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data segment

A dw 0-21

B dw 5

C dw 5

D dw 5

E dw 2 dup(?)

data ends

code segment

assume cs: code, ds: data

main proc far

start:

push ds

sub ax, ax

push ax

mov ax, data

mov ds, ax

mov ax, B

imul C

add ax, 5

adc dx, 0

mov bx, ax

mov cx, dx

mov ax, A

cwd

sub ax, bx

sbb dx, cx

idiv D

mov E, ax

mov E+2, dx

ret

main endp

code ends

end start

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data segment

inputbuf label byte

maxlen db 3

actlen db ?

scoreinput db 3 dup(?)

```

    numbuf db ?
    scoretab db 100 dup(?)
    tabnum db 0
    strinput db 'Enter scores: ', 13, 10, '$'
    strsort db 'After sort: ', 13, 10, '$'
    strnum db 'Number of scores: $'

```

data ends

code segment

```

    assume cs: code, ds: data

```

main proc far

start:

```

    push ds
    sub ax, ax
    push ax

    mov ax, data
    mov ds, ax

    ; get score
    lea dx, strinput
    mov ah, 09h
    int 21h
    call getscore

    ; sort score
    call sortscore

    ; show score
    lea dx, strsort
    mov ah, 09h
    int 21h
    call showscore

```

```

    ret

```

main endp

getscore proc near

```

    mov si, 0
    mov cx, 100                ; max #input = 100

```

input:

```

    lea dx, inputbuf
    mov ah, 0ah
    int 21h                    ; get string

```

```

    cmp actlen, 0
    jz gexit
    call str2bin          ; convert string to binary, store in numbuf
    call crlf

```

```

    mov al, numbuf
    mov scoretab[si], al
    inc si
    inc tabnum
    loop input

```

gexit:

```

    ret
getscore endp

```

str2bin proc near

```

    push ax
    push bx

```

```

    mov al, scoreinput
    cbw
    sub ax, '0'
    mov bx, 10
    mul bx
    add al, scoreinput+1
    sub al, '0'
    mov numbuf, al

```

```

    pop bx
    pop ax
    ret

```

str2bin endp

```

; for (i = 0; i < n - 1; ++i)
; {

```

```

; {

```

```

    ; for (j = i + 1; j < n; ++j)
    ; {

```

```

    ; {

```

```

        ; if (a[i] < a[j])
        ; {

```

```

        ; {

```

```

            ; t = a[i];

```

```

            ; a[i] = a[j];

```

```

            ; a[j] = t;

```

```

        ; }
    ; }
; }

```

```

        ;}
; }

sortscore proc near
    push si
    push di
    push cx
    push ax
    push bx

    mov si, 0
    mov ch, tabnum
    sub ch, 1
sort1:
    mov di, si
    add di, 1
    mov cl, tabnum
sort2:
    mov al, scoretab[si]
    cmp al, scoretab[di]
    jnl next
    mov bl, scoretab[di]
    mov scoretab[si], bl ; swap
    mov scoretab[di], al
next:
    inc di
    mov bx, di
    cmp bl, cl
    jl sort2
    inc si
    mov bx, si
    cmp bl, ch
    jl sort1

    pop bx
    pop ax
    pop cx
    pop di
    pop si
    ret
sortscore endp

showscore proc near
    push cx

```

```
push si
push bx
```

```
mov cl, tabnum
mov ch, 0
mov si, 0
```

showtab:

```
mov bl, scoretab[si]
mov bh, 0
call bin2dec
inc si
loop showtab
```

```
lea dx, strnum
mov ah, 09h
int 21h
mov bl, tabnum
mov bh, 0
call bin2hex
```

```
pop bx
pop si
pop cx
ret
```

showscore endp

bin2dec proc near

```
push cx
```

```
mov cx, 10d
call decdiv
mov cx, 1d
call decdiv
call crlf
```

```
pop cx
ret
```

bin2dec endp

decdiv proc near

```
push ax
push dx
```

```
mov ax, bx
```

```
    mov dx, 0
    div cx
    mov bx, dx
    mov dl, al
    add dl, '0'
    mov ah, 02h
    int 21h
```

```
    pop dx
    pop ax
    ret
```

decdiv endp

crlf proc near

```
    push ax
    push dx
```

```
    mov dl, 13
    mov ah, 02h
    int 21h
    mov dl, 10
    mov ah, 02h
    int 21h
```

```
    pop dx
    pop ax
    ret
```

crlf endp

bin2hex proc near

```
    push cx
    push dx
    push ax
```

```
    mov ch, 4
```

rotate:

```
    mov cl, 4
    rol bx, cl
    mov dl, bl
    and dl, 0fh
    add dl, '0'
    cmp dl, '9'
    jng printit
    add dl, 'A'-'9'-1
```

printit:

```
    mov ah, 02h
    int 21h
    dec ch
    jnz rotate
    call crlf
```

```
    pop ax
    pop dx
    pop cx
    ret
```

bin2hex endp

code ends

end start

5、

data segment

```
    count db 1
    num db 0
    str0 db '1', 13, 10, '$'
    str1 db '2', 13, 10, '$'
    str2 db '3', 13, 10, '$'
    str3 db 'Go!', 13, 10, '$'
```

data ends

code segment

assume cs: code, ds: data

main proc far

start:

```
    push ds
    sub ax, ax
    push ax
```

```
    mov ax, data
    mov ds, ax
```

```
    mov al, 1ch
    mov ah, 35h
    int 21h
    push es
    push bx
```

```
    push ds
    mov ax, seg counter
```

```
mov ds, ax
mov dx, offset counter
mov al, 1ch
mov ah, 25h
int 21h
pop ds
```

```
in al, 21h
and al, 11111110b
out 21h, al
sti
```

```
mov si, 10000
delay: mov di, 10000
```

```
delay1: dec di
jnz delay1
dec si
jnz delay
```

```
cli
pop dx
pop ds
mov al, 1ch
mov ah, 25h
int 21h
```

```
ret
main endp
```

```
counter proc near
push ds
push ax
push dx
sti

mov ax, data
mov ds, ax

dec count
jnz exit
mov count, 18
cmp num, 4
```



```

        jnz next1
        mov num, 0
        jmp next4
next1:
        cmp num, 3
        jnz next2
        lea dx, str3
        jmp next
next2:
        cmp num, 2
        jnz next3
        lea dx, str2
        jmp next
next3:
        cmp num, 1
        jnz next4
        lea dx, str1
        jmp next
next4:
        lea dx, str0
next:
        mov ah, 09h
        int 21h
        inc num

exit:
        cli
        pop dx
        pop ax
        pop ds
        iret
counter endp
code ends
        end start

```