

Lab Assignment-9

1. Write a program in assembly language to take two single-digit numbers as input and display whether they are equal or not.

Code:

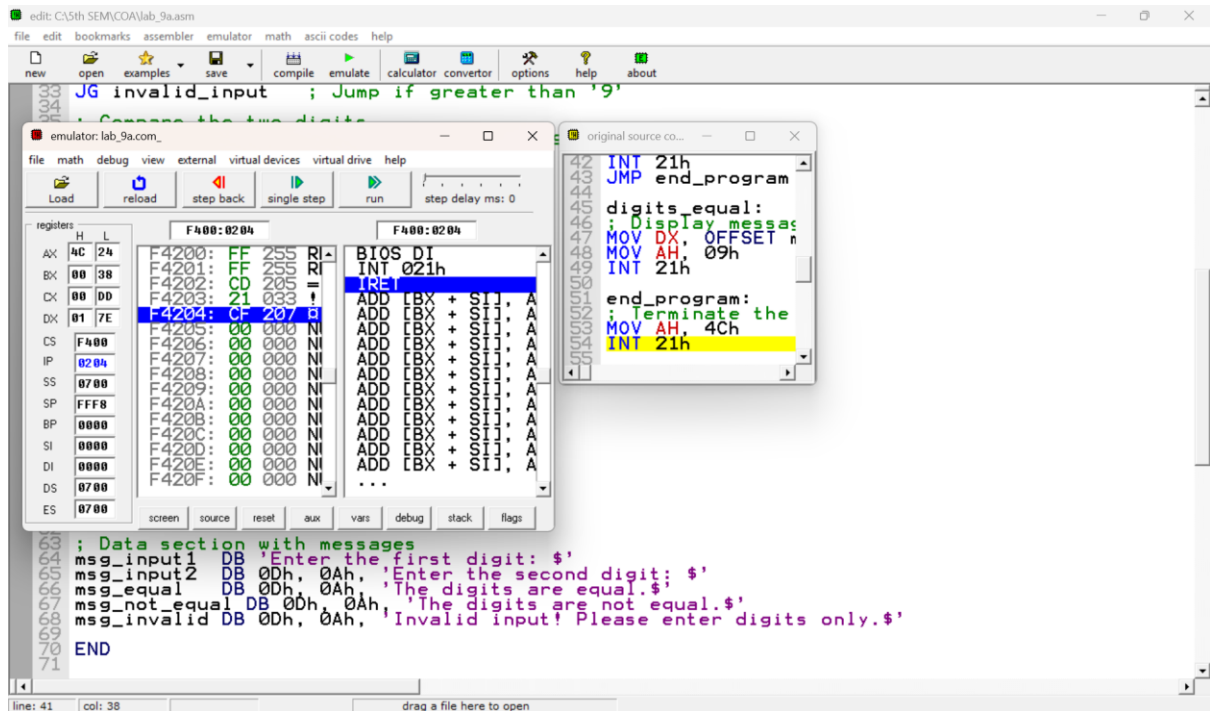
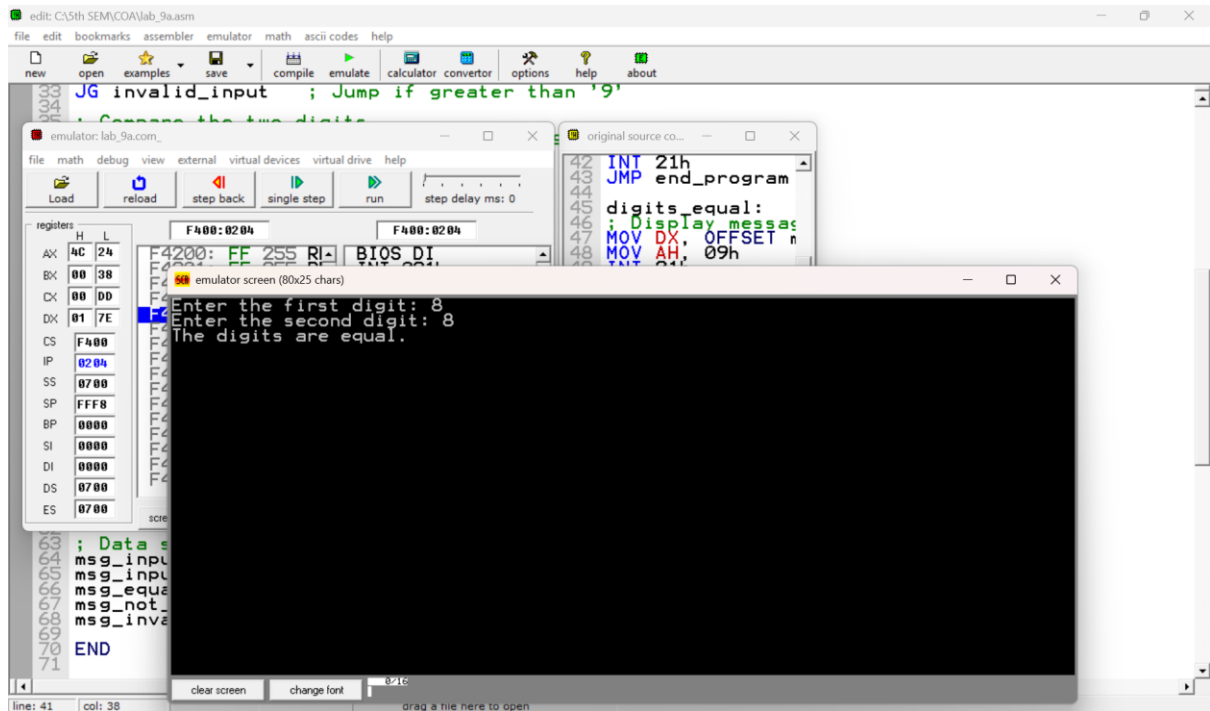
```
ORG 100h    ;start of the program in memory
; Display the message "Enter the first digit: "
MOV DX, OFFSET msg_input1
MOV AH, 09h
INT 21h
; Read the first digit from the user
MOV AH, 01h
INT 21h
MOV BL, AL    ; Store the first digit in BL
; Check if the first input is a digit
CMP BL, '0'    ; Compare with '0'
JL invalid_input ; Jump if less than '0'
CMP BL, '9'    ; Compare with '9'
JG invalid_input ; Jump if greater than '9'
; Display the message "Enter the second digit: "
MOV DX, OFFSET msg_input2
MOV AH, 09h
INT 21h
; Read the second digit from the user
MOV AH, 01h
INT 21h
;MOV CL, AL    ; Store the second digit in CL
; Check if the second input is a digit
CMP AL, '0'    ; Compare with '0'
JL invalid_input ; Jump if less than '0'
CMP AL, '9'    ; Compare with '9'
```

```

JG invalid_input ; Jump if greater than '9'
; Compare the two digits
CMP BL, AL ; Compare the two digits
JE digits_equal ; Jump if equal
; Display message for not equal
MOV DX, OFFSET msg_not_equal
MOV AH, 09h
INT 21h
JMP end_program
digits_equal:
; Display message for equal
MOV DX, OFFSET msg_equal
MOV AH, 09h
INT 21h
end_program:
; Terminate the program
MOV AH, 4Ch
INT 21h
invalid_input:
; Display message for invalid input
MOV DX, OFFSET msg_invalid
MOV AH, 09h
INT 21h
JMP end_program
; Data section with messages
msg_input1 DB 'Enter the first digit: $'
msg_input2 DB 0Dh, 0Ah, 'Enter the second digit: $'
msg_equal DB 0Dh, 0Ah, 'The digits are equal.$'
msg_not_equal DB 0Dh, 0Ah, 'The digits are not equal.$'
msg_invalid DB 0Dh, 0Ah, 'Invalid input! Please enter digits only.$'
END

