

ASSIGNMENT # 2
Computer Organization and Assembly
Language

MUHAMMAD HASSAM KHAN

SID: 11141

Note: Attempt all Questions by making code and output

Question 1:

(2.5 Marks)

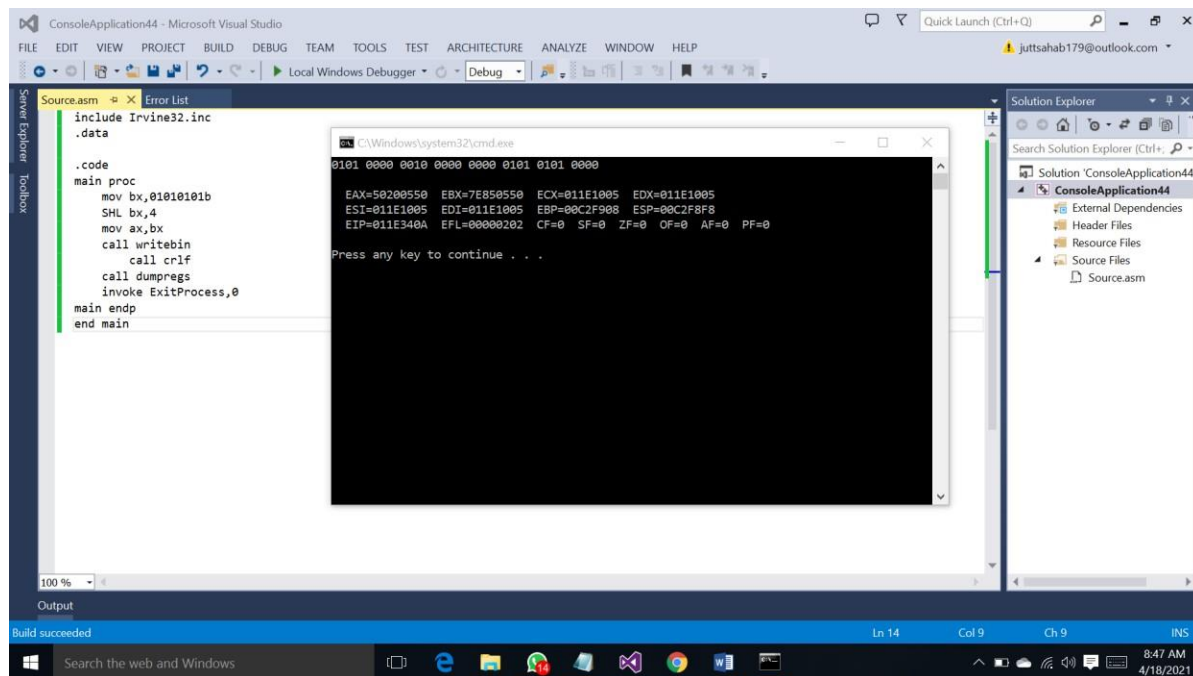
Write assembly language code to multiply the value of BX by 4 using shift instructions and define which shift instruction causes multiplication of the destination operand.

CODE:

```
include Irvine32.inc
.data

.code
main proc
    mov bx,01010101b
    SHL bx,4
    mov ax,bx
    call writebin
    call crlf
    call dumpregs
    invoke ExitProcess,0
main endp
end main
```

SCREENSHOT:



Question 2:

(2.5 Marks)

Write an assembly language program which finds the sum of the digits of your roll number using stack. e.g.
If your roll number is 13240
the answer should be "10".

CODE:

```
include Irvine32.inc
.data

.code
main proc

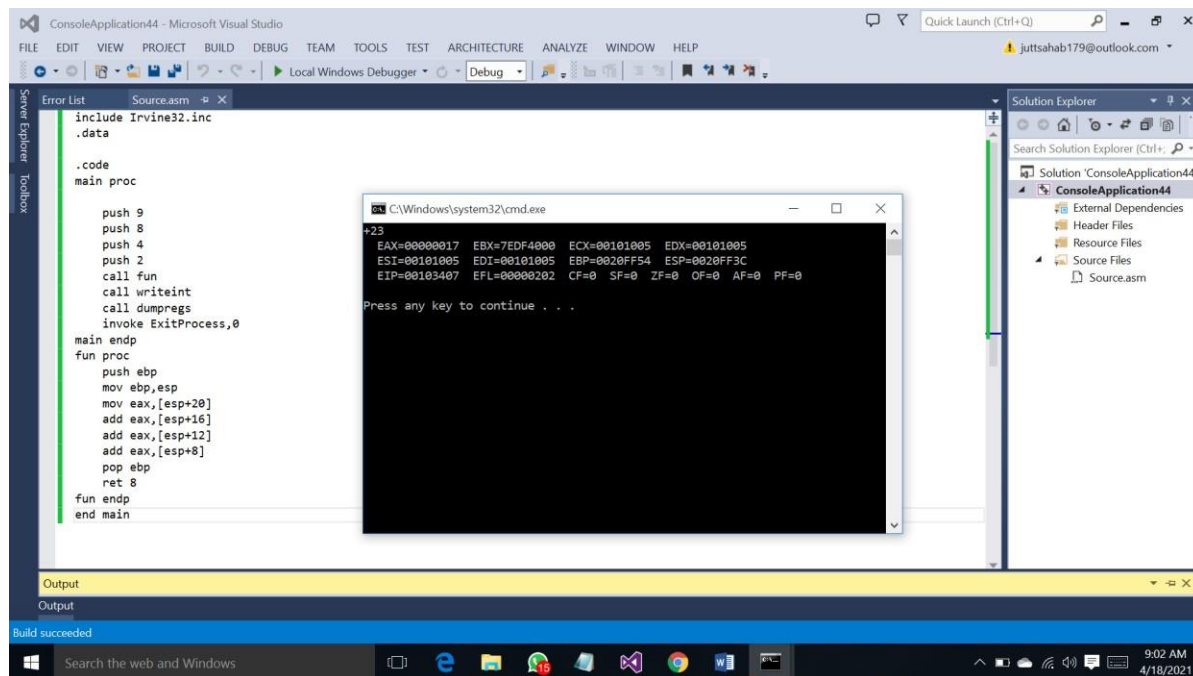
    push 9
    push 8
    push 4
    push 2
    call fun
    call writeint
    call dumppregs
    invoke ExitProcess,0
main endp
fun proc
    push ebp
```

```

mov ebp,esp
mov eax,[esp+20]
add eax,[esp+16]
add eax,[esp+12]
add eax,[esp+8]
pop ebp
ret 8
fun endp
end main

