

## **LAB ASSIGNMENT - 7**

**Write a program in assembly language to take a single-digit integer from the user and print it on the screen.**

ORG 100h ; Origin, to specify that the program starts at 100h (COM file format)

; Display message "Enter an uppercase letter: "

MOV DX, OFFSET msg\_input ; Load the address of the message

MOV AH, 09h ; Function 09h of INT 21h is used to display a string

INT 21h ; Call DOS interrupt to print the message

; Read a single character from the user

MOV AH, 01h ; Function 01h of INT 21h is used to read a character

INT 21h ; Call DOS interrupt to get the character

MOV AL, AL ; Store the input character in AL

; Check if the character is an uppercase letter (A-Z)

CMP AL, 'A' ; Compare AL with 'A'

JL NotDigit ; If the input is less than 'A', it is not uppercase

CMP AL, 'Z' ; Compare AL with 'Z'

JG NotDigit ; If the input is greater than 'Z', it is not uppercase

mov cl,al

; Convert the uppercase letter to lowercase

;ADD AL, 20h ; Add 32 (20h) to convert uppercase to lowercase

; Print the message "The lowercase letter is: "

MOV DX, OFFSET msg\_output ; Load the address of the output message

MOV AH, 09h ; Function 09h of INT 21h is used to display a string

INT 21h ; Call DOS interrupt to print the output message

; Print the converted lowercase letter

MOV DL, CL ; Move the lowercase letter to DL

MOV AH, 02h ; Function 02h of INT 21h is used to print a single character

INT 21h ; Call DOS interrupt to print the character

JMP EndProgram ; Jump to the end of the program

NotDigit:

; If the input is not an uppercase letter, display an error message

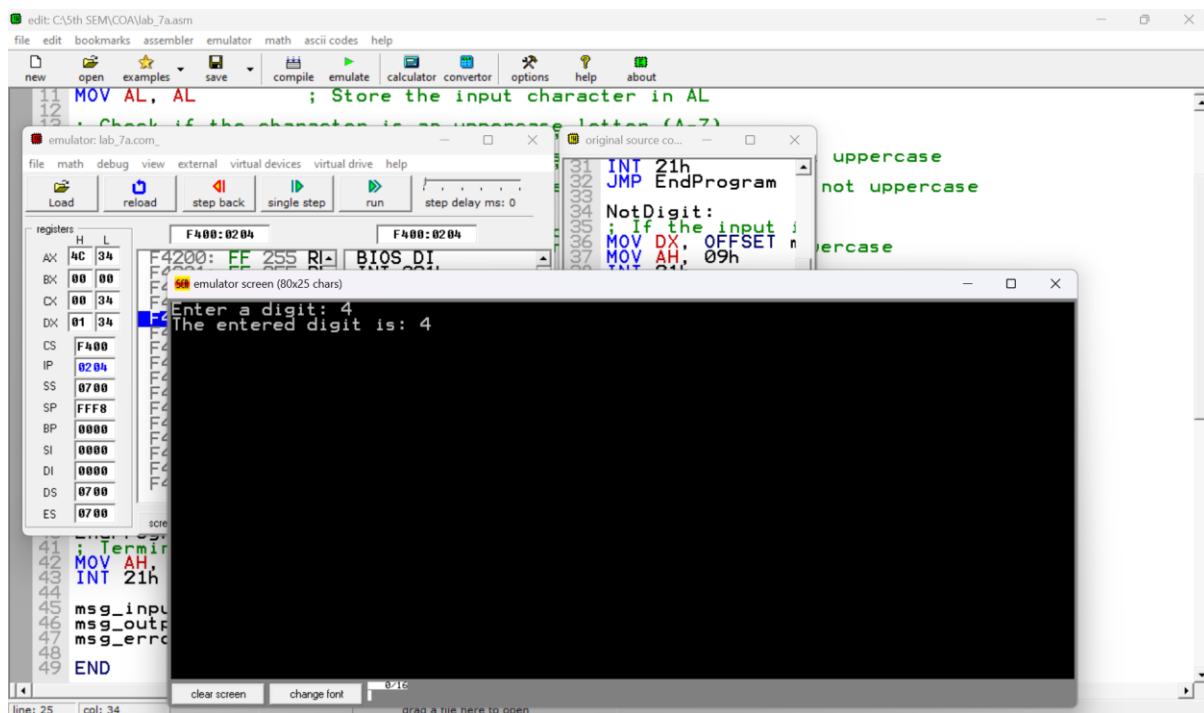
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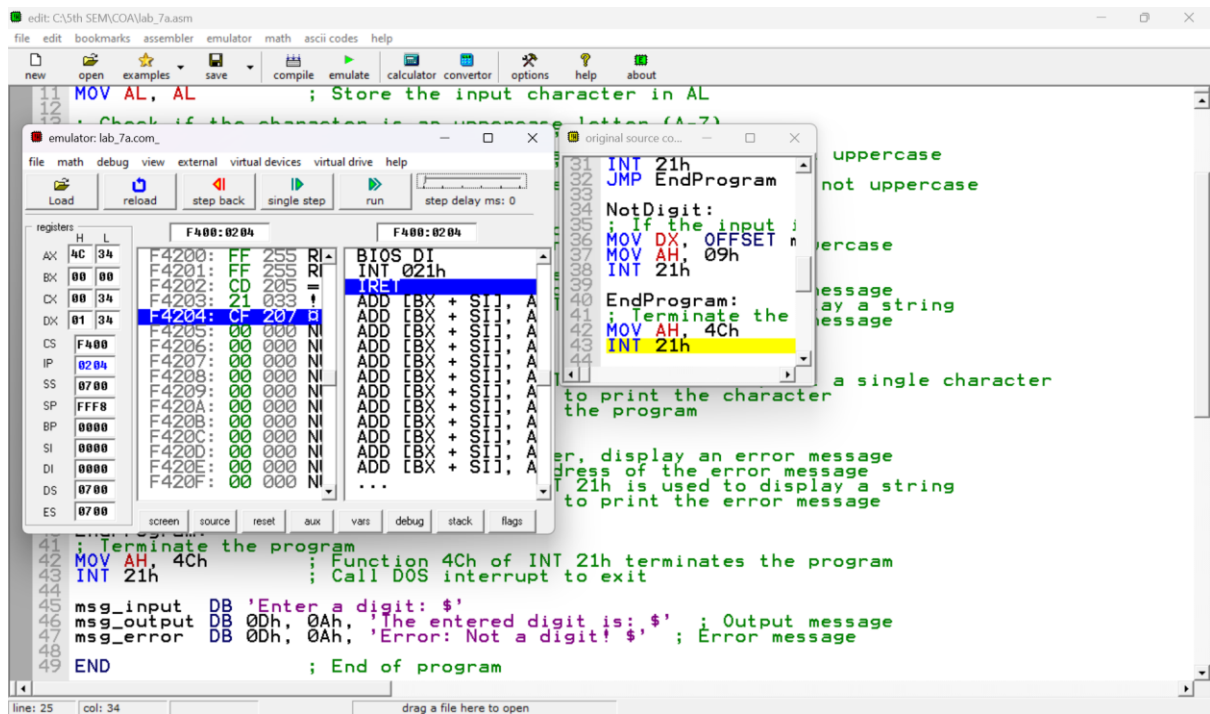
MOV DX, OFFSET msg_error ; Load the address of the error message
MOV AH, 09h ; Function 09h of INT 21h is used to display a string
INT 21h ; Call DOS interrupt to print the error message
EndProgram:
; Terminate the program
MOV AH, 4Ch ; Function 4Ch of INT 21h terminates the program
INT 21h ; Call DOS interrupt to exit
msg_input DB 'Enter a digit: $'
msg_output DB 0Dh, 0Ah, 'The entered digit is: $' ; Output message
msg_error DB 0Dh, 0Ah, 'Error: Not a digit! $' ; Error message

