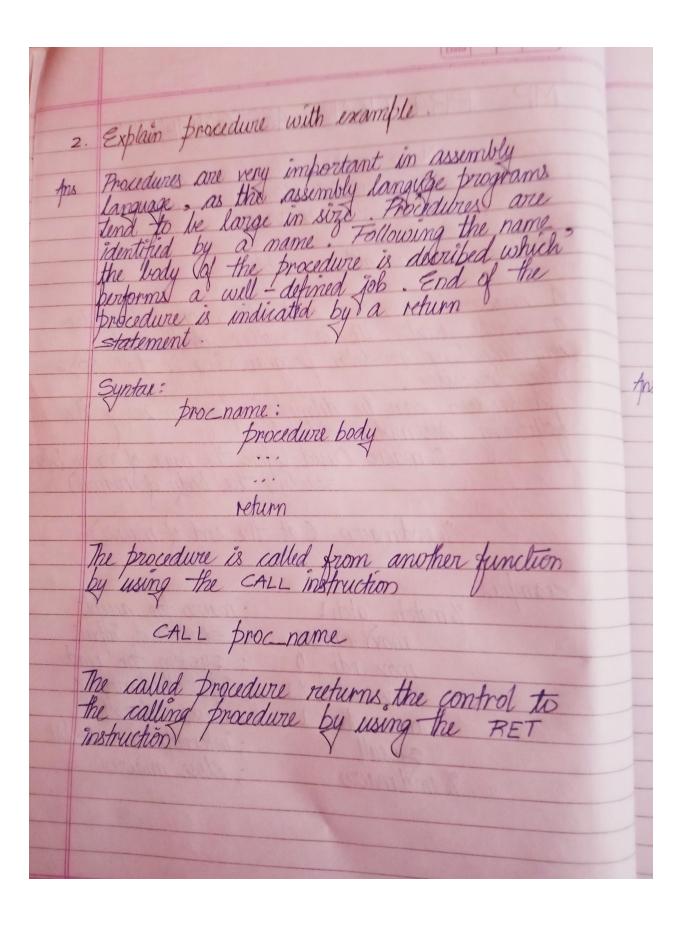
MP PRACTICAL ASSIGNMENT Name: Priyanka Suresh Salunke Class: SE COMP 1 PRN : F192111151 Explain macro with example A macro is a set of instructions grouped under a single unit. It is another method for implementing modular programming in the 8086 microprocessor. Microprocessor.

A macro can be defined in brogram using the following assembler directives

Johnacro (used before the name of Macro before starting the body of macro) To end macro ( at the end of macro) example: ; macro for accept % match gtch 1 : standard input mov rax, 0 mor rdi 0 ; system for read mor rsi , %1 ; input the message : message length mov rdx 1 interrupt for 64 bit syscall : close macro % end macro



	example:  add:  mov al, [no1]  mov bl, [no2]  add bl, al  buint mean mealen1	
	print msg1, msglen1 call disp result ret  Write difference between procedure and macro	
Ans	Procedure	Масто
าำํ⟩	A procedure is a set of instructions that performs a specific task and a programmer can call it repetitively.	Mauro is a sequence of instructions that are written within the mauro definition to support modular throgramming.
Ϋ́IḮ	A procedure is used for a large number of instructions mostly higher than ten instructions	A macro is used for a small number of instructions Mostly less than I ten instructions
רוווי	Procedure reguires less	A macro religiones more memory
111/>	Procedure reguires CALL and RET instructions	Mauro does not require CALL and RET instruct -times