## Lab Session 04

## Introduction to Assembly Language Programming

```
# Recall the previous basic things...
# Recall the Segment & Pointer registers ......
```

#Program1: Write a program that will convert DAFFODIL to daffodil

```
.model small
.stack 100h
.data
msg db "DAFFODIL"
.code
     main proc
     mov ax,@data
     mov ds,ax
     mov si, offset msg
     mov cx,8
Top:
     mov ax,[si]
     add ax,20h
     mov dx,ax
     mov ah,2h
     int 21h
     inc si
     loop Top
     main endp
```

#Program2: Write a program to convert DAFFODIL to LIDOFFAD.

```
.model small
.stack 100h
.data
msg db "TAPASY"
.code
     main proc
     mov ax,@data
     mov ds,ax
     mov si, offset msg
     mov cx,6
     add si,5
Top:
     mov dx,[si]
     mov ah,2h
     int 21h
     dec si
     loop Top
     main end
```

## Exercise 1: Make a program to convert TAPASY to ysapat.

#Program3: write a program to make a rectangle by "\*".

```
.STACK 100H
.DATA
.CODE
MAIN PROC
 MOV CX, 5
 MOV BX, 5
TOP:
 MOV DL,'*'
 MOV AH,2
 INT 21H
 DEC BX
 CMP BX,0
 JE TOP_NEXT
 JMP TOP
TOP_NEXT:
 MOV DL,0AH
 INT 21H
 MOV DL,0DH
 INT 21H
 MOV BX,5
```

```
LOOP TOP

EXIT:

MOV AH, 4CH

INT 21H

MAIN ENDP

END MAIN
```

#Program4: write a program to make a triangle by " \* "

```
.MODEL SMALL
.STACK 100H
.DATA
 NL DB 0DH, 0AH, '$'
.CODE
MAIN PROC
 MOV AX, @DATA
 MOV DS, AX
 MOV CX, 5
 MOV BX, 1
FOR 1:
   PUSH CX
   MOV DL, 20H
```

```
MOV AH, 2
FOR_2:
   INT 21H
   LOOP FOR_2
   MOV CX, BX
   MOV DL, '*'
   MOV AH, 2
FOR_3:
   INT 21H
   LOOP FOR_3
   LEA DX, NL
   MOV AH, 9
   INT 21H
   INC BX
   POP CX
LOOP FOR_1
   MOV AH, 4CH
   INT
          21H
MAIN ENDP
   END MAIN
```

## Exercise 2: Write an assembly code for printing Pyramid with '\*'.

Program5: write a program that count number of character in an input string.

```
.model small
.stack 100h
.data
.code
main proc
     mov bl,0h
top:
     mov ah,1
     int 21h
     cmp al,20h
     je top2
     inc bl
     jmp top
top2:
     add bl,30h
     mov dl,bl
     mov ah,2
     int 21h
main endp
end main
```