



VIT[®]
Vellore Institute of Technology
(Deemed to be University under section 3 of UGC Act, 1956)

Computer Science & Engineering

CSE2006

Microprocessor and Interfacing

LAB ASSIGNMENT 2

Submitted to **Prof. SANJAY R**

TOPIC: ASSEMBLY LANGUAGE PROGRAMMING

NAME: PUNIT MIDDHA

REG.NO: 19BCE2060

SLOT: L43+L44

DATE: 24/09/2021

➤ Task – 1

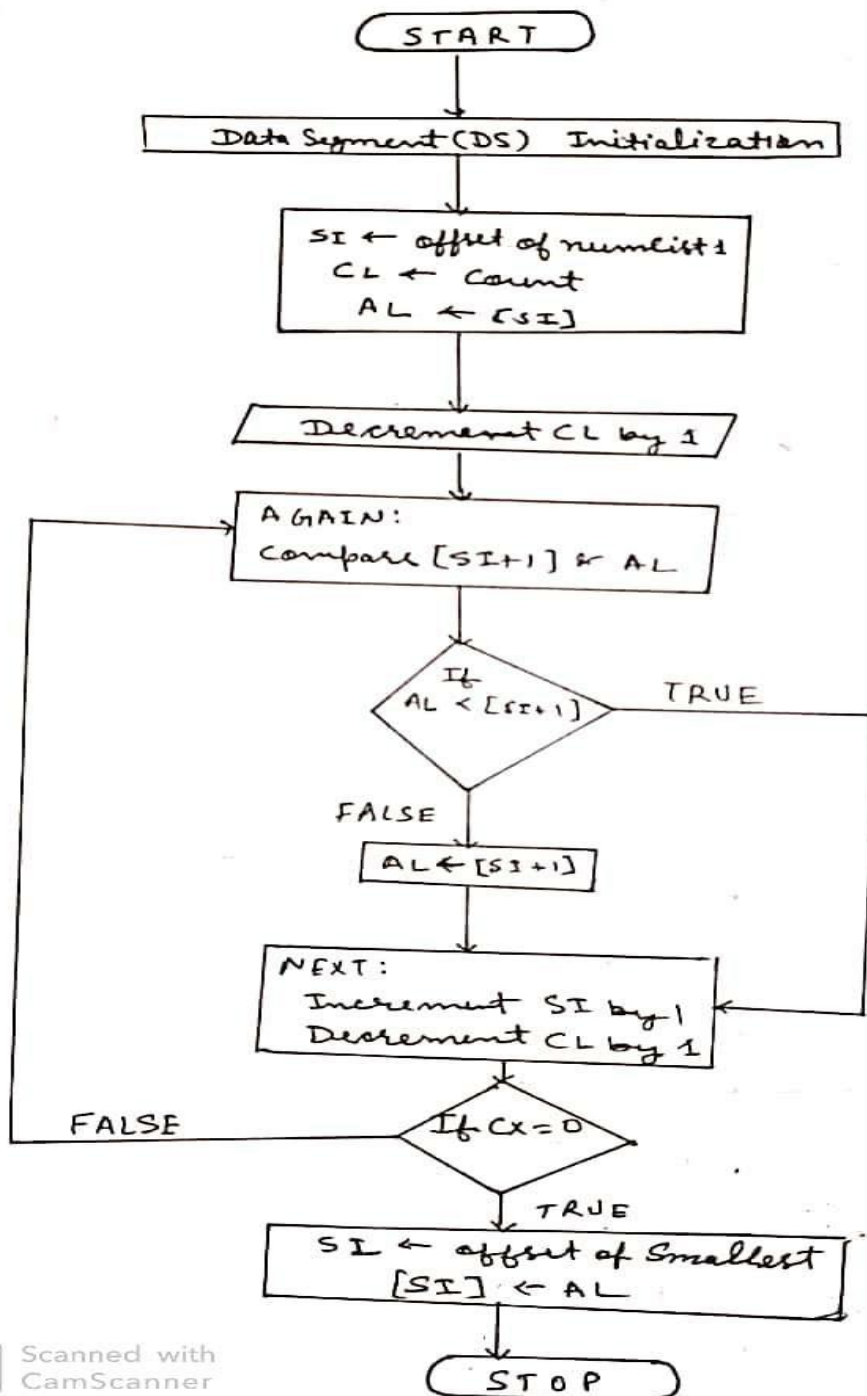
1. Write the ALP to find out the smallest number from a given unordered array of 8-bit numbers. Assume the array of numbers as AB, DF, FF, 1E, 5C, D1.

