

Add two 16-bit numbers using different addressing mode and show result with status flags.

```
mov ax, 1234h ; immediate  
mov bx, 1111h ; immediate  
add ax, bx ; register addressing
```

Subtract two 16-bit numbers using different addressing mode and show result with status flags.

```
mov ax,500h;  
mov bx,123h;  
sub ax,bx;
```

Multiply two numbers and show result with status flags.

```
mov ax,200h  
mov bx,20h  
mul bx  
hlt
```

Perform division of two numbers and show result with status flags.

```
mov ax,200h;  
mov bx,21h;  
div bx  
hlt;
```

Add all numbers from 1 to 10 and display result with status flags.

```
mov ax,0;  
mov bx,1;  
mov cx,10;  
start:  
    add ax,bx;  
    add bx,1;  
loop start  
hlt;
```

Add all odd numbers from 1 to 10 and display result with status flags.

```
mov ax,1;  
mov bx,0;  
mov dx,0;  
mov cx,5;  
start:  
    add dx,ax;  
    add ax,bx;  
    add bx,2;  
loop start;  
hlt;
```

Add all even numbers from 1 to 10 and display result with status flags.

```
mov ax,2;  
mov bx,0;  
mov dx,0;  
mov cx,5;  
start:  
    add dx,ax;  
    add ax,bx;  
    add bx,2;  
loop start;  
hlt;
```

Perform AND / OR / NOT / XOR operation of two numbers and display result with status flags.

```
mov ax,10h;  
mov bx,20h;  
mov dx,ax  
and dx,bx ; and in ax*bx  
-----  
mov dx,ax;  
or dx,bx ;  
-----  
mov dx,ax;  
not dx ; not ax  
-----  
mov dx,ax;  
xor dx,bx; xor in ax^bx
```

Perform different shift operation and show the result with status flags.

```
mov ax, 7fa4h;  
mov dx,ax  
mov cl,02h;  
shl dx,cl; logical left shift  
-----  
mov dx,ax;  
sal dx,cl; arithmetic shift  
-----  
mov dx,ax;  
shr dx,cl; logical right shift  
sar dx,cl; arithmetic right shift  
hlt;
```

Take input from an input port and send the data to an output port.

```
; input  
mov ah,01h ; read 1key  
int 21h ; for dos  
; input will be saved in AL (in hex)  
; to show it in decimal ;  
  
; output  
mov dl,al;  
mov ah,02h ;print 1key  
int 21h
```