

Experiment No 5: Matrix Operations

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A. AIM:

Program for Matrix addition.

ALGORITHM:

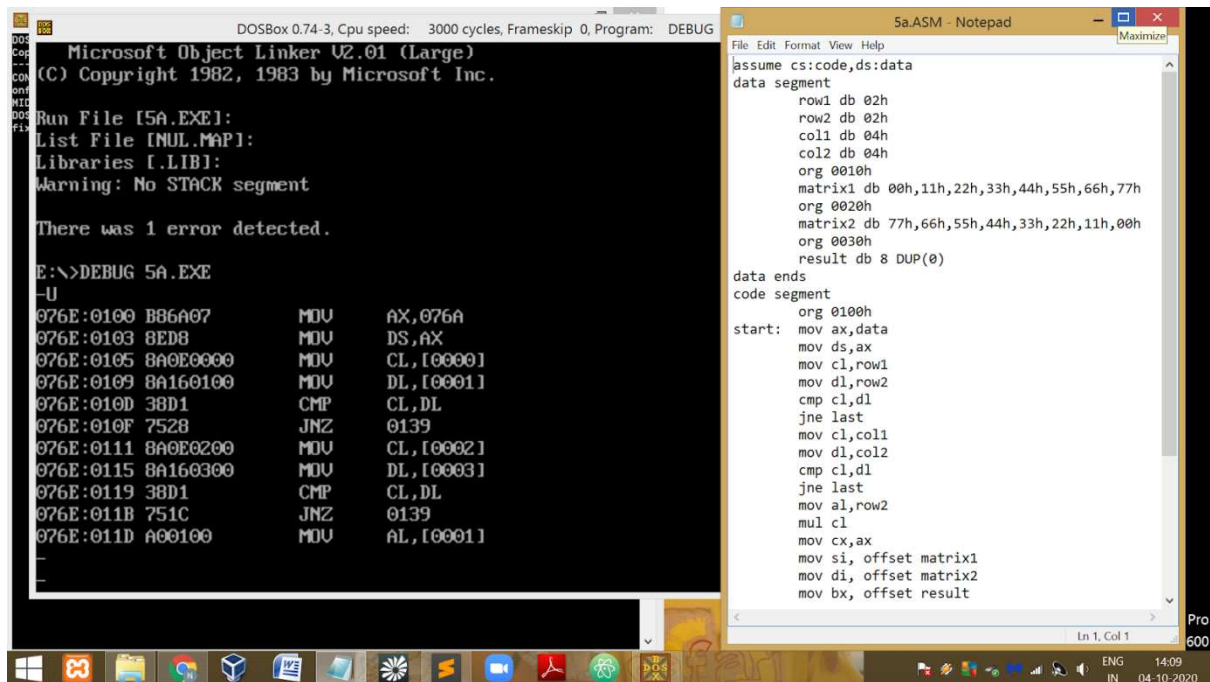
- Initialize the data segment.
- Move data segment address to ds
- Load row1 to cl, row2 to dl.
- Compare cl and dl and terminate if not equal.
- Load col1 to cl, col2 to dl.
- Compare cl and dl and terminate if not equal.
- Move row2 to al.
- Multiply al with cl and move ax to cx.
- Move offset of matrix1 to si, matrix2 to di, result to bx
- Loop here:
 - Move contents pointed by si to al and add al and contents pointed by di.
 - Move al to result matrix
 - Increment si,di,bl
- Terminate the program

PROGRAM:

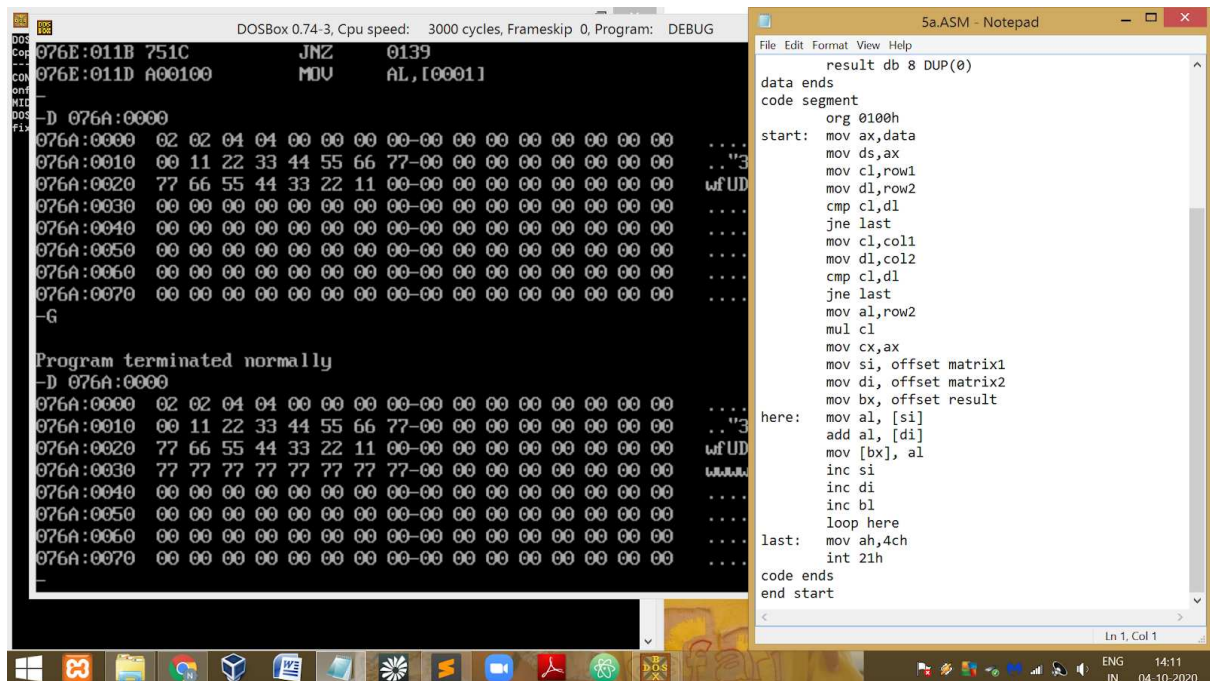
PROGRAM	COMMENTS
<pre>assume cs:code,ds:data data segment row1 db 02h row2 db 02h col1 db 04h col2 db 04h org 0010h matrix1 db 00h,11h,22h,33h,44h,55h,66h,77h org 0020h matrix2 db 77h,66h,55h,44h,33h,22h,11h,00h org 0030h result db 8 DUP(0) data ends code segment org 0100h start: mov ax,data</pre>	Load data segment to ds

<pre> mov ds,ax mov cl,row1 mov dl,row2 cmp cl,dl jne last mov cl,col1 mov dl,col2 cmp cl,dl jne last mov al,row2 mul cl mov cx,ax mov si, offset matrix1 mov di, offset matrix2 mov bx, offset result </pre>	<pre> Load row1 value to cl Load row2 value to dl Compare cl and dl Jump to last if not equal Load col1 value to cl Load col2 value to dl Compare cl and dl Jump to last if not equal Load row2 value to al Multiply al with cl Load value of ax to cx Load offset of matrix1 to si Load offset of matrix2 to di Load offset of result to bx </pre>
<pre> Here: mov al, [si] add al, [di] mov [bx], al inc si inc di inc bl loop here </pre>	<pre> cx register indicates the loop count Load contents pointed by si to al Add all with contents pointed by di Load al to result matrix Increment si Increment di Increment bl </pre>
<pre> last: mov ah,4ch int 21h </pre>	<pre> Terminate the program </pre>

UNASSEMBLED CODE:



SAMPLE INPUT/OUTPUT:



RESULT:

Thus matrix addition has been achieved.

B. AIM:

Program for matrix subtraction.

ALGORITHM:

- Initialize the data segment.
- Move data segment address to ds

- Load row1 to cl, row2 to dl.
- Compare cl and dl and terminate if not equal.
- Load col1 to cl, col2 to dl.
- Compare cl and dl and terminate if not equal.
- Move row2 to al.
- Multiply al with cl and move ax to cx.
- Move offset of matrix1 to si, matrix2 to di, result to bx
- Loop here:
 - Move contents pointed by si to al and subtract al and contents pointed by di from al.
 - Move al to result matrix
 - Increment si,di,bl
- Terminate the program

PROGRAM:

PROGRAM	COMMENTS
<pre> assume cs:code,ds:data data segment row1 db 02h row2 db 02h col1 db 04h col2 db 04h org 0010h matrix1 db 77h,66h,55h,44h,33h,99h,11h,77h org 0020h matrix2 db 00h,11h,22h,33h,22h,88h,00h,33h org 0030h result db 8 DUP(0) data ends code segment org 0100h start: mov ax,data mov ds,ax mov cl,row1 mov dl,row2 cmp cl,dl jne last mov cl,col1 mov dl,col2 cmp cl,dl jne last mov al,row2 mul cl mov cx,ax </pre>	<p>Load data segment to ds</p> <p>Load row1 value to cl</p> <p>Load row2 value to dl</p> <p>Compare cl and dl</p> <p>Jump to last if not equal</p> <p>Load col1 value to cl</p> <p>Load col2 value to dl</p> <p>Compare cl and dl</p> <p>Jump to last if not equal</p> <p>Load row2 value to al</p> <p>Multiply al with cl</p> <p>Load value of ax to cx</p>

<pre> mov si, offset matrix1 mov di, offset matrix2 mov bx, offset result </pre>	<p>Load offset of matrix1 to si Load offset of matrix2 to di Load offset of result to bx</p>
<p>Here:</p> <pre> mov al, [si] add al, [di] mov [bx], al inc si inc di inc bl loop here </pre>	<p>cx register indicates the loop count Load contents pointed by si to al Add all with contents pointed by di Load al to result matrix Increment si Increment di Increment bl</p>
<p>last:</p> <pre> mov ah,4ch int 21h </pre>	<p>Terminate the program</p>

UNASSEMBLED CODE:

The screenshot displays two windows from a DOSBox environment. The left window, titled 'Microsoft Object Linker V2.01 (Large)', shows the linker's output for a program named '5B.EXE'. It reports a warning about a missing stack segment and a detected error. The right window, titled '5b.ASM - Notepad', shows the assembly source code. The code defines two matrices, 'matrix1' and 'matrix2', and a 'result' array. It includes a loop structure that iterates through the matrices, performing calculations and updating the result array. The code is written in MASM syntax and includes comments for clarity.

```

Microsoft Object Linker V2.01 (Large)
(C) Copyright 1982, 1983 by Microsoft Inc.

Run File [5B.EXE]:
List File [NUL.MAP]:
Libraries [.LIB]:
Warning: No STACK segment

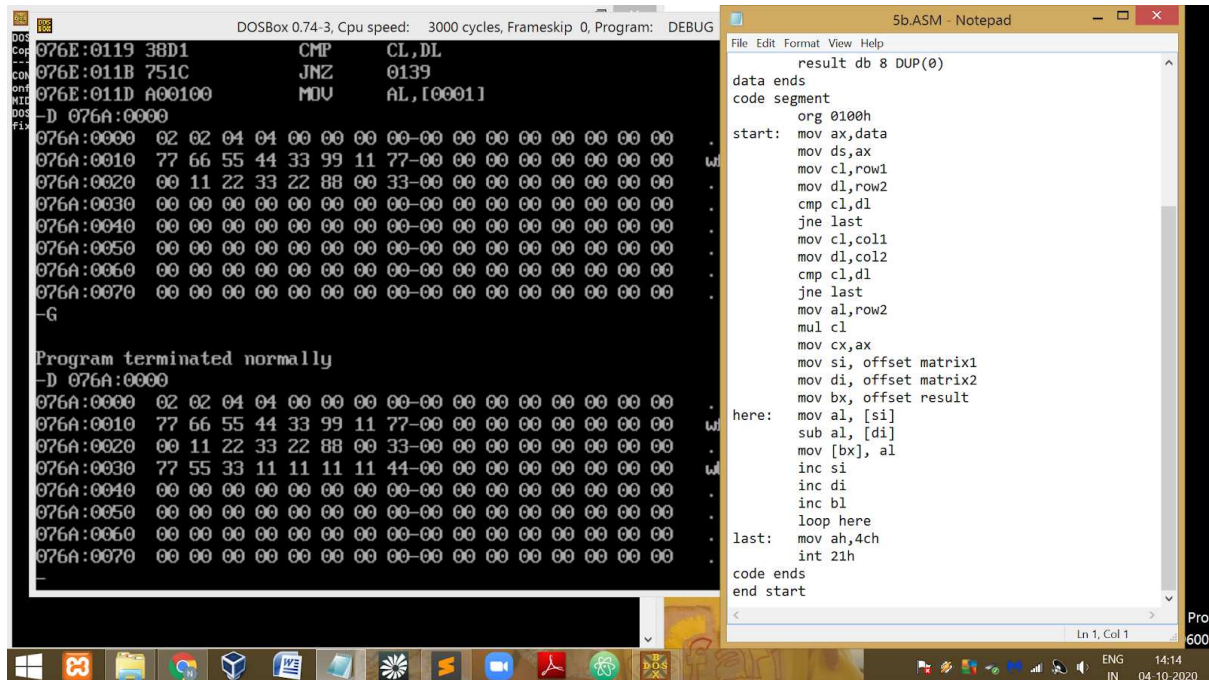
There was 1 error detected.

E:\>DEBUG 5B.EXE
-U
076E:0100 B86A07      MOV     AX,076A
076E:0103 8ED8        MOV     DS,AX
076E:0105 8A0E0000     MOV     CL,[0000]
076E:0109 8A160100     MOV     DL,[0001]
076E:010D 3BD1        CMP     CL,DL
076E:010F 7528        JNZ     0139
076E:0111 8A0E0200     MOV     CL,[0002]
076E:0115 8A160300     MOV     DL,[0003]
076E:0119 3BD1        CMP     CL,DL
076E:011B 751C        JNZ     0139
076E:011D A00100     MOV     AL,[0001]

5b.ASM - Notepad
File Edit Format View Help
assume cs:code,ds:data
data segment
    row1 db 02h
    row2 db 02h
    col1 db 04h
    col2 db 04h
    org 0010h
    matrix1 db 77h,66h,55h,44h,33h,99h,11h,77h
    org 0020h
    matrix2 db 00h,11h,22h,33h,22h,88h,00h,33h
    org 0030h
    result db 8 DUP(0)
data ends
code segment
    org 0100h
start: mov ax,data
        mov ds,ax
        mov cl,row1
        mov dl,row2
        cmp cl,dl
        jne last
        mov cl,col1
        mov dl,col2
        cmp cl,dl
        jne last
        mov al,row2
        mul cl
        mov cx,ax
        mov si, offset matrix1
        mov di, offset matrix2
        mov bx, offset result

```

SAMPLE INPUT/OUTPUT



The screenshot displays a DOSBox window on the left and a Notepad window on the right. The DOSBox window shows the execution of an assembly program, with memory addresses and hex values listed on the left, and assembly instructions on the right. The program terminates normally. The Notepad window shows the source assembly code, which includes data definitions and a loop for matrix subtraction.

```
076E:0119 38D1      CMP     CL,DL
076E:011B 751C      JNZ     0139
076E:011D A00100    MOV     AL,[0001]
-D 076A:0000
076A:0000 02 02 04 04 00 00 00 00-00 00 00 00 00 00 00 00
076A:0010 77 66 55 44 33 99 11 77-00 00 00 00 00 00 00 00
076A:0020 00 11 22 33 22 88 00 33-00 00 00 00 00 00 00 00
076A:0030 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00
076A:0040 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00
076A:0050 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00
076A:0060 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00
076A:0070 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00
-G
Program terminated normally
-D 076A:0000
076A:0000 02 02 04 04 00 00 00 00-00 00 00 00 00 00 00 00
076A:0010 77 66 55 44 33 99 11 77-00 00 00 00 00 00 00 00
076A:0020 00 11 22 33 22 88 00 33-00 00 00 00 00 00 00 00
076A:0030 77 55 33 11 11 11 11 44-00 00 00 00 00 00 00 00
076A:0040 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00
076A:0050 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00
076A:0060 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00
076A:0070 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00
```

```
File Edit Format View Help
result db 8 DUP(0)
data ends
code segment
org 0100h
start: mov ax,data
      mov ds,ax
      mov cl,row1
      mov dl,row2
      cmp cl,dl
      jne last
      mov cl,col1
      mov dl,col2
      cmp cl,dl
      jne last
      mov al,row2
      mul cl
      mov cx,ax
      mov si, offset matrix1
      mov di, offset matrix2
      mov bx, offset result
here:  mov al,[si]
      sub al,[di]
      mov [bx],al
      inc si
      inc di
      inc bx
      loop here
last:  mov ah,4ch
      int 21h
code ends
end start
```

RESULT:

Thus matrix subtraction has been achieved.

Experiment No 6: Sorting

A. AIM:

Program for sorting in ascending order.

ALGORITHM:

- Initialize the data segment.
- Move data segment address to ds
- Initialize ah with 00h.
- Move row value to al and col value to bl.
- Multiply al with bl.
- Decrement ax.
- Here :
 - Move ax value to cx
 - Load offset of matrix1 to si
- Here1 :
 - Move contents pointed by si to bl
 - Compare contents pointed by si+1 with bl
 - If bl is less than or equal to [si+1] jump to next

- Exchange values of bl and [si+1]
 - Move bl to matrix1
- next :
 - Increment si
 - Loop here1
 - Decrement ax
 - Jump to here if not equal to zero
 - Terminate the program

PROGRAM:

PROGRAM	COMMENTS
<pre> assume cs:code,ds:data data segment row db 02h col db 04h org 0010h matrix1 db 77h,33h,22h,11h,44h,55h,66h,00h data ends code segment org 0100h start: mov ax,data mov ds,ax mov ah,00h mov al,row mov bl,col mul bl dec ax </pre>	<p>Load data segment to ds</p> <p>Initialise ah with 00h Move row value to ah Move col value to bl Multiply al with bl Decrement ax</p>
<pre> Here: mov cx,ax mov si, offset matrix1 </pre>	<p>Move contents of ax to cx. Move offset of matrix1 to si.</p>
<pre> here1: mov bl, [si] cmp bl,[si+1] jle next xchg bl,[si+1] mov [si],bl </pre>	<p>Move contents pointed by si to bl Move contents pointed by si+1 to bl If bl is less than or equal to [si+1] jump to next Exchange values of bl and [si+1] Move bl to matrix1</p>

```

next:
inc si
loop here1
dec ax
jnz here
mov ah,4ch
int 21h

```

Increment si
 Start loop here1
 Decrement ax
 Jump to here if not equal to 0
 Terminate the program

UNASSEMBLED CODE:

The screenshot shows two windows side-by-side. The left window is DOSBox 0.74-3, displaying the execution of 6A.EXE. It shows a warning about no stack segment and a list of assembly instructions with their addresses and hex values. The right window is Notepad, showing the source assembly code for 6A.ASM. The code includes data definitions for a matrix and a loop structure that increments a pointer and decrements a counter until it reaches zero.

DOSBox Output:

```

(C) Copyright 1982, 1983 by Microsoft Inc.
Run File [6A.EXE]:
List File [INUL.MAP]:
Libraries [.LIB]:
Warning: No STACK segment

There was 1 error detected.

E:\>DEBUG 6A.EXE
-U
076C:0100 B86A07      MOV     AX,076A
076C:0103 8ED8        MOV     DS,AX
076C:0105 B400        MOV     AH,00
076C:0107 A00000      MOV     AL,[0000]
076C:010A 8A1E0100    MOV     BL,[0001]
076C:010E F6E3        MUL     BL
076C:0110 48          DEC     AX
076C:0111 8BC8        MOV     CX,AX
076C:0113 BE1000      MOV     SI,0010
076C:0116 8A1C        MOV     BL,[SI]
076C:0118 3A5C01      CMP     BL,[SI+01]
076C:011B 7E05        JLE     0122
076C:011D 865C01      XCHG    BL,[SI+01]

```

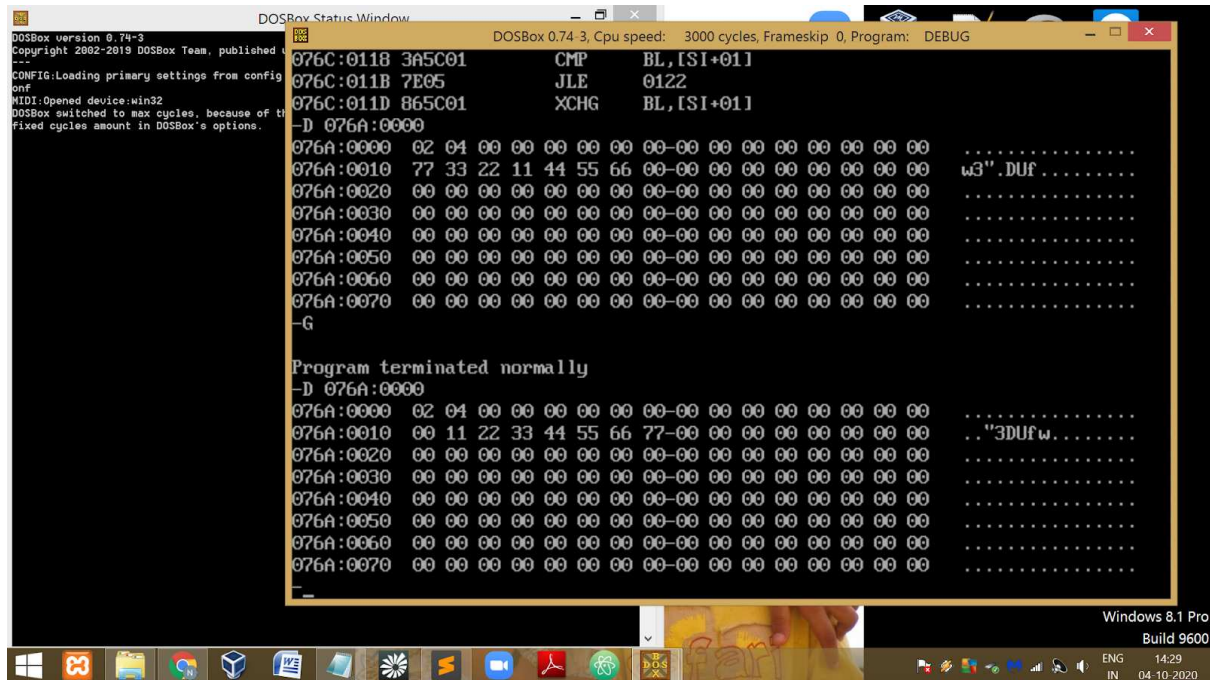
6A.ASM Source Code:

```

File Edit Format View Help
assume cs:code,ds:data
data segment
    row db 02h
    col db 04h
    org 0010h
    matrix1 db 77h,33h,22h,11h,44h,55h,66h,00h
data ends
code segment
    org 0100h
start: mov ax,data
        mov ds,ax
        mov ah,00h
        mov al,row
        mov bl,col
        mul bl
        dec ax
here:   mov cx,ax
        mov si, offset matrix1
here1:  mov bl,[si]
        cmp bl,[si+1]
        jle next
        xchg bl,[si+1]
        mov [si],bl
next:   inc si
        loop here1
        dec ax
        jnz here
        mov ah,4ch
        int 21h
code ends
end start

```


SAMPLE INPUT/OUTPUT:



```
DOSBox version 0.74-3
Copyright 2002-2019 DOSBox Team, published under GPL
CONFIG: Loading primary settings from config
MIDI: Opened device: win32
DOSBox switched to max cycles, because of the
fixed cycles amount in DOSBox's options.

DOSBox 0.74-3, Cpu speed: 3000 cycles, Frameskip 0, Program: DEBUG
076C:0118 3A5C01 CMP BL,[SI+01]
076C:011B 7E05 JLE 0122
076C:011D 865C01 XCHG BL,[SI+01]
-D 076A:0000
076A:0000 02 04 00 00 00 00 00 00-00 00 00 00 00 00 00 00 .....
076A:0010 77 33 22 11 44 55 66 00-00 00 00 00 00 00 00 00 w3".Duf.....
076A:0020 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00 .....
076A:0030 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00 .....
076A:0040 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00 .....
076A:0050 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00 .....
076A:0060 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00 .....
076A:0070 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00 .....
-G
Program terminated normally
-D 076A:0000
076A:0000 02 04 00 00 00 00 00 00-00 00 00 00 00 00 00 00 .....
076A:0010 00 11 22 33 44 55 66 77-00 00 00 00 00 00 00 00 .."3Dufw.....
076A:0020 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00 .....
076A:0030 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00 .....
076A:0040 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00 .....
076A:0050 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00 .....
076A:0060 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00 .....
076A:0070 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00 .....
-
```

RESULT:

Thus sorting in ascending order is achieved.

B. AIM:

Program for sorting in descending order.

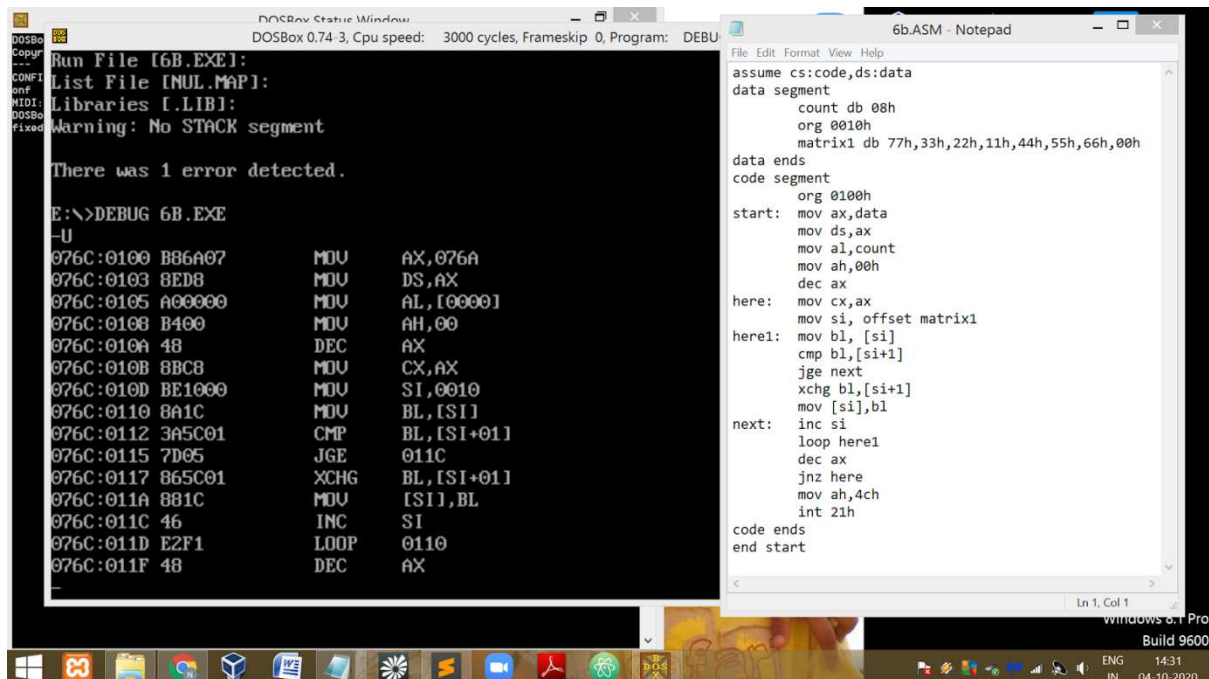
ALGORITHM:

- Initialize the data segment.
- Move data segment address to ds
- Load al with count value
- Initialize ah with 00h.
- Decrement ax.
- Here :
 - Move ax value to cx
 - Load offset of matrix1 to si
- Here1 :
 - Move contents pointed by si to bl
 - Compare contents pointed by si+1 with bl
 - If bl is greater than or equal to [si+1] jump to next
 - Exchange values of bl and [si+1]
 - Move bl to matrix1
- next :
 - Increment si
 - Loop here1
 - Decrement ax
 - Jump to here if not equal to zero
 - Terminate the program

PROGRAM:

PROGRAM	COMMENTS
<pre> assume cs:code,ds:data data segment count db 08h org 0010h matrix1 db 77h,33h,22h,11h,44h,55h,66h,00h data ends code segment org 0100h start: mov ax,data mov ds,ax mov al,count mov ah,00h dec ax </pre>	<p>Load data segment to ds</p> <p>Load al with count. Initialise ah with 00h Decrement ax</p>
<pre> Here: mov cx,ax mov si, offset matrix1 </pre>	<p>Move contents of ax to cx. Move offset of matrix1 to si.</p>
<pre> here1: mov bl, [si] cmp bl,[si+1] jge next xchg bl,[si+1] mov [si],bl </pre>	<p>Move contents pointed by si to bl Move contents pointed by si+1 to bl If bl is greater than or equal to [si+1] jump to next Exchange values of bl and [si+1] Move bl to matrix1</p>
<pre> next: inc si loop here1 dec ax jnz here mov ah,4ch int 21h </pre>	<p>Increment si Start loop here1 Decrement ax Jump to here if not equal to 0 Terminate the program</p>

UNASSEMBLED CODE:



The screenshot shows two windows. The left window is DOSBox, displaying the command prompt with the following text:

```
Run File [6B.EXE]:
List File [NUL.MAP]:
Libraries [.LIB]:
Warning: No STACK segment

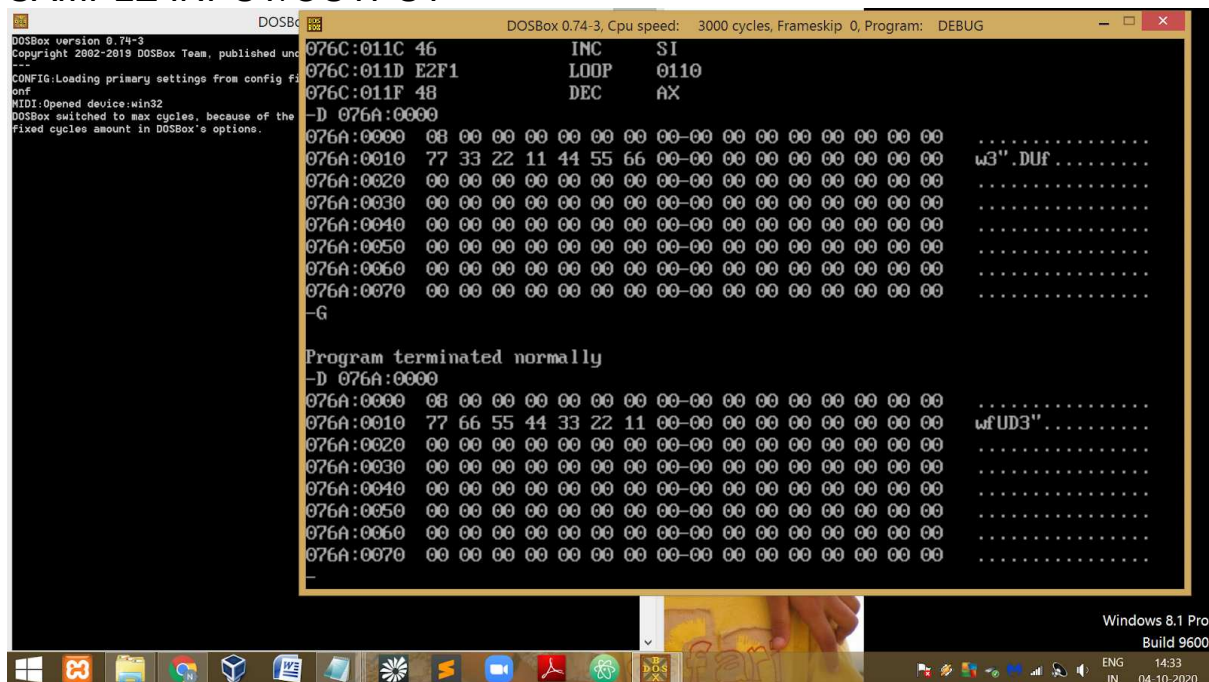
There was 1 error detected.

E:\>DEBUG 6B.EXE
-U
076C:0100 B86A07 MOV AX,076A
076C:0103 8ED8 MOV DS,AX
076C:0105 A00000 MOV AL,[0000]
076C:0108 B400 MOV AH,00
076C:010A 48 DEC AX
076C:010B 8BC8 MOV CX,AX
076C:010D BE1000 MOV SI,0010
076C:0110 8A1C MOV BL,[SI]
076C:0112 3A5C01 CMP BL,[SI+01]
076C:0115 7D05 JGE 011C
076C:0117 865C01 XCHG BL,[SI+01]
076C:011A 881C MOV [SI],BL
076C:011C 46 INC SI
076C:011D E2F1 LOOP 0110
076C:011F 48 DEC AX
```

The right window is Notepad, showing the assembly code for 6b.asm:

```
assume cs:code,ds:data
data segment
    count db 08h
    org 0010h
    matrix1 db 77h,33h,22h,11h,44h,55h,66h,00h
data ends
code segment
    org 0100h
start: mov ax,data
        mov ds,ax
        mov al,count
        mov ah,00h
        dec ax
here:   mov cx,ax
        mov si,offset matrix1
here1: mov bl,[si]
        cmp bl,[si+1]
        jge next
        xchg bl,[si+1]
        mov [si],bl
next:   inc si
        loop here1
        dec ax
        jnz here
        mov ah,4ch
        int 21h
code ends
end start
```

SAMPLE INPUT/OUTPUT



The screenshot shows the DOSBox window with the following output:

```
076C:011C 46 INC SI
076C:011D E2F1 LOOP 0110
076C:011F 48 DEC AX
-D 076A:0000
076A:0000 08 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00 .....
076A:0010 77 33 22 11 44 55 66 00-00 00 00 00 00 00 00 00 w3".DUF .....
076A:0020 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00 .....
076A:0030 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00 .....
076A:0040 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00 .....
076A:0050 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00 .....
076A:0060 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00 .....
076A:0070 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00 .....
-G
Program terminated normally
-D 076A:0000
076A:0000 08 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00 .....
076A:0010 77 66 55 44 33 22 11 00-00 00 00 00 00 00 00 00 wFUD3".....
076A:0020 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00 .....
076A:0030 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00 .....
076A:0040 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00 .....
076A:0050 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00 .....
076A:0060 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00 .....
076A:0070 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00 .....
```

RESULT:

Thus sorting in descending order is achieved.

Experiment No. 7: BCD Addition and Subtraction

A. AIM:

Program for performing addition of two 8-bit BCD numbers.

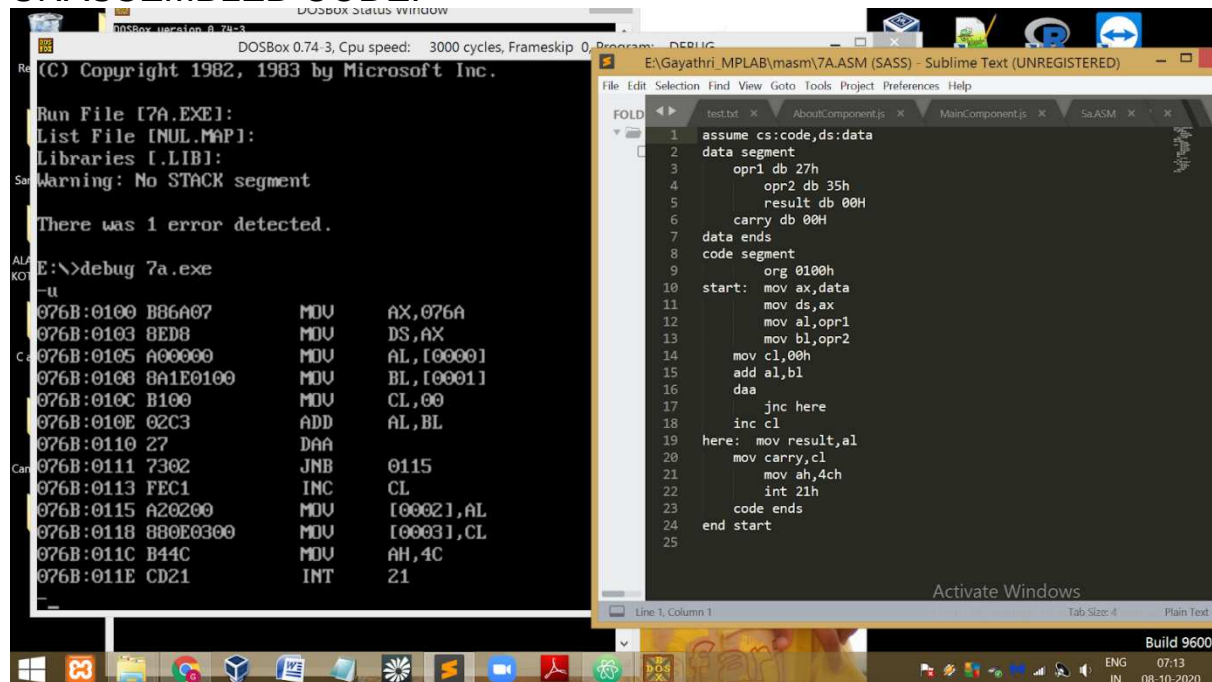
ALGORITHM:

- Initialize the data segment
- Move data segment address to ds
- Load opr1 to al and opr2 to bl
- Load 00h to cl register for carry
- Add al and bl
- Execute daa instruction to adjust the result of the addition of two packed BCD values to create a packed BCD result
- If there is no carry being generated, goto here segment else, increment cl by 1
- In here segment,
 - Load al to result
 - Load cl to carry
 - Terminate the program

PROGRAM:

PROGRAM	COMMENTS
<pre>assume cs:code,ds:data data segment opr1 db 27h opr2 db 35h result db 00H carry db 00H data ends code segment org 0100h start: mov ax,data mov ds,ax mov al,opr1 mov bl,opr2 mov cl,00h add al,bl daa jnc here inc cl</pre>	<p>Transferring address of data segment to ds</p> <p>Value of opr1 is loaded to al Value of opr2 is loaded to bl Initializing the value of cl with 00h al=al+bl Add numbers represented in 8-bit packed BCD code Jump to "here" segment if no carry is generated Increments cl by 1</p>
<pre>Here: mov result,al mov carry,cl mov ah,4ch int 21h</pre>	<p>Load register value of al to result Load cl value to carry Terminate the program</p>

UNASSEMBLED CODE:



The screenshot shows a DOSBox window on the left and a Sublime Text window on the right. The DOSBox window displays the execution of a program named 7a.exe, showing memory addresses, hex values, and assembly instructions. The Sublime Text window shows the source assembly code for 7a.asm, which performs a BCD addition of 27h and 35h.

```
Run File [7A.EXE]:
List File [NUL.MAP]:
Libraries [.LIB]:
Warning: No STACK segment

There was 1 error detected.

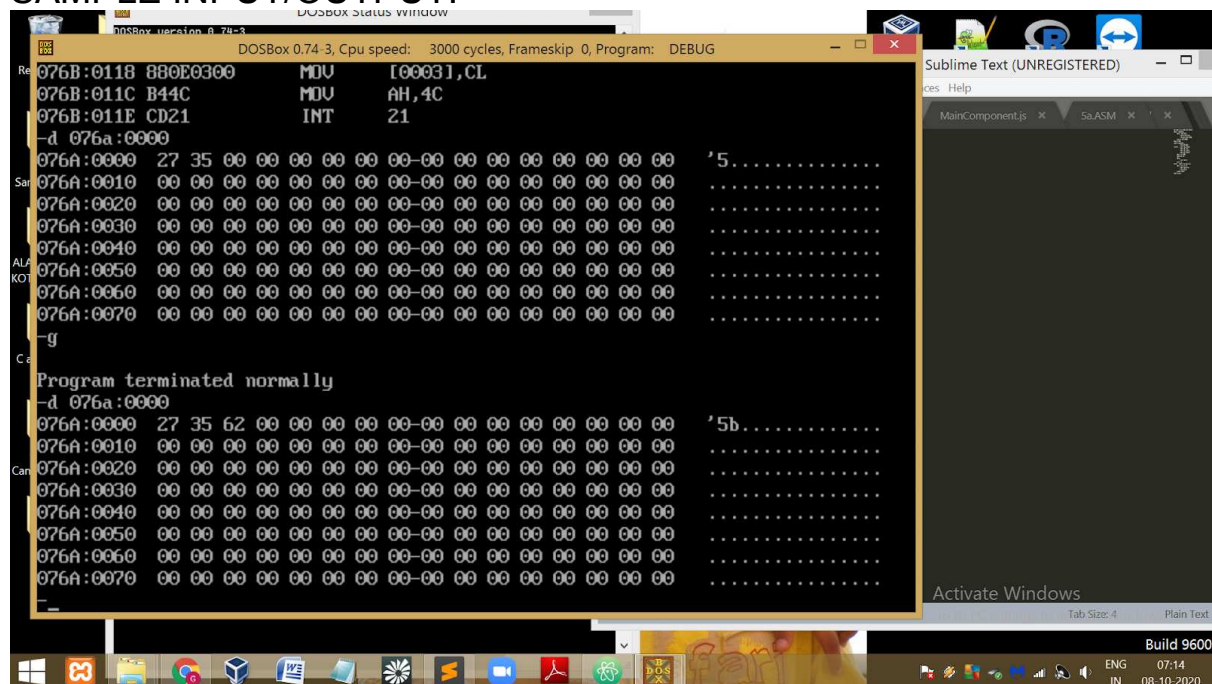
E:\>debug 7a.exe

-u
076B:0100 B86A07      MOV     AX,076A
076B:0103 8ED8        MOV     DS,AX
076B:0105 A00000      MOV     AL,[0000]
076B:0108 8A1E0100    MOV     BL,[0001]
076B:010C B100        MOV     CL,00
076B:010E 02C3      ADD     AL,BL
076B:0110 27        DAA
076B:0111 7302      JNB     0115
076B:0113 FEC1      INC     CL
076B:0115 A20200      MOV     [0002],AL
076B:0118 8B0E0300    MOV     [0003],CL
076B:011C B44C      MOV     AH,4C
076B:011E CD21      INT     21

Program terminated normally
```

```
1  assume cs:code,ds:data
2  data segment
3      opr1 db 27h
4      opr2 db 35h
5      result db 00H
6      carry db 00H
7  data ends
8  code segment
9      org 0100h
10 start: mov ax,data
11         mov ds,ax
12         mov al,opr1
13         mov bl,opr2
14         mov cl,00h
15         add al,bl
16         daa
17         jnc here
18         inc cl
19 here:   mov result,al
20         mov carry,cl
21         mov ah,4ch
22         int 21h
23     code ends
24 end start
```

SAMPLE INPUT/OUTPUT:



The screenshot shows the DOSBox window displaying a memory dump and the program termination message. The memory dump shows the values of the variables opr1, opr2, result, and carry in memory.

```
076B:0118 8B0E0300    MOV     [0003],CL
076B:011C B44C      MOV     AH,4C
076B:011E CD21      INT     21

-d 076a:0000
076A:0000 27 35 00 00 00 00 00 00-00 00 00 00 00 00 00 00 '5.....
076A:0010 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00 .....
076A:0020 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00 .....
076A:0030 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00 .....
076A:0040 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00 .....
076A:0050 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00 .....
076A:0060 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00 .....
076A:0070 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00 .....

-g
Program terminated normally
-d 076a:0000
076A:0000 27 35 62 00 00 00 00 00-00 00 00 00 00 00 00 00 '5b.....
076A:0010 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00 .....
076A:0020 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00 .....
076A:0030 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00 .....
076A:0040 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00 .....
076A:0050 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00 .....
076A:0060 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00 .....
076A:0070 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00 .....
```

RESULT:

Thus addition of two BCD numbers has been performed.

B. AIM:

Program for performing subtraction of two 8-bit BCD numbers.

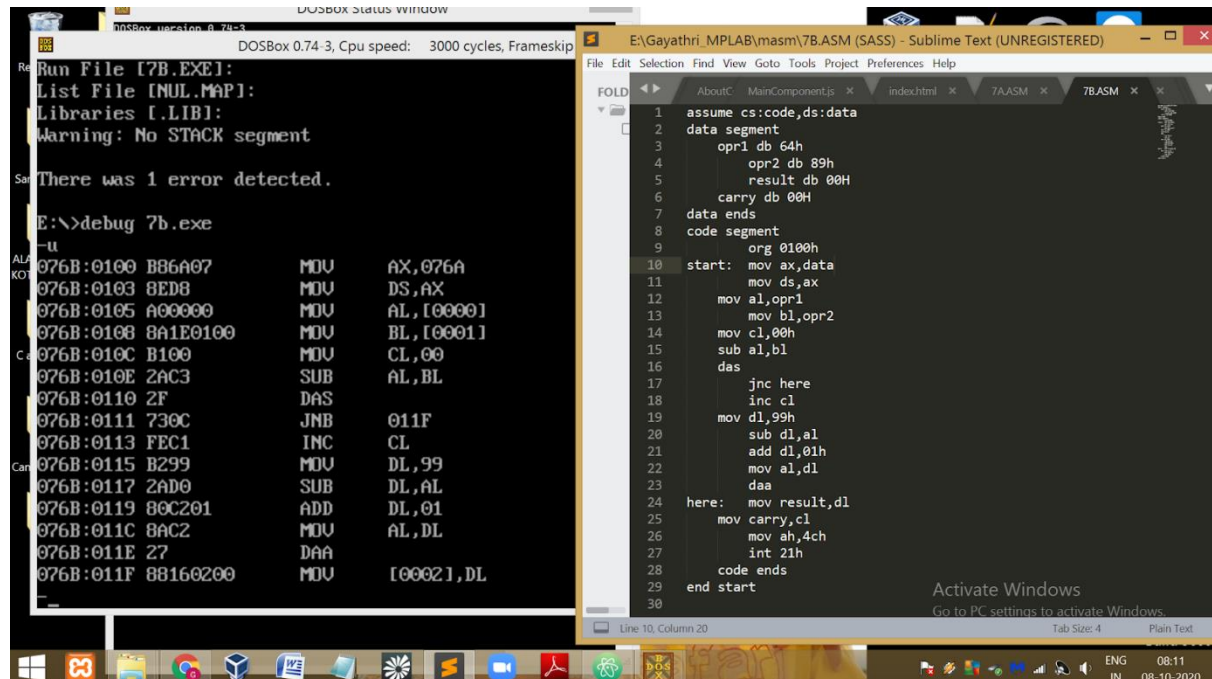
ALGORITHM:

- Initialize the data segment
- Move data segment address to ds
- Load opr1 to al and opr2 to bl
- Load 00h to cl register
- Subtract al and bl
- Execute das instruction to adjust the result of the subtraction of two packed BCD values to create a packed BCD result
- If al is greater than bl, goto here segment else, increment cl by 1 and find the 10's complement of result and decimal adjust it.
- In here segment,
 - Load dl to result
 - Load cl to carry
 - Terminate the program

PROGRAM:

PROGRAM	COMMENTS
<pre> assume cs:code,ds:data data segment opr1 db 64h opr2 db 89h result db 00H carry db 00H data ends code segment org 0100h start: mov ax,data mov ds,ax mov al,opr1 mov bl,opr2 mov cl,00h sub al,bl das jnc here inc cl mov dl,99h sub dl,al add dl,01h mov al,dl daa </pre>	<p>Load data segment to ds</p> <p>Value of opr1 is loaded to al Value of opr2 is loaded to bl Initializing the value of cl with 00h al=al-bl Subtract numbers represented in 8-bit packed BCD code Jump to "here" segment if al>bl Increment value of cl Load dl with 99h dl=dl-al dl=dl+01h Load al with value of dl Add numbers represented in 8-bit packed BCD code</p>
<pre> here: mov result,dl mov carry,cl mov ah,4ch int 21h </pre>	<p>Load register value of dl to result Load cl value to carry Terminate the program</p>

UNASSEMBLED CODE:



The screenshot shows a DOSBox window on the left and a Sublime Text window on the right. The DOSBox window displays the execution of 7B.EXE, listing files, libraries, and a warning about the missing STACK segment. It then shows the unassembly of the program, displaying assembly instructions and their corresponding machine code. The Sublime Text window shows the original assembly code for 7B.ASM, which includes data definitions and a main routine performing BCD subtraction.

```
Run File [7B.EXE]:
List File [NUL.MAP]:
Libraries [LIB]:
Warning: No STACK segment

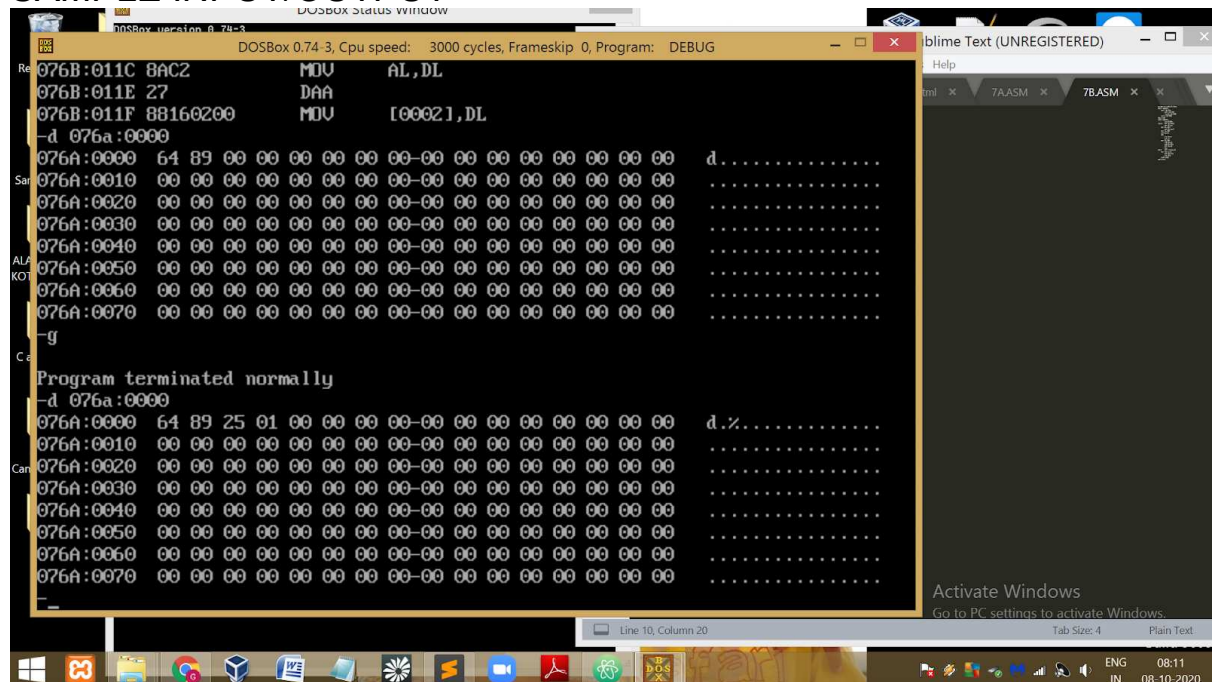
There was 1 error detected.

E:\>debug 7b.exe
-u
076B:0100 B86A07      MOV     AX,076A
076B:0103 8ED8        MOV     DS,AX
076B:0105 A00000      MOV     AL,[0000]
076B:0108 8A1E0100    MOV     BL,[0001]
076B:010C B100      MOV     CL,00
076B:010E 2AC3      SUB     AL,BL
076B:0110 2F        DAS
076B:0111 730C      JNB     011F
076B:0113 FEC1      INC     CL
076B:0115 B299      MOV     DL,99
076B:0117 2AD0      SUB     DL,AL
076B:0119 80C201    ADD     DL,01
076B:011C 8AC2      MOV     AL,DL
076B:011E 27        DAA
076B:011F 8B160200    MOV     [0002],DL

076A:0000 64 89 00 00 00 00 00 00 00 00 00 00 00 00 00 00 d.....
076A:0010 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
076A:0020 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
076A:0030 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
076A:0040 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
076A:0050 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
076A:0060 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
076A:0070 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....

Program terminated normally
-d 076a:0000
076A:0000 64 89 25 01 00 00 00 00 00 00 00 00 00 00 00 00 d.%.....
076A:0010 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
076A:0020 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
076A:0030 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
076A:0040 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
076A:0050 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
076A:0060 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
076A:0070 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
```

SAMPLE INPUT/OUTPUT



The screenshot shows the DOSBox window displaying the sample input/output for the BCD subtraction program. The program prompts for two BCD numbers, 64 and 89, and displays the result, 25. The DOSBox window also shows the memory dump for the program, which is identical to the one in the previous screenshot.

```
076B:011C 8AC2      MOV     AL,DL
076B:011E 27        DAA
076B:011F 8B160200    MOV     [0002],DL

-d 076a:0000
076A:0000 64 89 00 00 00 00 00 00 00 00 00 00 00 00 00 00 d.....
076A:0010 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
076A:0020 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
076A:0030 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
076A:0040 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
076A:0050 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
076A:0060 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
076A:0070 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....

-g
Program terminated normally
-d 076a:0000
076A:0000 64 89 25 01 00 00 00 00 00 00 00 00 00 00 00 00 d.%.....
076A:0010 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
076A:0020 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
076A:0030 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
076A:0040 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
076A:0050 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
076A:0060 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
076A:0070 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
```

RESULT:

Thus subtraction of two BCD numbers has been performed.