Aim:

To find the smallest number from a given unordered array of 8-bit numbers i.e., AB, DF, FF, 1E, 5C, D1.

Handwritten Flow Chart:

1.



Handwritten Program:

1.

ASSUME CS:CODE, DS:DATA

DATA SEGMENT

NUMLIST1 DB 0ABH, 0DFH, 0FFH, 1EH, 5CH, 0D1H

COUNT EQU 6D

SMALLEST DW 01H DUP(?)

DATA ENDS

CODE SEGMENT

START: MOV AX, DATA
MOV DS, AX
MOV SI, OFFSET NUMLIST1
MOV CL, COUNT
MOV AL, [SI]
DEC CL

AGAIN: CMP AL, [SI+1]
JC NEXT
MOV AL, [SI+1]

NEXT: INC SI
DEC CL
JNZ AGAIN
MOV SI, OFFSET SMALLEST
MOV [SI], AL
HLT

CODE ENDS
END START



Snapshots of typed program and Output:

edit: C:\Users\Punit Middha\Desktop\Micro\assign2_a.asm

```
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01
02 ; You may customize this and other start-up templates;
03 ; The location of this template is c:\emu8086\inc\0_com_template.txt
04
05 ; Name: PUNIT MIDDHA
06 ; RegNo: 19BCE2060
07
08 ASSUME CS:CODE,DS:DATA
09
10 DATA SEGMENT
11 NUMLIST1 DB 0ABH,0DFH,0FFH,1EH,5CH,0D1H
12 COUNT EQU 6D
13 SMALLEST DW 01H DUP(?)
14 DATA ENDS
15
16 CODE SEGMENT
17
18 START: MOV AX,DATA
19        MOV DS,AX
20        MOV SI,OFFSET NUMLIST1
21        MOV CL,COUNT
22        MOV AL,[SI]
23        DEC CL
24
25 AGAIN: CMP AL,[SI+1]
26        JC NEXT
27        MOV AL,[SI+1]
28
29 NEXT:  INC SI
30        DEC CL
31        JNZ AGAIN
32        MOV SI,OFFSET SMALLEST
33        MOV [SI],AL
34        HLT
35
36 CODE ENDS
37 END START
38
39 ret
```

emulator: assign2_a.exe_

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Load reload step back single step run step delay ms: 0

registers	
	H L
AX	07 1E
BX	00 00
CX	00 00
DX	00 00
CS	0711
IP	0020
SS	0710
SP	0000
BP	0000
SI	0006
DI	0000
DS	0710
ES	0700

0710:0006

Address	Hex	ASCII	Comment
07106:	1E 030		
07107:	00 000		NULL
07108:	00 000		NULL
07109:	00 000		NULL
0710A:	00 000		NULL
0710B:	00 000		NULL
0710C:	00 000		NULL
0710D:	00 000		NULL
0710E:	00 000		NULL
0710F:	00 000		NULL
07110:	B8 184	q	
07111:	10 016	►	
07112:	07 007	BEEP	
07113:	8E 142	â	
07114:	D8 216	¸	
07115:	BE 190	¸	
07116:	00 000		NULL
07117:	00 000		NULL
07118:	B1 177	¸	
07119:	06 006	¸	
0711A:	8A 138	è	
0711B:	04 004	¸	

PUSH DS

```
ADD [BX + SI], AL
ADD [BX + SI], AL
ADD [BX + SI], AL
ADD [BX + SI], AL
ADD [BX + SI] + 00710h, BH
MOV DS, AX
MOV SI, 00000h
MOV CL, 06h
MOV AL, [SI]
DEC CL
CMP AL, [SI] + 01h
JB 026h
MOV AL, [SI] + 01h
INC SI
DEC CL
JNE 01Eh
MOV SI, 00006h
MOV [SI], AL
HLT
NOP
...
```

screen source reset aux vars debug stack flags

Inference:

The result obtained is 1E as seen at address 0710:0006. So, in the given array of numbers - AB, DF, FF, 1E, 5C, D1 - 1E is the smallest number.

