PROGRAM No. 1

Read two strings, store them in locations STR1 and STR2. Check whether they are equal or not and display appropriated messages. Also display the length of the stored strings.

```
; === Define a macro to display a string ===
disp macro msg
    lea dx, msg        ; Load address of message into DX
    mov ah, 9          ; DOS function 09h – display string
    int 21h            ; Interrupt to call DOS function
endm

.model small           ; Define memory model
.stack                 ; Define stack segment
.data                  ; Data segment begins
 ; Predefined message strings (with carriage return and line feed)
   m1 db 10,13,"enter string 1:$"
    m2 db 10,13,"enter string 2:$"
    m3 db 10,13,"length of string 1 is:$"
    m4 db 10,13,"length of string 2 is:$"
    m5 db 10,13,"string1 equal to string2$"
    m6 db 10,13,"string1 not equal to string2$"
    ; Input buffers for strings (DOS format: MaxLen, ActualLen, Data...)
    str1 db 80 dup(40)
    str2 db 80 dup(40)
    ; Variables to hold string lengths
    l1 db ?
    l2 db ?
.code              ; Code segment begins

    ; Initialize data segment registers
    mov ax, @data
    mov ds, ax
    mov es, ax

    ; Prompt user for first string
```

```
    disp m1
    lea dx, str1        ; Load address of str1 buffer
    call read           ; Call read procedure to take input
    ; Prompt user for second string
    disp m2
    lea dx, str2        ; Load address of str2 buffer
    call read           ; Call read procedure to take input
    ; Store the actual length of string 1
    mov al, [str1+1]
    mov l1, al
    ; Store the actual length of string 2
    mov al, [str2+1]
    mov l2, al
    ; Compare lengths of the two strings
    cmp al, l1
    jne strnote         ; If lengths differ, jump to not equal

    ; Set up for comparing strings character by character
    mov ch, 0
    mov cl, l1          ; Length of string to compare
    lea si, str1+2      ; SI points to first char of str1
    lea di, str2+2      ; DI points to first char of str2
    cld                 ; Clear direction flag (increment)
    repe cmpsb          ; Repeat compare while equal
    jne strnote         ; If any character mismatched, not equal

    ; If equal
    disp m5             ; Display "strings are equal"
    jmp next            ; Skip to displaying lengths
strnote:                ; If strings are not equal
    disp m6             ; Display "strings are not equal"
next:
    ; Display length of string 1
    disp m3
    mov al, l1
    call displ          ; Call procedure to display 2-digit number
```

```
    ; Display length of string 2
    disp m4
    mov al, l2
    call displ          ; Call procedure to display 2-digit number
    ; Exit program
    mov ah, 4ch
    int 21h
; === Procedure to read a string using DOS Function 0Ah ===
read proc
    mov ah, 0ah       ; DOS buffered input
    int 21h
    ret
read endp
; === Procedure to display 2-digit decimal number ===
displ proc
    aam                 ; Convert AL into two decimal digits (AH=tens, AL=units)
    mov bx, ax
    add bx, 3030h       ; Convert digits to ASCII
    mov ah, 2           ;  int 21h / AH=2 prints a single character (DL = char).
    mov dl, bh          ; Display tens digit
    int 21h
    mov dl, bl          ; Display units digit
    int 21h
    ret
displ endp
end                     ; End of program
```

Procedure
Masm filename.asm
link filename.obj
filename

PROGRAM No. 2

Simulate a Decimal Up-counter to display 00-99.

```
.model small          ; Use the small memory model (code and data fit in one segment)
.stack                ; Define the stack segment (default size)
.data                 ; Start of data segment
    msg db "press any key to exit$" ; Message to display on screen
.code                 ; Start of code segment
start:
  mov ax, @data       ; Load address of data segment into AX
   mov ds, ax         ; Initialize DS with data segment address
   call clear         ; Clear the screen
   lea dx, msg        ; Load the address of the message into DX
   mov ah, 9          ; DOS function to print string
   int 21h            ; Call DOS to print message
   mov ax, 00h        ; Initialize AX with 0, used as a counter
nxtnum:
    push ax           ; Save current count value on stack (to preserve across subroutines)
   call setcursor     ; Set the cursor position (row=12, col=40)
```

```
    call disp            ; Display the current value in AX
    call delay           ; Delay so it doesn't count too fast
    mov ah, 01h          ; Check for key press (non-blocking)
   int 16h              ; BIOS interrupt
    jnz exit             ; If a key was pressed, jump to exit
     pop ax                ; Restore the previous AX value from the
stack
    add ax, 1            ; Increment the counter
     daa                   ; Decimal Adjust AL (optional for BCD
representation)
     cmp ax, 0               ; Loop always unless overflowed to 0
(unlikely)
    jnz nxtnum           ; Repeat loop
exit:
   mov ah, 4Ch          ; DOS function to terminate program
    int 21h              ; Return control to DOS
; setcursor: Moves the cursor to row 12, column 40
setcursor proc
    mov ah, 2              ; BIOS function to set cursor position
    mov dh, 12             ; Row 12
```

```
    mov dl, 40          ; Column 40
    int 10h             ; BIOS video interrupt
    ret
setcursor endp
```

; disp: Displays the 2-digit number in AL

```
disp proc
    mov bl, al          ; Save original AL value in BL
    mov dl, al          ; Copy AL to DL for upper nibble
    mov cl, 4           ; Prepare to shift 4 bits
    shr dl, cl              ; Shift DL right 4 bits (upper nibble)
    add dl, 30h         ; Convert high nibble to ASCII
    mov ah, 2           ; DOS function to print character
    int 21h             ; Print high digit
    mov dl, bl          ; Get original value back
    and dl, 0Fh         ; Mask to get low nibble
    add dl, 30h         ; Convert to ASCII
    int 21h             ; Print low digit
    ret
disp endp
```

; delay: Creates a time delay using nested loops

```
delay proc
    mov bx, 00FFh              ; Outer loop counter
b2:
    mov cx, 0FFFFh             ; Inner loop counter
b1:
    loop b1                    ; Decrement CX and loop if not zero
    dec bx                     ; Decrement BX
    jnz b2                          ; Repeat outer loop if BX != 0
    ret
delay endp
```

; clear: Clears the screen using BIOS scroll function

```
clear proc
     mov al, 0              ; Number of lines to scroll (0 = clear entire
window)
    mov ah, 6              ; BIOS function to scroll window up
    mov ch, 0              ; Upper-left row = 0
    mov cl, 0             ; Upper-left column = 0
    mov dh, 24             ; Bottom-right row = 24
    mov dl, 79             ; Bottom-right column = 79
    mov bh, 7              ; Attribute (gray on black)
    int 10h               ; BIOS video interrupt
    ret
```

```
clear endp
end start                ; Mark program end and entry point
```

Procedure
Masm filename.asm
link filename.obj
filename

PROGRAM No. 3

Compute nCr using recursive procedure. Assume that 'n' and 'r' are non- negative integers.

```
.model small          ; Use small memory model
.stack                ; Define default stack segment
.data                 ; Start of data segment
n dw 4                ; n = 4 (can be changed)
r dw 2                ; r = 2 (can be changed)
ncr dw 0              ; Result of nCr will be stored here
msg db "ncr= $"       ; Message to display result
.code                 ; Start of code segment
start:
    mov ax, @data         ; Load data segment address into AX
    mov ds, ax            ; Set DS with the data segment address
    mov ax, n             ; Load n into AX
    mov bx, r             ; Load r into BX
    call ncrpro           ; Call recursive procedure to calculate nCr
```

```
    mov ax, ncr             ; Move result into AX
    mov bx, ax              ; Copy to BX for printing later
    lea dx, msg             ; Load address of message into DX
    mov ah, 9               ; DOS function to display string
    int 21h                 ; Call DOS
    mov ax, bx              ; Move nCr result into AX again for
display
    aam                     ; Adjust AX into unpacked BCD (AH = tens, AL = ones)
    mov bx, ax              ; Store result in BX
    add bx, 3030h           ; Convert digits to ASCII ('0' = 30h)
    mov dl, bh              ; Move high digit (tens) to DL
    mov ah, 2               ; DOS function to display character
    int 21h
    mov dl, bl              ; Move low digit (ones) to DL
    int 21h                 ; Display it
    mov ah, 4Ch             ; Terminate program
    int 21h
; ===== Recursive Procedure to Calculate nCr =====
; Uses Pascal's identity:
; nCr = (n-1)Cr + (n-1)C(r-1)
ncrpro proc near
    cmp bx, ax               ; if r == n
```

```
je res1                 ; then result is 1
cmp bx, 0               ; if r == 0
je res1                 ; then result is 1
cmp bx, 1               ; if r == 1
je resn                 ; then result is n
dec ax                  ; Calculate (n-1)
cmp bx, ax          ; if r == (n-1)
je incr             ; then result is n
```

; First recursive call: (n-1)Cr

```
push ax             ; Save current ax and bx
push bx
call ncrpro         ; Recursive call
pop bx              ; Restore bx and ax
pop ax
```

; Second recursive call: (n-1)C(r-1)

```
dec bx              ; r = r - 1
push ax
push bx
call ncrpro
pop bx              ; Restore registers
pop ax
ret
```

```
; === Result cases ===
res1:
    inc ncr             ; Increment result (1 added)
    ret
incr:
    inc ncr             ; For case when r == (n - 1), result is n
resn:
    add ncr, ax         ; For r == 1, result is n
    ret
ncrpro endp
end                     ; End of program
```

Procedure

Masm filename.asm

link filename.obj

cv filename.exe

F5 to run the code,or F8 to run step by step

e ds:……. (location of ncr check in the code)

PROGRAM No. 4

Sort a given set of 'n' numbers in ascending and descending orders using the Bubble Sort algorithm.

```
.model small            ; Use small memory model (single code & data segment)
.stack 100              ; Reserve 100 bytes for stack
.data                   ; Data segment
    a db 10,6,8,0,4,2   ; Array of 6 elements to sort
    len dw ($ - a)      ; Calculate length of array (6 bytes here)
.code                   ; Start of code segment
start:
    mov ax, @data       ; Load data segment address into AX
    mov ds, ax          ; Initialize DS with data segment address
    mov bx, len         ; Load length of array into BX (BX = 6)
```

```
        dec bx                  ; BX = len - 1 = 5 (number of outer loop passes)
    outloop:                    ; Outer loop for Bubble Sort (5 passes needed for 6 elements)
        mov cx, bx              ; CX = number of inner loop iterations (decreases each pass)
        mov si, 0               ; SI = index into array (starting at 0)
    inloop:
       mov al, a[si]            ; Load current element into AL
        cmp al, a[si+1]         ; Compare AL with next element
        jb next                 ; If AL < next element, skip swap (already in correct order)
        ; Swap a[si] and a[si+1]
        xchg al, a[si+1]        ; Exchange AL with a[si+1]
        mov a[si], al           ; Store the original a[si+1] into a[si]
    next:
        inc si                  ; Move to next index
        loop inloop             ; Decrease CX and repeat inner loop if CX != 0
        dec bx                  ; Decrement outer loop counter
        jnz outloop             ; Repeat outer loop if BX != 0
        ; End of program
        mov ah, 4Ch             ; Terminate program
        int 21h
end start                   ; End of code, entry point is "start"
```

Procedure

Masm filename.asm

link filename.obj

cv filename.exe

F5 to run the code,or F8 to run step by step

e ds:……. (location of specified in mov al,a[si] check in the code)

PROGRAM No. 5

Read the current time from the system and display it in the standard format on the screen.

```
.model small        ; Define small memory model
.stack              ; Allocate default stack segment
.data
   msg db 10,13,"current time is $" ; Message to display. 10,13 = newline, $ = terminator
.code
```

```
start:
    mov ax, @data ; Load the address of the data segment into AX
    mov ds, ax     ; Initialize DS with the address in AX so we
 can access variables
    ; Display the message: "current time is"
    lea dx, msg          ; Load address of the message into DX
    mov ah, 9        ; DOS function 09h: display string at DS:DX ending with '$'
    int 21h                    ; Call DOS interrupt
    ; Get the current time from system
    mov ah, 2Ch        ; DOS function 2Ch: get system time
    int 21h          ; Returns time in CH (hour), CL (minute), DH (second), DL (hundredths)
    ; Display the hour
    mov al, ch           ; Move hour into AL
    call disp            ; Call disp procedure to display 2-digit
 number
    ; Display ':'
    mov dl, ':'                ; Load colon character into DL
    mov ah, 2            ; DOS function 02h: display character in DL
    int 21h                    ; Call DOS interrupt
    ; Display the minute
    mov al, cl           ; Move minute into AL
    call disp            ; Display minute
    ; Display ':'
    mov dl, ':'          ; Display another colon
    mov ah, 2
    int 21h
    ; Display the second
    mov al, dh           ; Move second into AL
    call disp            ; Display seconds
    ; Display '.'
    mov dl, '.'          ; Optional stylistic period
    mov ah, 2
    int 21h
```

```
    ; Terminate program and return to DOS
    mov ah, 4Ch         ; DOS function 4Ch: exit program
    int 21h
; --- Display Procedure: Converts binary in AL to two ASCII
  digits and prints them ---
disp proc near
    aam                 ; Adjust AL to unpack BCD (e.g., 25 → AH=2, AL=5)
    add ax, 3030h       ; Convert AH and AL to ASCII digits by adding '0' (30h)
    mov bx, ax          ; Copy AX to BX
    mov dl, bh          ; Move high digit (tens) to DL
    mov ah, 2           ; DOS function 02h
    int 21h                   ; Display first digit

    mov dl, bl          ; Move low digit (ones) to DL
    int 21h                   ; Display second digit
    ret                 ; Return from procedure
disp endp
end start               ; End of program; entry point is 'start'
```

Procedure

Masm filename.asm

link filename.obj

filename