Problem statement:

Input a decimal number (3or more digits) using indec procedure. Output the number using outdec procedure. Check if the number is prime.

Code:

```
.MODEL SMALL
. STACK
.DATA
 NUM DB ?
 MSG2 DB 10,13,'NOT PRIME
 MSG3 DB 10,13,'PRIME
. CODE
MAIN PROC
   MOV AX, @DATA
   MOV DS, AX
   ; INPUT A NUMBER
   CALL INDEC ; NUMBER IN AX
   PUSH AX ;SAVE NUMBER
   ; MOVE CURSOR TO A NEWLINE
   MOV AH, 2
   MOV DL, ODH
   INT 21H
   MOV DL, OAH
   INT 21H
    ;OUTPUT THE NUMBER
   POP AX ;RETRIEVE NUMBER
   CALL OUTDEC
    ;DOS EXIT
   MOV AH, 4CH
   INT 21H
MAIN ENDP
; OUTDEC
OUTDEC PROC
   ;PRINTS AX AS A SIGNED DECIMAL INTEGER
    ; INPUT: AX
    ;OUTPUT: NONE
   PUSH AX ;SAVE REGISTERS
   PUSH BX
   PUSH CX
   PUSH DX
    ; IF AX<0
   OR AX, AX ; AX<0?
   JGE @END IF1;NO, >0
    ; THEN
   PUSH AX
              ;SAVE NUMBER
   MOV DL, '-' ;GET '-'
   MOV AH, 2 ; PRINT CHAR FUNCTION
    INT 21H
              ;PRINT '-'
   POP AX
              GET AX BACK
   NEG AX ; AX = -AX
```

```
@END IF1:
;GET DECIMAL DIGITS
   XOR CX, CX ;CX COUNTS DIGITS
   MOV BX, 10D ; BX HAS DIVISOR
@REPEAT1:
   XOR DX, DX ; PREPARE HIGH WORD OF DIVIDEND
   DIV BX ;AX=QUOTIENT, DX=REMAINDER
              ;SAVE REMAINDER ON STACK ;COUNT=COUNT+1
   PUSH DX
   INC CX
; UNTIL
   OR AX, AX ;QUOTIENT=0?
   JNE @REPEAT1; NO, KEEP GOING
; CONVERT DIGITS TO CHARACTERS AND PRINT
             ; PRINT CHAR FUNCTION
   MOV AH, 2
; FOR COUNT TIMES DO
@PRINT LOOP:
   POP DX
               ;DIGIT IN DL
   OR DL, 30H ; CONVERT TO CHARACTER
   INT 21H ;PRINT DIGIT
   LOOP @PRINT LOOP; LOOP UNTIL DONE
;END FOR
   POP DX
              ;RESTORE REGISTERS
   POP CX
   POP BX
   POP AX
   RET
OUTDEC ENDP
; INDEC
INDEC PROC
   ; READS A NUMBER IN RANGE 032768 TO 32767
   ; INPUT: NONE
    ;OUTPUT: AX=BINARY EQUIVALENT OF NUMBER
   PUSH BX ;SAVE REGISTERS USED
   PUSH CX
   PUSH DX
; PRINT PROMPT
@BEGIN:
   MOV AH, 2
   MOV DL, '?'
              ;PRINT '?'
   INT 21H
;TOTAL=0
   XOR BX, BX ; BX HOLDS TOTAL
    ;NEGATIVE=FALSE
   XOR CX, CX ; CX HOLDS SIGN
;READ A CHARACTER
   MOV AH, 1
   INT 21H
               ; CHARACTER IN AL
    ; CASE CHARACTER OF
   CMP AL, '-' ;MINUS SIGN?
```

```
JE @MINUS ;YES, SET SIGN CMP AL,'+' ;PLUS SIGN
    JE @PLUS ; UES, GET ANOTHER CHARACTER
    JMP @REPEAT2; START PROCESSING CHARACTERS
@MINUS:
   MOV CX, 1
               ;NEGATIVE=TRUE
@PLUS:
    INT 21H ;READ A CHARACTER
;END CASE
@REPEAT2:
; IF CHARACTER IS BETWEEN '0' AND '9'
   CMP AL, '0' ; CHARACTER>='0'?
    JNGE @NOT DIGIT ;NO, ILLEGAL CHARACTER
;THEN CONVERT CHARACTER TO A DIGIT
   AND AX,000FH ; CONVERT TO DIGIT
   PUSH AX
              ;SAVE ON STACK
;TOTAL = TOTAL*10+DIGIT
   MOV AX, 10 ; GET 10
   MUL BX
               ;AX=TOTAL*10
               ;RETRIEVE DIGIT
    POP BX
   ADD BX, AX ; TOTAL=TOTAL*10+DIGIT
; READ A CHARACTER
   MOV AH, 1
    INT 21H
    CMP AL, ODH ; CARRIAGE RETURN?
    JNE @REPEAT2; NO, KEEP GOING
;UNTIL CR
   MOV AX, BX ;STORE NUMBER IN AX
    ;OUR NUMBER IS NOW IN AX
    ; CHECKING PRIME NUMBER
  PUSH AX
  MOV NUM, AL
  CMP AL, 1
   JLE LBL2
  MOV AH, 00
  CMP AL, 3
   JLE LBL3
  MOV AH, 00
  MOV CL, 2
  DIV CL
  MOV CL, AL ; NOW QUOTIENT IS IN CL
LBL1:
   MOV AH, 00
   MOV AL, NUM
   DIV CL
    CMP AH, 00; CHECKING IF REMAINDER IS 0
```

```
JZ LBL2
    DEC CL
    CMP CL, 1
    JNE LBL1
    JMP LBL3
LBL2:
   MOV AH, 9
    LEA DX, MSG2
    INT 21H
    JMP AFTER
LBL3:
   MOV AH, 9
    LEA DX, MSG3
    INT 21H
AFTER:
    UR CX,CX ;NEGATIVE NUMBER
JE @EXIT ;NO, FYTTT
; IF NEGATIVE
; THEN
   NEG AX
              ; YES, NEGATE
;END IF
@EXIT:
   POP AX
   POP DX
               ;RESTORE REGISTERS
    POP CX
    POP BX
             ;AND RETURN
    RET
;HERE IF ILLEGAL CHARACTER ENTERED
@NOT DIGIT:
    MOV AH, 2 ; MOVE CURSOR TO A NEW LINE
   MOV AL, ODH
    INT 21H
    MOV DL, OAH
    INT 21H
    JMP @BEGIN ;GO TO BEGINNING
INDEC ENDP
END MAIN
```

Output:

```
emulator screen (80x25 chars)

?243
NOT PRIME
243
```