END ; End of program

```

## OUTPUT:





**Write a program in assembly language to take two single-digit integers from the user and print the result of subtraction on the screen.**

```
org 100h
mov dx,offset msg_input1
mov ah,09h
int 21h
mov ah,01h
int 21h
mov bl,al
cmp al,'0'
jl NotDigit
cmp al,'9'
jg NotDigit
mov dx,offset msg_output1
mov ah,09h
int 21h
mov dl,bl
mov ah,02h
int 21h
mov dx,offset msg_input2
mov ah,09h
int 21h
mov ah,01h
int 21h
mov cl,al
cmp al,'0'
jl NotDigit
cmp al,'9'
jg NotDigit
mov dx,offset msg_output2
mov ah,09h
```

```
int 21h
mov dl,cl
mov ah,02h
int 21h
mov dx,offset msg_sub
mov ah,09h
int 21h
sub bl,cl
js NegativeResult
add bl,30h
mov dl,bl
mov ah,02h
int 21h
jmp endprogram
NegativeResult:
mov dl, '-'
mov ah, 02h
int 21h
neg bl
add bl, 30h
mov dl, bl
mov ah, 02h
int 21h
jmp endprogram
NotDigit:
mov dx,offset msg_error
mov ah,09h
int 21h
endprogram:
mov ah,4Ch
int 21h
msg_input1 DB "enter first digit:$"
```

```

msg_output1 Db 0dh,0ah,"The entered digit is: $"
msg_input2 DB 0dh,0ah,"enter second digit: $"
msg_output2 Db 0dh,0ah,"The entered digit is: $"
msg_sub db 0dh,0ah,"The subtraction of given two digits is: $"
msg_error db 0dh,0ah,"Error: Not a digit!$ "
END

```

## OUTPUT:

The screenshot displays an x86 emulator interface. The main window shows the assembly code being executed, with the following visible instructions:

```

29 mov ah, 09h
30 int 21h
31
48 neg bl, 30h
49 add bl, 30h
50 mov dl, bl
51 mov ah, 02h
52 int 21h
53 jmp endprogram
54 NotDigit:
55
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64
65
66
67

```

The output window shows the following text:

```

enter first digit:5
The entered digit is: 5
enter second digit:2
The entered digit is: 2
The subtraction of given two digits is: 3

```

The registers window shows the following values:

Register	Value
AX	0033
CX	0032
DX	0033
SI	0700
DI	0000
BP	0000
SP	FFF8
ES	0700

