```asm
01  include "emu8086.inc"
02  .model small
03  .stack
04  .data
05      n dw 30
06      m dw 25
07      us dw ?
08  .code
09  main proc
10      mov ax, @data
11      mov ds, ax
12      push m
13      push n
14      call uscln
15      mov us, ax
16      call print_num_uns
17
18      mov ah, 4ch
```

```asm
17
18      mov ah, 4ch
19      int 21h
20  main endp
21  uscln proc
22      push bp
23      mov bp, sp
24      push bx
25      mov ax, [bp+4]
26      mov bx, [bp+6]
27  while:
28      cmp ax, bx
29      je endw
30      cmp ax, bx
31      jbe  ifsai
32      sub ax, bx
33      jmp endif
34  ifsai:
```

```
32          sub ax, bx
33          jmp endif
34  ifsai:
35          sub bx, ax
36  endif:
37          jmp while
38  endw:
39          pop bx
40          pop bp
41          ret 4
42  uscln endp
43          define_print_num_uns
44  end
```

```
5
```

clear screen    change font    0/16

```
20   main endp
21   bscnn proc
22        push bp
23        mov  bp, sp
24        push bx
25        push dx
26        push [bp+6]
27        push [bp+4]
28        call uscln
29        mov  bx, ax
30        mov  ax, [bp+4]
31        mul  word ptr [bp+6]
32        div  bx
33        pop  dx
34        pop  bx
35        pop  bp
36        ret  4
37   bscnn endp
```
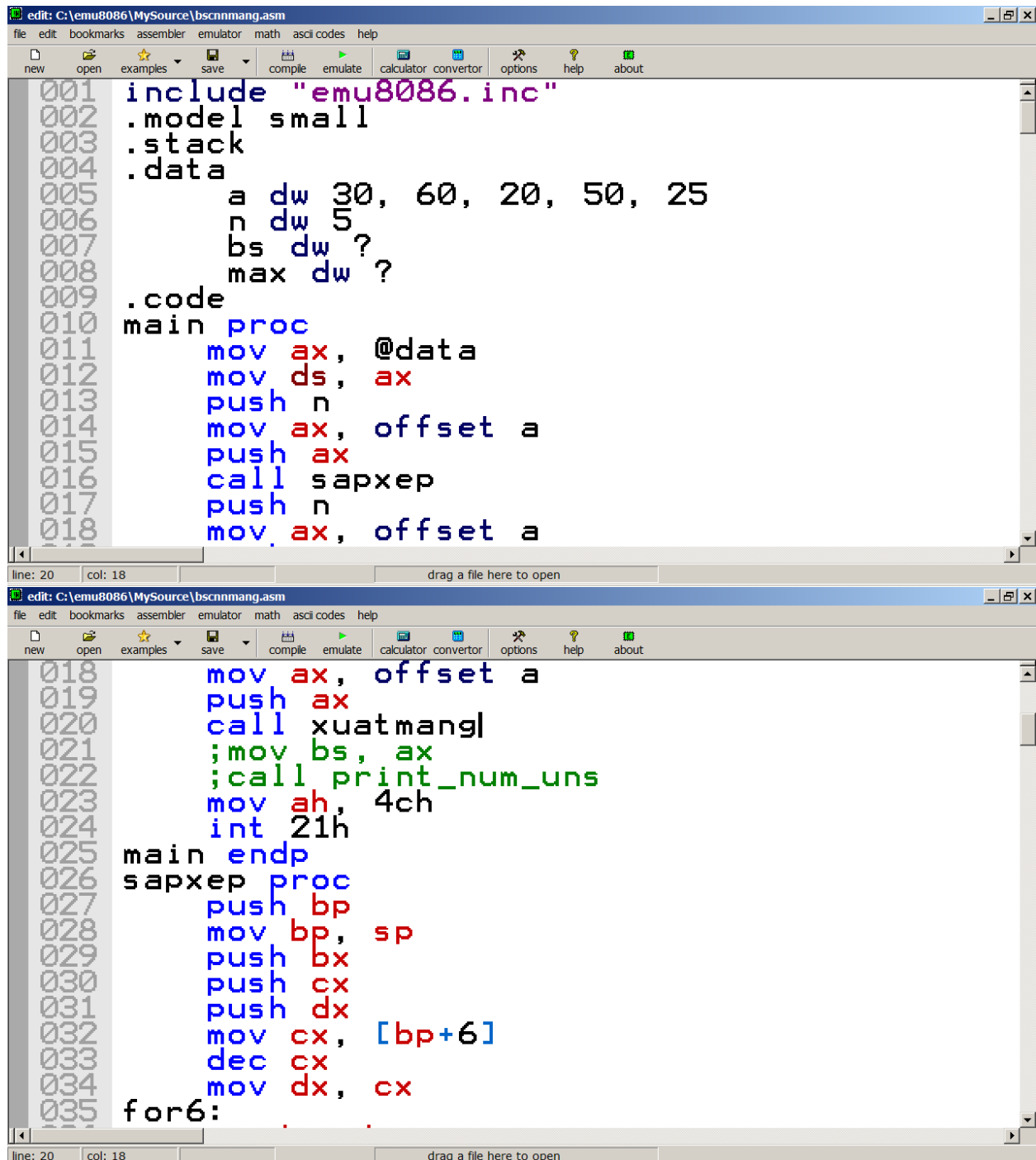
```
05        n dw 30
06        m dw 25
07        bs dw ?
08   .code
09   main proc
10        mov  ax, @data
11        mov  ds, ax
12        push m
13        push n
14        call bscnn
15        mov  bs, ax
16        call print_num_uns
17
18        mov  ah, 4ch
19        int  21h
20   main endp
21   bscnn proc
22        push bp
```

Sap xep mang

```
edit: C:\emu8086\MySource\bscnnmang.asm                              _ □ ×
file   edit   bookmarks   assembler   emulator   math   ascii codes   help
 new   open   examples   save   compile  emulate  calculator convertor  options   help   about

001  include "emu8086.inc"
002  .model small
003  .stack
004  .data
005      a dw 30, 60, 20, 50, 25
006      n dw 5
007      bs dw ?
008      max dw ?
009  .code
010  main proc
011      mov ax, @data
012      mov ds, ax
013      push n
014      mov ax, offset a
015      push ax
016      call sapxep
017      push n
018      mov ax, offset a

line: 20      col: 18                drag a file here to open
```

```
edit: C:\emu8086\MySource\bscnnmang.asm                              _ □ ×
file   edit   bookmarks   assembler   emulator   math   ascii codes   help
 new   open   examples   save   compile  emulate  calculator convertor  options   help   about

018      mov ax, offset a
019      push ax
020      call xuatmang
021      ;mov bs, ax
022      ;call print_num_uns
023      mov ah, 4ch
024      int 21h
025  main endp
026  sapxep proc
027      push bp
028      mov bp, sp
029      push bx
030      push cx
031      push dx
032      mov cx, [bp+6]
033      dec cx
034      mov dx, cx
035  for6:

line: 20      col: 18                drag a file here to open
```

```
033          dec  cx
034          mov  dx, cx
035     for6:
036          or  dx, dx
037          jz  endfor6
038          mov  bx, [bp+4]
039          mov  cx, dx
040     for5:
041          mov  ax, [bx]
042          cmp  ax, [bx+2]
043          jbe  kodoicho
044          xchg  ax, [bx+2]
045          xchg  ax, [bx]
046     kodoicho:
047          add  bx, 2
048          loop  for5
049          dec  dx
050          jmp  for6
```

```
045          xchg  ax, [bx]
046     kodoicho:
047          add  bx, 2
048          loop  for5
049          dec  dx
050          jmp  for6
051     endfor6:
052          pop  dx
053          pop  cx
054          pop  bx
055          pop  bp
056          ret  4
057     sapxep  endp
058     demchan  proc
059          push  bp
060          mov  bp, sp
061          push  bx
062          push  cx
```