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Q.1: Write program to find even or odd number and store in memory

```
.model small

.stack 100h

.data

    number db 5      ; Change this value to test

    even_msg db 'EVEN$'

    odd_msg db 'ODD$'

.code

main:

    mov ax, @data

    mov ds, ax

    mov al, number    ; Load the number

    and al, 1         ; Check least significant bit

    cmp al, 0

    je show_even      ; If 0, it's even

    jne show_odd       ; Else, it's odd

show_even:

    lea dx, even_msg

    mov ah, 09h

    int 21h

    jmp exit

show_odd:

    lea dx, odd_msg

    mov ah, 09h

    int 21h

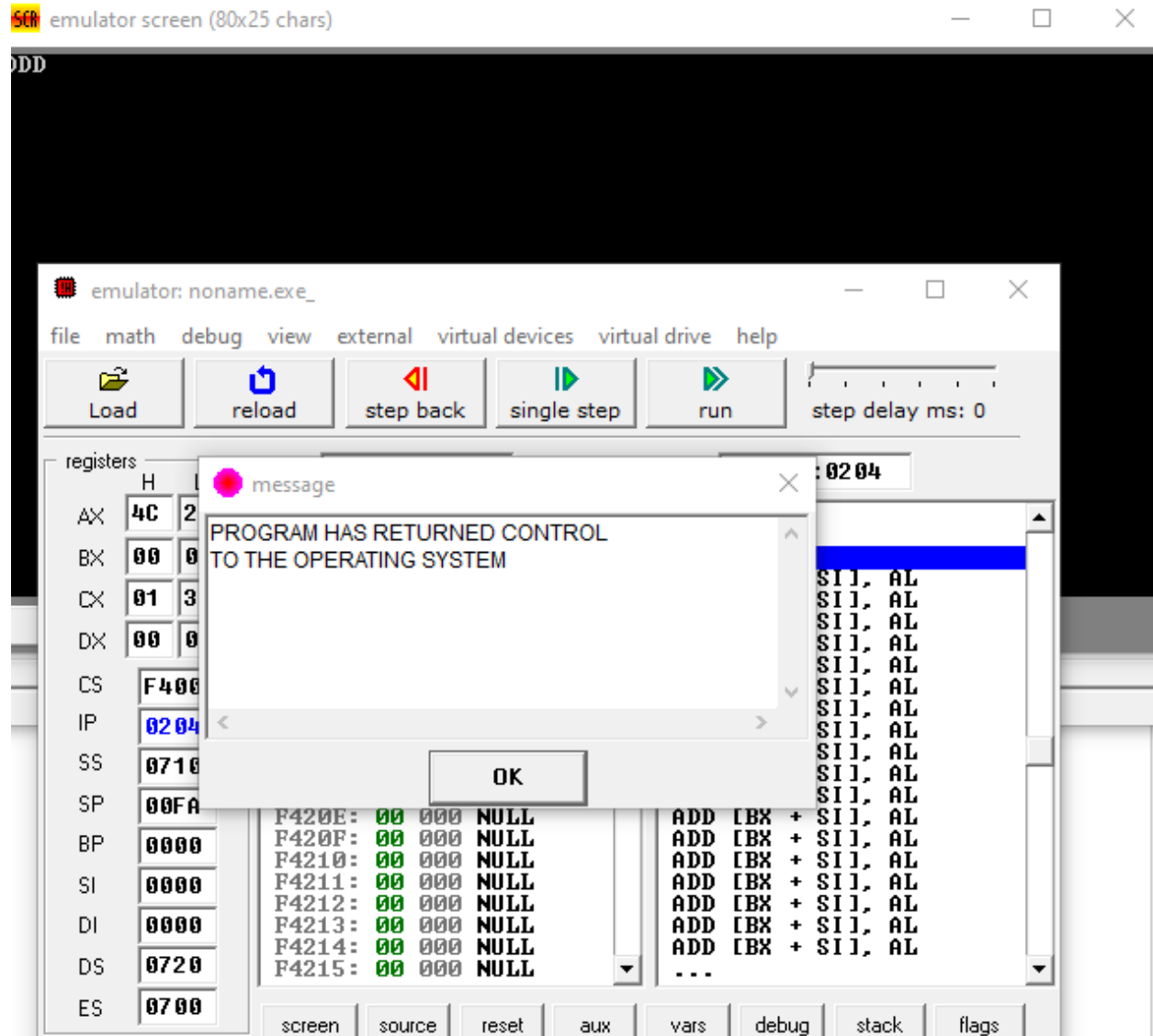
exit:
```

```

mov ah, 4ch
int 21h
end main

```

Screen shot



Q.2: Program to create first 5 numbers of Fibonacci series.

```

.model small
.stack 100h
.data

```

```
fib db 5 dup(?) ; Array to hold 5 Fibonacci numbers
```

```
newline db 13, 10, '$'
```

```
.code
```

```
main:
```

```
mov ax, @data
```

```
mov ds, ax
```

```
; Initialize first two Fibonacci numbers
```

```
mov al, 0
```

```
mov [fib], al
```

```
mov al, 1
```

```
mov [fib+1], al
```

```
; Calculate remaining 3 Fibonacci numbers
```

```
mov cx, 3
```

```
mov si, offset fib
```

```
add si, 1 ; SI at fib[1]
```

```
fibo_loop:
```

```
mov al, [si] ; fib[n-1]
```

```
mov bl, [si-1] ; fib[n-2]
```

```
add al, bl
```

```
mov [si+1], al ; fib[n] = fib[n-1] + fib[n-2]
```

```
inc si
```

```
loop fibo_loop
```

```
; Print the Fibonacci numbers
```

```
lea si, fib
```

```
mov cx, 5
```

```
print_loop:
```

```
mov al, [si]
```

```
add al, 30h    ; Convert to ASCII
```

```
mov dl, al
```

```
mov ah, 02h
```

```
int 21h
```

```
inc si
```

```
loop print_loop
```

```
; Newline
```

```
lea dx, newline
```

```
mov ah, 09h
```

```
int 21h
```

```
; Exit program
```

```
mov ah, 4ch
```

```
int 21h
```

```
end main
```

Screen shot

— □ ×

01123

— □ ×

```
file  math  debug  view  external  virtual devices  virtual drive  help
```

A toolbar with six buttons: 'Load' (folder icon), 'reload' (refresh icon), 'step back' (double left arrow), 'single step' (single right arrow), 'run' (double right arrow), and a 'step delay ms: 0' slider.

The screenshot shows the DOS DEBUG program interface. On the left, the 'registers' window displays the state of various registers: AX (4C 24), BX (00 01), CX (00 00), DX (00 05), CS (F400), IP (0204), SS (0710), SP (00FA), and BP (0000). The 'F400:0204' address is highlighted in the IP register. In the center, the command window shows 'F400:0204' entered. On the right, the memory window displays the instruction 'I RET' at address F400:0204. A message box in the foreground reads 'PROGRAM HAS RETURNED CONTROL TO THE OPERATING SYSTEM'.