**Jadavpur University**

**System Programming Lab**

**Assignment 1**

1. Write and test a MASM program to Display your name and program title on the output screen.
2. Write and test a MASM program to convert a letter from uppercase to lowercase.
3. Write and test a MASM program to add two Hexadecimal Numbers.
4. Write and test a MASM program to find the second max and second min from an array.
5. Write and test a MASM program to display a terminating message.
6. Write and test a MASM program to Take a character from keyboard and print it.
7. Write and test a MASM program to validate second numbers is less than the first.
8. Write and test a MASM program to find maximum and minimum from an array.
9. Write and test a MASM program to loop until the user decides to quit
10. Write and test a MASM program to print all the characters from A-Z.

**Jadavpur University**

**System Programming Lab**

**Assignment 2**

1. Write and test a MASM program to add two 16 bit numbers.
2. Write and test a MASM program to Convert Binary digit to Decimal.
3. Write and test a MASM program to perform substraction of two 16 bit numbers.
4. Write and test a MASM program to multiply two 8 bit numbers.
5. Write and test a MASM program to Convert Binary digit to Hex digit.
6. Write and test a MASM program to divide a 16 bit number by a 8 bit number.
7. Write and test a MASM program to Print Fibonacci series.
8. Write and test a MASM program for sub string deletion.
9. Write and test a MASM program to create and delete a file.
10. Write and test a MASM program to Implement Linear search.

**Jadavpur University**

**System Programming Lab**

**Assignment 3**

1. Write and test a MASM program to Implement Binary search. Show the steps. Each step will be succeeded by “***Enter***” key.
2. Write and test a MASM program to Implement Selection Sort. Show the steps. Each step will be succeeded by “***Enter***” key. The Program will terminate when the “***Esc***” key is pressed.
3. Write and test a MASM program to wait for left mouse clicks and display a text string at the exact clicked spot in the client area.