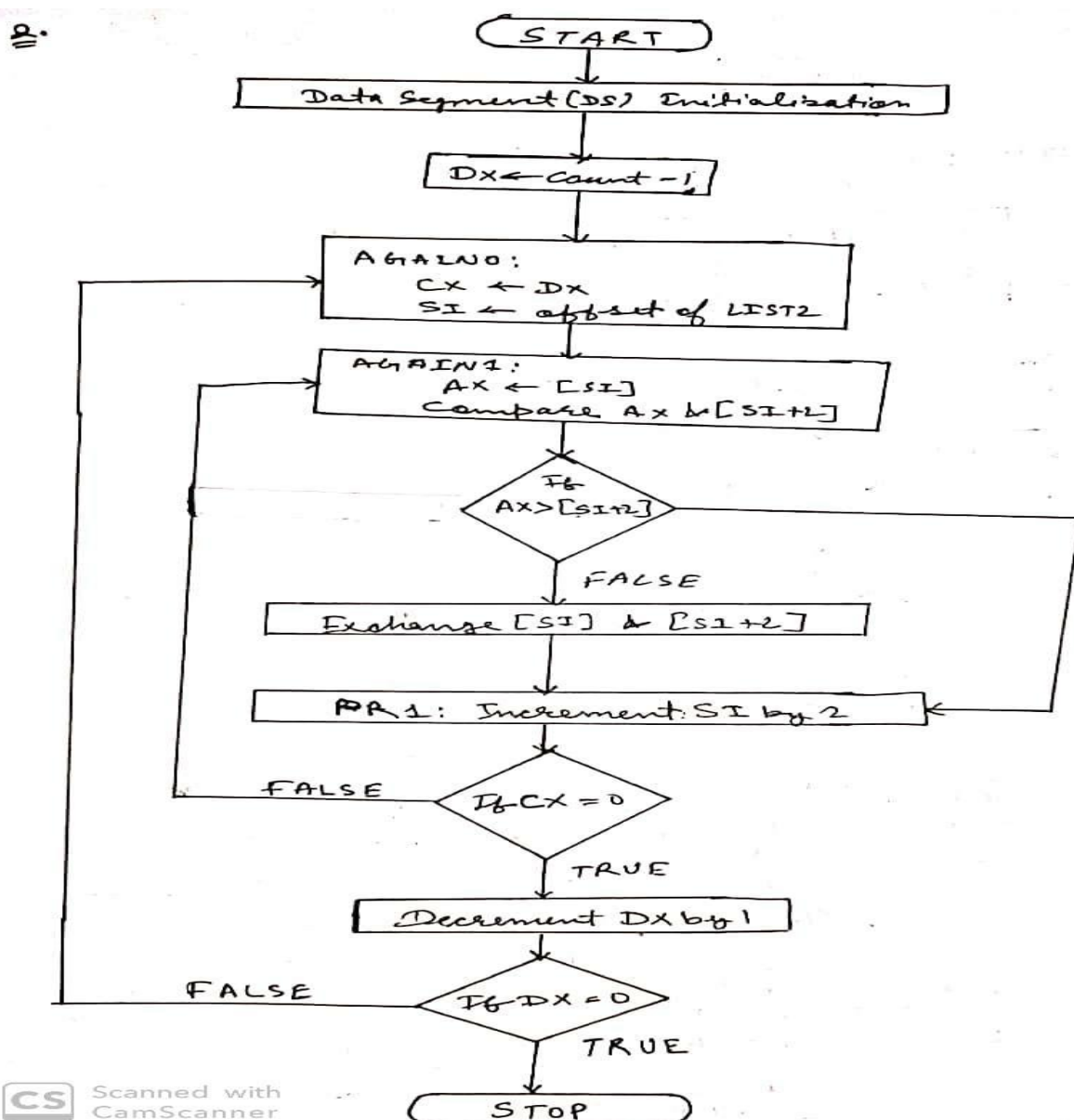
➤ Task - 2

2. Write the ALP to arrange a given series of hexadecimal bytes in descending order. Assume the array of numbers as: first 2 digits of your rollno, 3rd and 4th digits of your rollno, 6th and 7th digits of your rollno, last 2 digits of your rollno.

Aim:

To arrange a given series of hexadecimal numbers i.e., (19)H, (BC)H, (20)H, (60)H in descending order.

