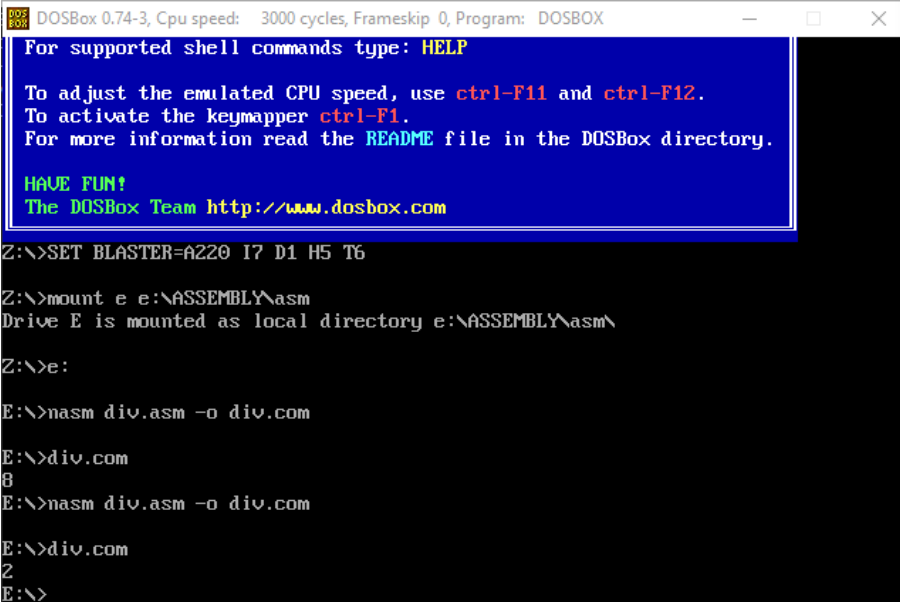
MOV DL, AL ; Store ASCII result in DL

MOV AH, 02H ; DOS function to print character

INT 21h ; Print character

MOV AX, 4C00H ; DOS terminate program function

INT 21H



DOSBox 0.74-3, Cpu speed: 3000 cycles, Frameskip 0, Program: DOSBOX

For supported shell commands type: **HELP**

To adjust the emulated CPU speed, use **ctrl-F11** and **ctrl-F12**.  
To activate the keymapper **ctrl-F1**.  
For more information read the **README** file in the DOSBox directory.

**HAVE FUN!**  
The DOSBox Team <http://www.dosbox.com>

Z:\>SET BLASTER=A220 I7 D1 H5 T6

Z:\>mount e e:\ASSEMBLY\asm  
Drive E is mounted as local directory e:\ASSEMBLY\asm\

Z:\>e:

E:\>nasm div.asm -o div.com

E:\>div.com  
8

E:\>nasm div.asm -o div.com

E:\>div.com  
2

E:\>\_