```

SCREENSHOT:



Question 3:

(2.5 Marks)

Write an assembly language program that prints values from 10 – 0 (only even) using while loop.

CODE:

```

include Irvine32.inc
.data
msg byte " "
.code

```

```

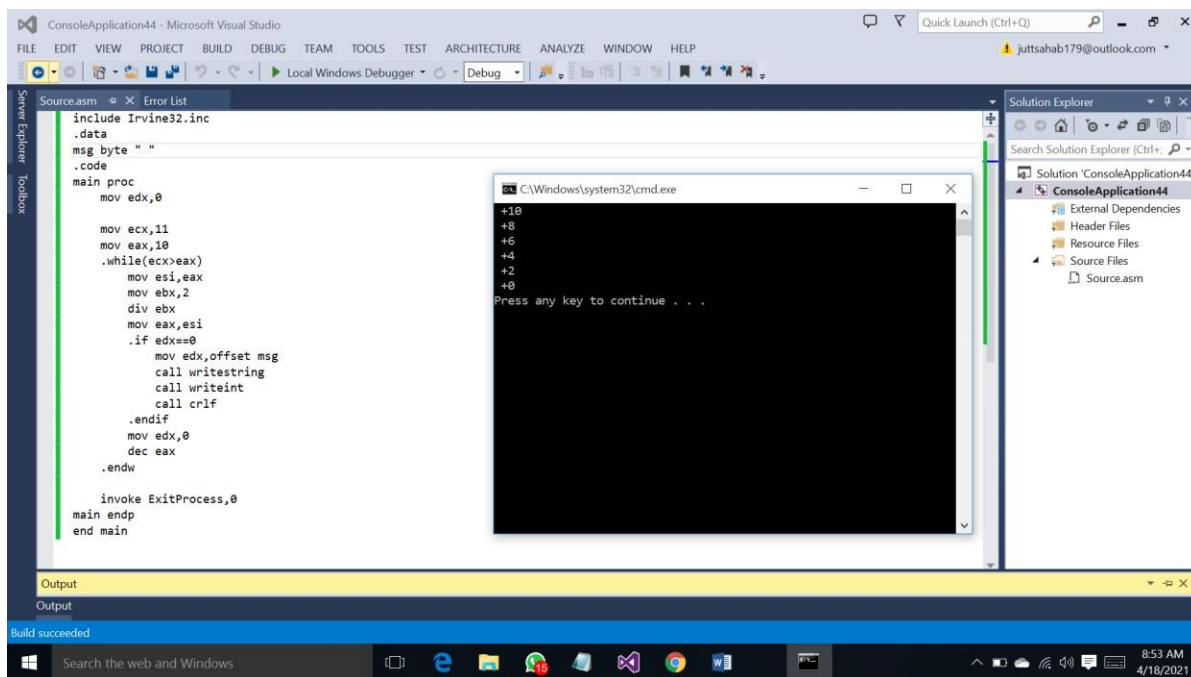
main proc
    mov edx,0

    mov ecx,11
    mov eax,10
    .while(ecx>eax)
        mov esi,eax
        mov ebx,2
        div ebx
        mov eax,esi
        .if edx==0
            mov edx,offset msg
            call writestring
            call writeint
            call crlf
        .endif
        mov edx,0
        dec eax
    .endw

    invoke ExitProcess,0
main endp
end main

```

SCREENSHOT:



Question 4:**(2.5 Marks)**

Write an assembly language program that reads a character and prints it only if it is 'y' or 'Y' using (If-Else Structure).

CODE:

Include Irvine32.inc

.data

val Dword " Y ",0

.code

main proc

**mov edx, val
cmp edx, "Y"
Je P1**

**cmp edx,"y"
Je P1
jmp P2**

**P1:
mov edx, offset val
call writestring
call crlf**

**P2:
main endp
end main
exit**

SCREENSHOT:

