

Computer Architecture and Assembly Language [CSIT131] BCA 2nd Semester
Practical End Semester Exam Date 08-07-2021

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Question 1 is compulsory Attempt any one from the remaining two, write output and comments for readability: Roll Nos 3,6,9,12,15,18,21,24,27,30

Ques 1. Write an assembly code to find factorial of a given Number and highlight the results in the registers/LED.

Ques 2. To develop an Assembly Code to multiply two Hexadecimal numbers. display the result at the LED.

Ques 3. To develop an Assembly Code to initialize variables in the memory.

0 Assembly program to calculate the factorial of a number inputted by user.

data segment ; variable declaration
num db ?

fact db 1H

res db 10 dup('\$') ; array of size 10

msg1 db "Enter number : \$"

msg2 db 10, 13, "Result : \$"

Data ends

Code segment

assume ds : data, CS : Code
start:

mov ax, data ; data is transferred
mov ds, ax } to ds register

lea dx, 9MSort ; A number is
int mov ah, 9 } inputted using
int 21H } message 2 interrupt
mov ah, 1
int 21H

sub al, 30H ; 30 is sub from no.

mov num, al ; no is transferred to al

mov ah, 0 ; ah is set as 0

mov al, Fact ; fact's value is put

mov ch, 0 ; ch is set as 0
int al

mov cl, num
Label 1: Mul cl ; loop
loop label 1

lea esi, res
call hex2dec
lea dx, msg2
mov eax, 9
int 21H

lea dx, res
mov eax, 9
int 21H

mov eax, 4ch
int 21H

code ends

hex2dec proc near ; function start
mov cx, 0

mov bx, 10

loop 1: mov dx, 0
div bx

add dl, 30h
push dl, 30h
inc cx

cmp ax, 9

JG loop 1

add al, 30h

mov [SI], al ; loop body

loop2: POP ax
inc SI

mov SI, val

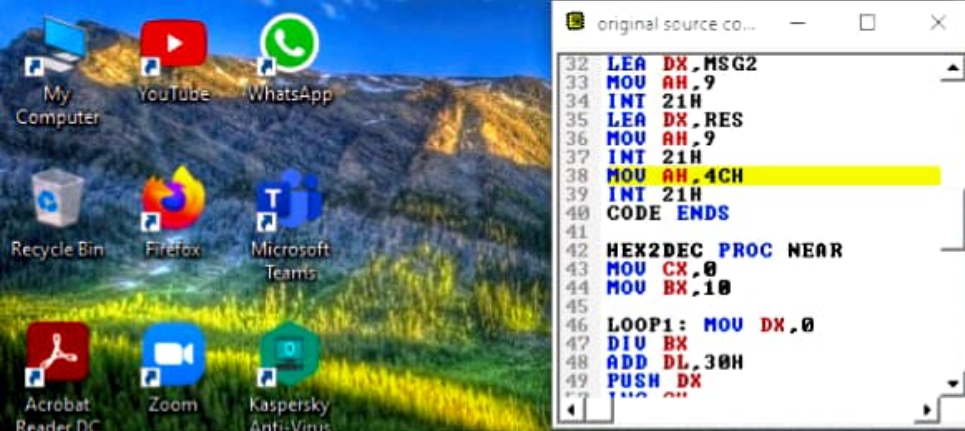
loop loop 2 ; end of loop

RET ; return statement

Hex 2dec Endp ; return of prog

End start ; end of start

- Output : input = 6 ; output = 208



```

32 LEA DX,MSG2
33 MOV AH,9
34 INT 21H
35 LEA DX,RES
36 MOV AH,9
37 INT 21H
38 MOV AH,4CH
39 INT 21H
40 CODE ENDS
41
42 HEX2DEC PROC NEAR
43 MOV CX,0
44 MOV BX,10
45
46 LOOP1: MOV DX,0
47 DIV BX
48 ADD DL,30H
49 PUSH DX

```

```

edit: E:\Amity sem 2\Computer Architecture\Assembly Language\emulator program\factorial use...
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01
02 DATA SEGMENT
03 NUM DB ?
04 FACT DB 1H
05 RES DB 10 DUP ('$')
06 MSG1 DB "ENTER NUMBER : $"
07 MSG2 DB 10,13,"RESULT : $"

```

emulator screen (80x25 chars)

```

ENTER NUMBER: 6
RESULT: 208

```

clear screen change font 13 120

```

39 INT 21H
40 CODE ENDS
41
42 HEX2DEC PROC NEAR
43 MOV CX,0
44 MOV BX,10
45

```

line: 32 col: 47 drag a file here to open

emulator: factorial user input program.exe

file math debug view external virtual devices virtual drive help

Load reload step back single step run step delay ms: 0

| registers | | 0713:0038 | | 0713:0038 | |
|-----------|-------|---------------|-----|----------------|--|
| | H L | | | | |
| AX | 09 24 | 07168: B4 180 | I | MOV AH, 04Ch | |
| BX | 00 0A | 07169: 4C 026 | L | INT 021h | |
| CX | 00 00 | 0716A: CD 205 | = | MOV CX, 00000h | |
| DX | 00 02 | 0716B: 21 033 | ↑ | MOV BX, 0000Ah | |
| CS | 0713 | 0716C: B9 185 | ↓ | MOV DX, 00000h | |
| IP | 0038 | 0716D: 00 000 | NUL | DIV BX | |
| SS | 0710 | 0716E: 00 000 | NUL | ADD DL, 030h | |
| SP | 0000 | 0716F: BB 187 | ↓ | PUSH DX | |
| BP | 0000 | 07170: 0A 010 | NEW | INC CX | |
| SI | 0004 | 07171: 00 000 | NUL | CMP AX, 00009h | |
| DI | 0000 | 07172: BA 186 | ↓ | JNLE 042h | |
| DS | 0710 | 07173: 00 000 | NUL | ADD AL, 030h | |
| ES | 0700 | 07174: 00 000 | NUL | MOV [SI], AL | |
| | | 07175: F7 247 | ≈ | POP AX | |
| | | 07176: F3 243 | ≈ | INC SI | |
| | | 07177: 80 128 | C | MOV [SI], AL | |
| | | 07178: C2 194 | T | LOOP 055h | |
| | | 07179: 30 048 | 0 | RET | |
| | | 0717A: 52 082 | R | NOP | |
| | | 0717B: 41 065 | A | NOP | |
| | | 0717C: 3D 061 | = | ... | |

screen source reset aux vars debug stack flags

Q2 To develop an Assembly Code to multiply two Hexadecimal numbers display the result at the LED.

```
#start = led-display.exe#  
name "hex-mul"
```

```
org 100h
```

```
mov cx, 10h ; putting 10h to cx
```

```
mov bx, 5h ; putting 5 to bx
```

```
mul bx ; multiplying bx with cx
```

```
out 199, cx ; statement to  
show output in LED
```

