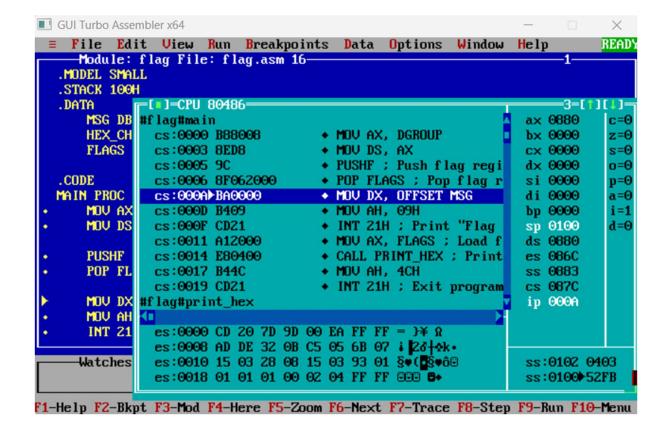
Experiment 6

Name:Pratik Chavan Div/Batch:A/A1 Roll No.07 .MODEL SMALL .STACK 100H .DATA MSG DB 'Flag Register: \$' ; Message to display HEX_CHARS DB '0123456789ABCDEF'; Lookup table for hex digits FLAGS DW?; Variable to store flag register value .CODE MAIN PROC MOV AX, DGROUP MOV DS, AX **PUSHF** ; Push flag register onto the stack POP FLAGS ; Pop flag register into FLAGS variable MOV DX, OFFSET MSG MOV AH, 09H INT 21H ; Print "Flag Register: " MOV AX, FLAGS ; Load flag register value into AX CALL PRINT_HEX; Print the flag register in hexadecimal format MOV AH, 4CH

```
INT 21H ; Exit program
MAIN ENDP
;-----
; Print 16-bit Hex Procedure
; -----
PRINT_HEX PROC
  MOV CX, 4 ; We have 4 hex digits (16-bit / 4-bit each)
  MOV BX, 12 ; Bit shift amount (12, 8, 4, 0)
HEX_LOOP:
  MOV DX, AX ; Copy AX value
  MOV CL, BL ; Move shift count into CL (Fix for SHR error)
 SHR DX, CL ; Shift right to isolate one hex digit
 AND DX, OFH ; Mask the lower 4 bits
  MOV SI, DX ; Move index to SI
  MOV DL, [HEX CHARS + SI]; Convert to ASCII hex character
  MOV AH, 02H
 INT 21H ; Print the hex digit
 SUB BX, 4 ; Move to the next hex digit
 LOOP HEX_LOOP ; Repeat until all digits are printed
  RET
PRINT HEX ENDP
END MAIN
```

OUTPUT:



Experiment 3

Name:Pratik Chavan

Div/Batch:A/A1 Roll No.07

.MODEL SMALL

.STACK 100H

.DATA

ARRAY DB 10, 25, 15, 40, 5, 30, 50, 20

LEN EQU \$ - ARRAY

MIN DB 0

MAX DB 0

.CODE

MAIN PROC

MOV AX, @DATA

MOV DS, AX

MOV SI, 0

MOV AL, ARRAY[SI]

MOV MIN, AL

MOV MAX, AL

FIND_MIN_MAX:

MOV AL, ARRAY[SI]

CMP AL, MAX

JG UPDATE_MAX

CMP AL, MIN

```
JL UPDATE_MIN

JMP NEXT_ELEMENT
```

UPDATE_MAX:

MOV MAX, AL

JMP NEXT_ELEMENT

UPDATE_MIN:

MOV MIN, AL

NEXT_ELEMENT:

INC SI

CMP SI, LEN

JL FIND_MIN_MAX

MOV AX, 4C00H

INT 21H

MAIN ENDP

END MAIN

OUTPUT: