

## Program in assembly language to perform subtraction of 8-bit data.

```
org 100h

num1 db 39h
num2 db 18h

start:
    mov al,num1 ;move num1 to the AL register
    sub al,num2 ;substrat the second number with AL

    mov bl,al

;convert the upper nibble(4 bits ) of AL to characters
    mov ah,al
    and ah,0F0h ;mask the lower nibble
    shr ah,4

    add ah,30h ;convert the ASCHII digit(0-9)
    cmp ah,39h
    jle print_first_digit
    add ah,7 ;convert to ASCHII letter(A-F) if necessary

print_first_digit:
    mov dl,ah ;move the first digit to DL for printing
    mov ah,02h ;BIOS interrupt to display charater
    int 21h

;convert the lower nibble(4 bits) of AL to characters
    mov ah,bl
    and ah,0Fh ;mask the upper nibble

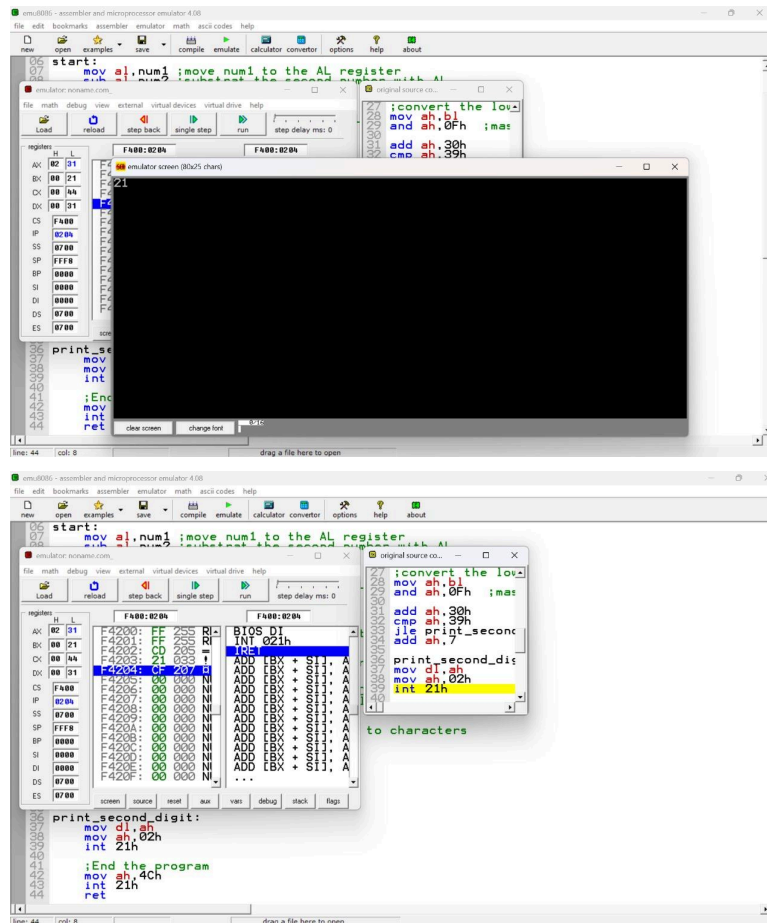
    add ah,30h
    cmp ah,39h
    jle print_second_digit
    add ah,7

print_second_digit:
    mov dl,ah
    mov ah,02h
    int 21h

;End the program
    mov ah,4Ch
```

```
int 21h
ret
```

## OUTPUT:



## Program in assembly language to perform subtraction of 16-bit data.

org 100h

```
num1 dw 5743h ; First 16-bit number
num2 dw 1567h ; Second 16-bit number
```

start:

```
; Load the lower bytes of num1 and num2
mov ax, num1 ; Load num1 into AX (AX = 1234h)
sub ax, num2 ; Add num2 to AX (AX = AX + num2)
```

```
; Store the result in BX for later use
mov bx, ax ; Copy AX to BX
```

```
; Convert upper byte (high 8 bits) to ASCII and display
```

```

mov al, ah      ; Move the high byte of AX to AL
and al, 0F0h    ; Mask the lower nibble
shr al, 4       ; Shift right to get the upper nibble
add al, 30h     ; Convert to ASCII digit
cmp al, 39h     ; Compare with ASCII value of '9'
jle print_first_digit
add al, 7       ; Convert to ASCII letter if needed

```

print\_first\_digit:

```

mov dl, al      ; Move AL to DL for printing
mov ah, 02h     ; BIOS interrupt to display character
int 21h

```

; Convert lower nibble of the high byte to ASCII and display

```

mov al, bh      ; Move the high byte of BX to AL again
and al, 0Fh     ; Mask the upper nibble
add al, 30h     ; Convert to ASCII digit
cmp al, 39h     ; Compare with ASCII value of '9'
jle print_second_digit
add al, 7       ; Convert to ASCII letter if needed

```

print\_second\_digit:

```

mov dl, al      ; Move AL to DL for printing
mov ah, 02h     ; BIOS interrupt to display character
int 21h

```

; Convert upper nibble of the low byte to ASCII and display

```

mov al, bl      ; Move the low byte of BX to AL
and al, 0F0h    ; Mask the lower nibble
shr al, 4       ; Shift right to get the upper nibble
add al, 30h     ; Convert to ASCII digit
cmp al, 39h     ; Compare with ASCII value of '9'
jle print_third_digit
add al, 7       ; Convert to ASCII letter if needed

```

print\_third\_digit:

```

mov dl, al      ; Move AL to DL for printing
mov ah, 02h     ; BIOS interrupt to display character
int 21h

```

; Convert lower nibble of the low byte to ASCII and display

```

mov al, bl      ; Move the low byte of BX to AL
and al, 0Fh     ; Mask the upper nibble
add al, 30h     ; Convert to ASCII digit

```

```

cmp al, 39h      ; Compare with ASCII value of '9'
jle print_fourth_digit
add al, 7        ; Convert to ASCII letter if needed

```

print\_fourth\_digit:

```

mov dl, al      ; Move AL to DL for printing
mov ah, 02h     ; BIOS interrupt to display character
int 21h

```

```

; Terminate the program

```

```

mov ah, 4Ch
int 21h

```

OUTPUT:

