



Green University of Bangladesh
Department of Computer Science and Engineering
(CSE)

Faculty of Sciences and Engineering
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Lab Report NO: 02

Course Title: Microprocessors, Microcontrollers, and Embedded System

Course Code: CSE 304

Section: 232-D1

Lab Experiment Name: Implementation of conditional statement using assembly language

Student Details

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<u>Lab Report Status</u>	
Marks:	Signature:
Comments:	Date:

1. INTRODUCTION

This lab emphasizes applying conditional branching in assembly language to explore how a microprocessor makes decisions using flag registers. In contrast to high-level languages that rely on straightforward if-else statements, assembly programming demands explicit manipulation of status flags and jump instructions (like JE, JNE, JG, etc.) to guide the program's flow. Through these hands-on exercises, students gain a clear understanding of logical comparisons, decision-making, and control transfer at the hardware-instruction level.

2. OBJECTIVES

- To learn the principles of conditional branching and the functioning of flag registers in assembly programming.
- To apply conditional and unconditional jump instructions for creating decision-making structures such as if, if-else, and switch/case.
- To develop optimized and efficient 16-bit assembly programs that demonstrate effective use of branching and control flow.

3. PROCEDURE

Problem-1: Find the Largest Number Between Two Inputs

1. The program begins by displaying a message prompting the user to enter the first number (0–9).
2. It reads the character input, converts it from ASCII to numeric form by subtracting 30H, and stores the result in register BL.
3. Next, it asks for the second number, performs the same conversion, and stores the value in register BH.
4. The two values, BL and BH, are compared using the CMP instruction.
 - a. If the values are equal, the program displays “Both numbers are equal.”
 - b. If the first number is greater, it displays “The largest number is:” followed by the first number.
 - c. Otherwise, it shows the second number as the largest.
5. The program outputs text and numbers using DOS interrupts:
 - a. INT 21H with AH = 9 for string output,
 - b. INT 21H with AH = 2 for single character display.
6. Finally, the program terminates gracefully with INT 21H using AH = 4CH.

Problem-2: Check Whether a Number Is Divisible by 5

Input Phase:

1. The program prompts the user to enter a single-digit number (0–9).
2. The input is read using INT 21H with AH = 1, which captures a single ASCII character.
3. The ASCII value is converted to its numeric equivalent by subtracting 30H and then stored in register AL.

Computation Phase:

1. The constant 5 is loaded into register BL.
2. The program divides AL by BL using the DIV BL instruction.
3. The quotient is stored in AL, while the remainder automatically goes into AH.
4. If AH = 0, it means the number is perfectly divisible by 5; otherwise, it is not.

Decision & Output Phase:

1. The CMP instruction is used to compare AH with 0.
2. If they are equal, the program displays “Divisible by 5.”
3. If not equal, it displays “Not divisible by 5.”
4. The message is printed to the screen using INT 21H with AH = 9, where DX holds the address of the string.

4. IMPLEMENTATION

Source Code: Find the Largest Number Between Two Inputs

```
.MODEL SMALL
```

```
.STACK 100H
```

```
.DATA
```

```
STR1 DB 'Enter first number (0-9): $'  
STR2 DB 0DH,0AH, 'Enter second number (0-9): $'  
STR3 DB 0DH,0AH, 'The largest number is: $'  
STR4 DB 0DH,0AH, 'Both numbers are equal: $'  
NL   DB 0DH,0AH,'$'
```

```
.CODE
```

```
MAIN PROC
```

```
MOV AX, @DATA
MOV DS, AX
MOV DX, OFFSET STR1
MOV AH, 9
INT 21H
```

```
READ_FIRST:
MOV AH, 1
INT 21H
CMP AL, '0'
JB READ_FIRST
CMP AL, '9'
JA READ_FIRST
SUB AL, '0'
MOV BL, AL
```

```
MOV DX, OFFSET NL
MOV AH, 9
INT 21H
```

```
MOV DX, OFFSET STR2
MOV AH, 9
INT 21H
```

```
READ_SECOND:
MOV AH, 1
INT 21H
CMP AL, '0'
JB READ_SECOND
CMP AL, '9'
JA READ_SECOND
SUB AL, '0'
MOV BH, AL
```

```
MOV DX, OFFSET NL
MOV AH, 9
INT 21H
```

```
CMP BL, BH
JE EQUAL_CASE
JG FIRST_IS_LARGER
```

```
MOV DX, OFFSET STR3
MOV AH, 9
INT 21H
```

```
MOV DL, BH
ADD DL, '0'
MOV AH, 2
INT 21H
JMP DONE
```

FIRST_IS_LARGER:

```
MOV DX, OFFSET STR3
MOV AH, 9
INT 21H
```

```
MOV DL, BL
ADD DL, '0'
MOV AH, 2
INT 21H
JMP DONE
```

EQUAL_CASE:

```
MOV DX, OFFSET STR4
MOV AH, 9
INT 21H
```

```
MOV DL, BL
ADD DL, '0'
MOV AH, 2
INT 21H
```

DONE:

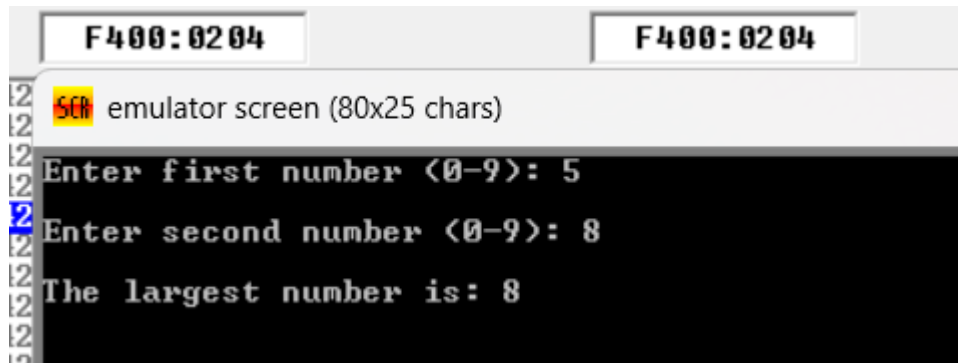
```
; final newline
```

```
MOV DX, OFFSET NL
MOV AH, 9
INT 21H
MOV AH, 4CH
INT 21H
```

MAIN ENDP

END MAIN

Output:



Source Code: Check Whether a Number Is Divisible by 5

```
.MODEL SMALL
```

```
.STACK 100H
```

```
.DATA
```

```
STR1 DB 'Enter a number (0-9): $'
```

```
STR2 DB 0DH,0AH,'The number is divisible by 5.$'
```

```
STR3 DB 0DH,0AH,'The number is NOT divisible by 5.$'
```

```
.CODE
```

```
MAIN PROC
```

```
MOV AX, @DATA
```

```
MOV DS, AX
```

```
MOV DX, OFFSET STR1
```

```
MOV AH, 9
```

```
INT 21H
```

```
MOV AH, 1
```

```
INT 21H
```

```
SUB AL, 30H
```

```
MOV AH, 0
```

```
MOV BL, 5
```

```
DIV BL
```

```
CMP AH, 0
```

```
JE DIVISIBLE
```

```
JNE NOT_DIVISIBLE
```

```
DIVISIBLE:
```

```
MOV DX, OFFSET STR2
```

```
MOV AH, 9
```

```
INT 21H
```

```
JMP EXIT
```

```
NOT_DIVISIBLE:
```

```
MOV DX, OFFSET STR3
```

```
MOV AH, 9
```

INT 21H

EXIT:

MOV AH, 4CH

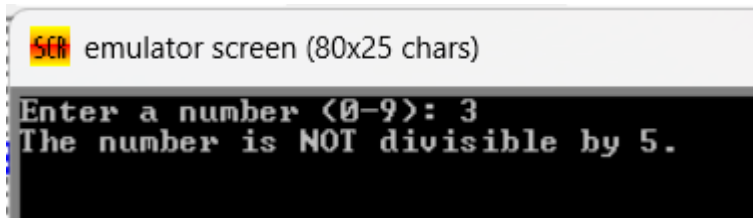
INT 21H

MAIN ENDP

END MAIN

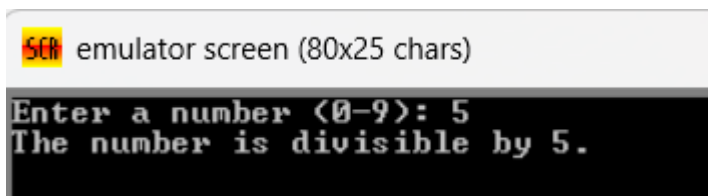
Output:

1.



```
emulator screen (80x25 chars)
Enter a number <0-9>: 3
The number is NOT divisible by 5.
```

2.



```
emulator screen (80x25 chars)
Enter a number <0-9>: 5
The number is divisible by 5.
```

DISCUSSION

This lab covers two fundamental conditional tasks in assembly language: determining the greater of two numbers and verifying divisibility by 5. In both programs, decision-making relies on the status flags and conditional jump instructions of the processor. In the first task, the two inputs are compared using the CMP instruction, followed by conditional jumps such as JAE or JB to identify and display the larger number. In the second task, the DIV instruction divides the input by 5, and the remainder in the AH register is examined—if it is zero, the number is divisible by 5.

Through these exercises, students developed a clearer understanding of low-level decision processes in microprocessors. Manually implementing comparisons and branching helped illustrate how high-level if-else logic is realized through flag-based control. Overall, the lab improved proficiency in assembly coding, arithmetic operations, and logical flow management within the CPU environment.

