

5. Design and develop an assembly language program to read the current *Time and Date* from the system and display it in the standard format on the screen.

```
.model small
```

```
initds macro
    mov ax,@data      ; initializing the data segment
    mov ds,ax         ; it is ds, not dx
endm

printf macro msg
    lea dx,msg        ; load the effective address to dx
    mov ah,9          ; function number is 9
    int 21h           ; using dos interrupt 21h
endm

putchar macro char
    mov dl,char       ; load the printable character's hex value in dl
    mov ah,2          ; function number is 9
    int 21h           ; using dos interrupt 21h
endm

accesstime macro
    mov ah,2ch         ; time interrupt  ch=hours; cl=minutes
    int 21h           ; dh=seconds; dl=milliseconds
endm

accessdate macro      ; date interrupt  dl=day; dh=month; cx=year
    mov ah,2ah
    int 21h
endm

display macro value
    mov al,value       ; copy the passed value to AL bcoz next
                        ; instruction (aam) works only on AL
    aam               ; split al into ah & al
    add ax,3030h       ; convert ah & al to ascii
    mov bx,ax          ; copy ax to bx to be safe
    putchar bh         ; print first digit
    putchar bl         ; print second digit
endm

exit macro
    mov ah,4ch         ; to terminate
    int 21h
endm
```

```
time macro
    printf timemsg      ; print "current time is"
    accesstime          ; call accesstime macro
    display ch          ; display hours
    putchar ':'         ; print ':'
    display cl          ; display minutes
endm
```

```
date macro
    printf datemsg      ; print "current date is"
    accesstime          ; call accesstime macro
    display d1          ; display day
    putchar ':'         ; print ':'
    display dh          ; display month
endm
```

[illegible]

.data

```
timemsg db 10,13,"current time is $"
datemsg db 10,13,"current date is $"
```

.code

```
initds      ; initialize data segment
time        ; time task
date        ; date task
exit        ; bye bye!
```

end