```

OUTPUT:



Practice set:

2. Write a program in assembly language to check whether a single-digit number is odd or even.

Code:

```
ORG 100h

; Prompt for the single-digit number
mov dx, offset msg_input
mov ah, 09h
int 21h

; Get the single digit
mov ah, 01h
int 21h

mov bl, al          ; Store the input in BL
cmp al, '0'         ; Check if it's a valid digit (ASCII '0' = 48)
jl NotDigit        ; If less than '0', it's not a digit
cmp al, '9'         ; Check if it's greater than '9' (ASCII '9' = 57)
jg NotDigit        ; If greater than '9', it's not a digit

; Display the input digit
mov dx, offset msg_output
mov ah, 09h
int 21h

mov dl, bl
mov ah, 02h
int 21h

; Convert the digit from ASCII to numeric value
sub bl, '0'

; Check if the number is odd or even using bitwise AND
mov al, bl          ; Move the number to AL for bitwise operation
and al, 1           ; AND with 1 to check the least significant bit
jz Even             ; If zero, the number is even
jmp Odd             ; If not zero, the number is odd

Even:

```

```
; Display "The number is even"
mov dx, offset msg_even
mov ah, 09h
int 21h
jmp EndProgram

Odd:
; Display "The number is odd"
mov dx, offset msg_odd
mov ah, 09h
int 21h
jmp EndProgram

NotDigit:
; Handle invalid input
mov dx, offset msg_error
mov ah, 09h
int 21h

EndProgram:
; End the program
mov ah, 4Ch
int 21h

; Data section
msg_input DB "Enter a single-digit number: $"
msg_output DB 0Dh, 0Ah, "The number you entered is: $"
msg_even DB 0Dh, 0Ah, "The number is even.$"
msg_odd DB 0Dh, 0Ah, "The number is odd.$"
msg_error DB 0Dh, 0Ah, "Error: Not a digit!$"

```

Output:

