## **Conditional**

	Program A	Program B	Program C	Program D	Program E
a	.model small	Mov CL,100	.model small	.model small	.model small
if $(p>q)$	.code	Mov BH,105	.code	.code	.code
{ r	Mov AH,1	Mov AH,2	Mov AH,2	Mov AH,2	L1:
S	Int 33	Mov DL,65	Mov DL,65	Mov DL,65	Mov AH,1
}	Cmp AL,97	Cmp CL,BH	Int 21h	L: Int 33	Int 21h
b	JGE L1	JG L1	K:	Add DL,1	Mov DL,AL
	Mov DL,225	Add DL,1	Mov AH,2	Cmp DL,90	Add DL,1
translated as	Jmp L2	L1: Int 21h	Mov DL,66	JLE L	Mov AH,2
a	L1:Mov DL,224	Stop	Int 21h	Mov AH,76	Int 21h
Cmp p,q	L2:Mov AH,2	End	Mov AH,76	Int 33	Cmp DL,98
JNG L1	Int 33	Stop means	Int 33	END	JGE L1
r	Mov AH,76	Mov AH,76	End K	o/p ABZ	Mov AH,4ch
S	Int 33	Int 21h			Int 33
L1: b	End	1111 ∠111			END

Program A: reads a letter. It outputs is  $\alpha$  if ASCII code of the letter is more than or equal to 97. Otherwise it outputs  $\beta$ . Input Y output  $\beta$ . c  $\rightarrow \alpha$ . JL, JLE, JG, JE, JNE are also conditional jump instructions.

Program B: The output is 'B'. Since 100<105. Hence JG does not perform jump.

Let us use BH=98 the output is 'A'. Since jump is performed hence '1' is not added.

Let us use BH=130 the output is 'A' (not 'B'). Here 100>130 because A number greater than 127 is treated as negative number. Its value is obtained by subtracting 256 from it. 130 is 130-256=-126. and 100>-126. Replace JG by JA. 100<205 (unsigned JA, JB) 100>205 (signed JG,JL)

Program C outputs only B. When "End K" is replaced by "End" then output is AB. End K makes a program to start from label K.

Program E: reads a letter and outputs its next letter. It is done till a capital letter (code<97) is input.

- 1. Write program, which reads a letter. It outputs  $\alpha$  if ascii code of the letter is between 65 and 90. Otherwise it outputs  $\beta$ . Input 5 output  $\beta$ .  $C \rightarrow \alpha$ .  $c \rightarrow \beta$ .  $2 \rightarrow \beta$
- 2. Program reads a letter. It outputs  $\alpha$  if ascii code of the letter is more than or equal to 97.  $\beta$  when between 65 and 96.  $\gamma$  when less then 65.  $F \rightarrow \beta$ .  $c \rightarrow \alpha$ .  $5 \rightarrow \gamma$
- 3. Read a letter. output  $\alpha$  when ascii code of the letter is between 65 and 90 or between 97 and 122. Otherwise  $\beta$ . Input 5, [ or { output  $\beta$  . Input c or C output  $\alpha$  . [Hint: [=91 {=123}].
- 4. Read two digits compute sum. Input 57 output 12.  $24 \rightarrow 6$ . (A) difference  $57 \rightarrow 2$ .  $83 \rightarrow 5$ .
- 5. Program to subtract the second digit from the first digit.  $45 \rightarrow -1.93 \rightarrow 6$ .
- 6. Program reads a digit and a letter. If letter is 'A' then double of the digit is outputted. If letter is 'B' then digit is incremented. Assume output is less than 10.  $3A \rightarrow 6$ .  $4B \rightarrow 5$ .
- 7. Read a letter(x) and a hex digit (y). Output is  $y^{th}$  letter after x. m5  $\rightarrow$ r. gC $\rightarrow$ s.
- 8. Read two letters. output first-second. Assume first is bigger and difference is less than 16. ke  $\rightarrow$  6. uh  $\rightarrow$  D.
- 9. Reduce the size of the example program(A) by removing Jmp L2(inefficient.) (B) Reduce size by using add.
- 10. Read two letters and print the letter with bigger ascii code. e.g. input HA output H. Input AH output H.
- 11. Read a letter. Output 'A' when sign(ascii+30)>100. 'B' otherwise.  $2 \rightarrow B \text{ c} \rightarrow B \text{ G} \rightarrow A \text{ No JG,JL}(use JA,JB)$
- 12. Read a letter. Output 'A' when unsign(ascii+30)>100. 'B' otherwise. D $\rightarrow$ B c $\rightarrow$ A No JA,JB (use JG,JL)
- 13. Program to print (a) FEDCBA (b) AAAAAA (c) ABDGKP
- 14. Program reads a letter. It outputs A if ascii code of the letter is even. Otherwise B.  $5 \rightarrow B$ .  $D \rightarrow A$ .
- 15. Reads two letters. It outputs A if ascii code of both letters is even. B when any is odd.  $5D \rightarrow B$ . Pd $\rightarrow A$ .
- 16. Read a letter. Print A if ascii is between 40-49, 60-69, 80-89, 100-109, 120-129. B is printed otherwise. e.g for input C, U, i output A. For G, I, a, 5 output is B. [Caution: Input B output A, input 'a' output B]
- 17. Prints A if ascii is an even number between 40-49, 60-69, 80-89, 100-109, 120-129 or an odd number between 30-39, 50-59, 70-79, 90-99, 110-119. B is printed otherwise. Dc%05 output A. E1b6 output B.

18. Program to print 'C'. Use Int 21h once as first line of the program.