Handwritten Flow Chart:



Handwritten Program:

2.
1

```
ASSUME CS:CODE, DS:DATA
```

```
DATA SEGMENT
```

```
LIST2 DW 19H, 08CH, 20H, 60H
```

```
COUNT EQU 04
```

```
DATA ENDS
```

```
CODE SEGMENT
```

```
START: MOV AX, DATA
```

```
MOV DS, AX
```

```
MOV DX, COUNT-1
```

```
AGAIN0: MOV CX, DX
```

```
MOV SI, OFFSET LIST2
```

```
AGAIN1: MOV AX, [SI]
```

```
CMP AX, [SI+2]
```

```
JNC PR1
```

```
XCHG [SI+2], AX
```

```
XCHG [SI], AX
```

```
PR1: ADD SI, 02
```

```
LOOP AGAIN1
```

```
DEC DX
```

```
JNC AGAIN0
```

```
MOV AH, 4CH
```

```
INT 21H
```

```
CODE ENDS
```

```
END START
```



Snapshots of typed program and Output:

edit: C:\Users\Punit Middha\Desktop\Micro\assign2_b.asm

```
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01
02 ; You may customize this and other start-up templates;
03 ; The location of this template is c:\emu8086\inc\0_com_template.txt
04
05 ; Name: PUNIT MIDDHA
06 ; RegNo: 19BCE2060
07
08 ASSUME CS:CODE, DS: DATA
09
10 DATA SEGMENT
11 LIST2 DW 19H,0BCH,20H,60H
12 COUNT EQU 04
13 DATA ENDS
14
15 CODE SEGMENT
16
17 START: MOV AX,DATA
18        MOV DS,AX
19        MOV DX,COUNT-1
20
21 AGAIN0: MOV CX,DX
22          MOV SI,OFFSET LIST2
23
24 AGAIN1: MOV AX,[SI]
25          CMP AX,[SI+2]
26          JNC PR1
27          XCHG [SI+2],AX
28          XCHG [SI],AX
29
30 PR1: ADD SI,02
31       LOOP AGAIN1
32       DEC DX
33       JNZ AGAIN0
34       MOV AH,4CH
35       INT 21H
36
37 CODE ENDS
38 END START
39
40 ret
```

emulator: assign2_b.exe_

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Load reload step back single step run step delay ms: 0

registers		0710:0000		0710:0000	
	H L				
AX	4C BC	07100: BC 188	↓	MOV SP, 06000h	
BX	00 00	07101: 00 000	NULL	ADD [BX + SI], AH	
CX	00 00	07102: 60 096	↓	ADD [BX + DI], BL	
DX	00 00	07103: 00 000	NULL	ADD [BX + SI], AL	
CS	F400	07104: 20 032	SPA	ADD [BX + SI], AL	
IP	0204	07105: 00 000	NULL	ADD [BX + SI], AL	
SS	0710	07106: 19 025	↓	ADD [BX + SI], AL	
SP	FFFA	07107: 00 000	NULL	ADD [BX + SI] + 00710h, BH	
BP	0000	07108: 00 000	NULL	MOV DS, AX	
SI	0002	07109: 00 000	NULL	MOV DX, 00003h	
DI	0000	0710A: 00 000	NULL	MOV CX, DX	
DS	0710	0710B: 00 000	NULL	MOV SI, 00000h	
ES	0700	0710C: 00 000	NULL	MOV AX, [SI]	
		0710D: 00 000	NULL	CMP AX, [SI] + 02h	
		0710E: 00 000	NULL	JNB 029h	
		0710F: 00 000	NULL	XCHG [SI] + 02h, AX	
		07110: B8 184	↓	XCHG [SI], AX	
		07111: 10 016	↓	ADD SI, 02h	
		07112: 07 007	BEEP	LOOP 01dh	
		07113: 8E 142	↓	DEC DX	
		07114: D8 216	↓	JNE 018h	
		07115: BA 186	↓	...	

screen source reset aux vars debug stack flags

Inference:

Array: 19H, BCH, 20H, 60H.

After executing order: BCH, 60H, 20H, 19H.

The resultant array after arranging it in descending order is stored at the following addresses:

07100 – BC, 07102 – 60, 07104 – 20, 07106 – 19.