



# **Mawlana Bhashani Science and Technology University**

Santosh, Tangail-1902.

## **Lab Report**

### **Department of Information and Communication Technology**

**Report No:** 03

**Report Name:** Assembly language Program.

**Course Title:** Microprocessor and Assembly Language Lab

**Course Code:** ICT-3106

Submitted By	Submitted To
Name: <b>Zafrul Hasan Khan</b> ID: <b>IT-18003</b> Session: 2017-18 3rd Year 1 <sup>st</sup> Semester Dept. of Information & Communication Technology, MBSTU.	<b>S.M. Shamim</b> <b>Lecturer,</b> Dept. of Information & Communication Technology, MBSTU.

**1 . Write an assembly program to display different triangle using asterisk and digit.**

**Source Code :**

```
.model small
.stack 1024h
.code

start:
    mov cx, 5
first:
    mov bl, 2ah
    mov bh, 1
    call drawall
    loop first

    mov dx, 5
second:
    mov bl, 20h
    mov bh, 0
    mov cx, dx
    call drawall
    mov cx, 6
    sub cx, dx
    mov bl, 2ah
    mov bh, 1
    call drawall
    dec dx
    jnz second
```

```
mov ax, 4c00h
```

```
int 21h
```

```
drawall:
```

```
push ax
```

```
push bx
```

```
push cx
```

```
push dx
```

```
drawone:
```

```
mov ah,2h
```

```
mov dl,bl
```

```
int 21h
```

```
loop drawone
```

```
or bh,bh
```

```
jz retorn
```

```
mov dl,0Ah
```

```
int 21h
```

```
mov dl,0Dh
```

```
int 21h
```

```
retorn:
```

```
pop dx
```

```
pop cx
```

```
pop bx
```

```
pop ax
```

```
ret
```

end start

Another starts triangle :

.MODEL SMALL

.STACK 50H

.DATA

NL DB 0DH, 0AH, '\$' ; NL = NEXT LINE

.CODE

MAIN PROC

MOV AX, @DATA

MOV DS, AX

MOV CX, 5

MOV BX, 1

FOR\_1:

PUSH CX

MOV DL, 20H ; 20H IS ASCII CODE FOR SPACE

MOV AH, 2

FOR\_2:

INT 21H ; PRINTING SPACES

LOOP FOR\_2

MOV CX, BX

MOV DL, '\*'

```
MOV AH, 2
```

```
FOR_3:
```

```
    INT 21H ; PRINTING STARS
```

```
    LOOP FOR_3
```

```
LEA DX, NL
```

```
MOV AH, 9
```

```
INT 21H
```

```
INC BX
```

```
POP CX
```

```
LOOP FOR_1
```

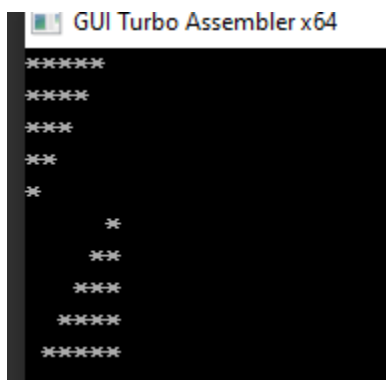
```
MOV AH, 4CH
```

```
INT 21H
```

```
MAIN ENDP
```

```
END MAIN
```

**Output :**



**2. Write an assembly program to enter two 8 bit numbers and print their sum which is less than 9.**

**Algorithm:**

1. Start the program.
2. Enter two numbers from 'al' register.
3. Move those two numbers to 'bh', 'bl' register accordingly.
4. Add 'bh' & 'bl' and store the result in 'bh' register.
5. Sub 48 from 'bh' register.
6. Display 'bh' register.
7. Stop the program.

**Code:**

```
.model small
.stack 100h
.code
main proc
    mov ah,1
    int 21h
    mov bh,al

    mov ah,1
    int 21h
    mov bl,al

    mov ah,2
    mov dl,10
    int 21h
    mov dl,13
    int 21h

    add bh,bl
    sub bh,48

    mov ah,2
    mov dl,bh
```

```
int 21h
```

```
exit:
```

```
mov ah,4ch
```

```
int 21h
```

```
main endp
```

```
end main
```

### **Output:**



**3. Write an assembly program to enter two 8 bit numbers and print their sum which is larger than.**

### **Algorithm:**

1. Start the program.
2. Enter two numbers from 'al' register,
3. Move those two numbers to 'bh' and 'bl' register accordingly.
4. Add them and subtract 58 from 'bh' register and store the result to 'bh' register.
5. Display the first and then 'bh'.
6. Stop the program.

### **Source Code:**

```
.model small
```

```
.stack 100h
```

```
.code
```

```
main proc
```

```
mov ah,1
```

```
int 21h
```

```
mov bh,al
```

```
mov ah,1
```

```
int 21h
```

```
mov bl,al
```

```
mov ah,2
```

```
mov dl,10
```

```
int 21h
```

```
mov dl,13
```

```
int 21h
```

```
add bh,bl
```

```
sub bh,58
```

```
mov ah,2
```

```
mov dl,'1'
```

```
int 21h
```

```
mov dl,bh
```

```
int 21h
```

```
exit:
```

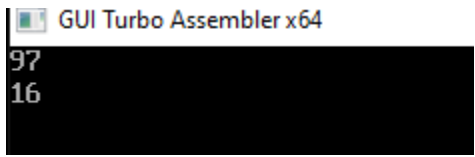
```
mov ah,4ch
```

```
int 21h
```

```
main endp
```

```
end main
```

### Output :



GUI Turbo Assembler x64

97

16

### 4. Write an assembly program to enter a number and perform multiplication with itself which less than 9.

#### Algorithm:

- 1.Start a program.
- 2.Enter first number in 'bl' register.
- 3.Enter second number from 'al' register and multiply it with 'bl' register.
- 4.Move the value in bl register,



5.Add 48 with bl register.

6.Display it.

**Source Code :**

```
.model small
```

```
.stack 100h
```

```
.data
```

```
.code
```

```
main proc
```

```
mov ah,1
```

```
int 21h
```

```
mov bl,al
```

```
sub bl,48
```

```
mov ah,1
```

```
int 21h
```

sub al,48

mul bl

mov bl,al

add bl,48

mov ah,2

mov dl,10

int 21h

mov dl,13

int 21h

mov ah,2

mov dl,bl

int 21h

exit:

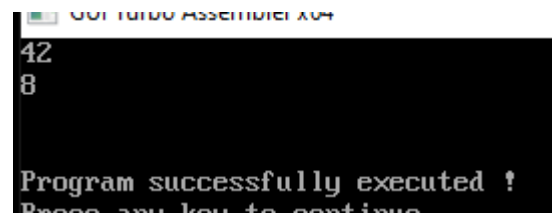
mov ah,4ch

int 21h

main endp

end main

### **Output:**

A screenshot of a DOS assembly program's output. The window title is "GOT TUTOR ASSEMBLER X04". The output shows the number "42" on the first line and "8" on the second line. Below these, it says "Program successfully executed !" and "Press any key to continue".

```
42
8
Program successfully executed !
Press any key to continue
```

## **6. Write an assembly program to enter two numbers and perform division.**

### **Algorithm:**

- 1.Start the program.
- 2.Enter two numbers.
- 3.Move them to 'bl' and 'al' register accordingly.
- 4.Divide 'al' register by 'bl' register.
- 5.Display bl register and bh register.
- 6.stop the program.

## **Source Code:**

.model small

.stack 100h

.data

.code

main proc

mov al,8

mov bl,3

div bl

mov bx,ax

mov ah,2

mov dl,bl

add dl,48

int 21h

mov dl,bh

```
add dl,48
```

```
int 21h
```

```
exit:
```

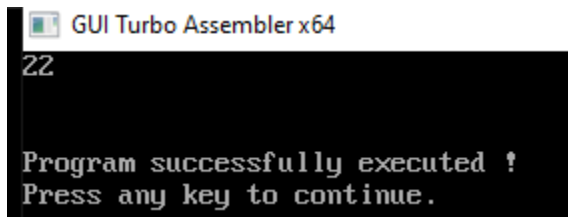
```
mov ah,4ch
```

```
int 21h
```

```
main endp
```

```
end main
```

### Output :



```
GUI Turbo Assembler x64
22
Program successfully executed !
Press any key to continue.
```