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# Department of CSE

## Lab Report 02

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**Batch:** 60

**Section:** B

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**Submitted to:**

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## Problem Statement:

Write an assembly language program that performs the following operations:

1. Declare two variable strings name and id
2. Print the name and id in separate line using newline
4. Print 'Z' to 'A' in descending order using a loop in a newline
5. Print '0' to '9' in ascending order using a loop in a newline
7. Print 'a' to 'z' in ascending order using a loop in a newline

## Code:

```
.model small
.stack 100h
.data
    nick db 'My Name is Zahid$'
    id   db 'My id is 2233081242$'

.code
main proc
    mov ax,@data        mov cx,26        mov dl,10
    mov ds,ax           mov ah,2         int 21h
                        mov dl,'Z'       mov dl,13
                        int 21h          int 21h

    mov ah,9
    lea dx,nick
    int 21h

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

    mov ah,9
    lea dx,id
    int 21h

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

    capital:
    int 21h
    dec dl
    loop capital

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

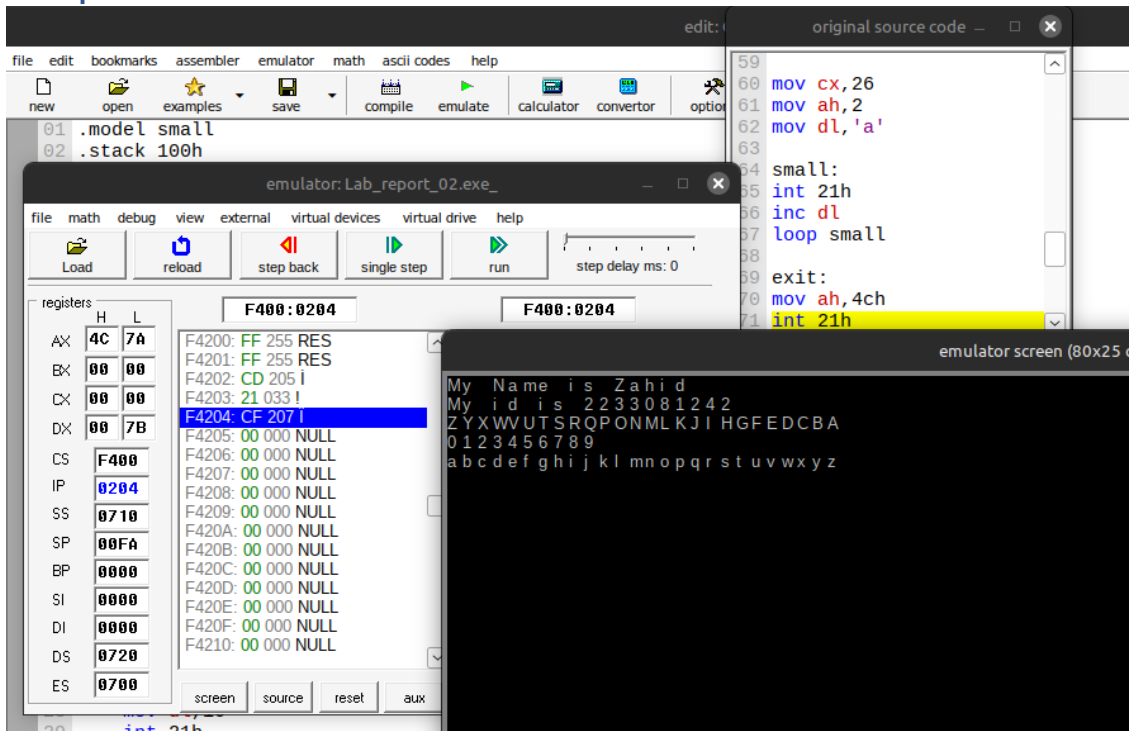
    mov cx,10
    mov dl,'0'

    number:
    int 21h
    inc dl
    loop number

    small:
    int 21h
    inc dl
    loop small

    exit:
    mov ah,4ch
    int 21h
main endp
end main
```

## Output:



## Discussion:

Our following code creates a program that first creates two variable named nick and id which has my nickname and ID stored into it. Then we print these two in seperate lines. After that we perform three loop operations. In th first loop we print 'Z' to 'A'. In the seconf loop we print '0' to '9'. and in the last and final loop we print 'a' to 'z' all in their very own seperate line.

We print a newline by moving the value 2 in ah and 13 in display register dl with an interrupt 21h. After that we print a line feed which has the value 10 with an interrupt 21h.

To print the string variables we set ah to 9. then we load the effective address of the variables into our display register and print it by calling an interrupt 21h.

And as for the loops first we set the counter cx as required for the loop which is 26 for the 1<sup>st</sup> and 3<sup>rd</sup> loop and 10 for the 2<sup>nd</sup> loop. Then we set the value of ah to 2 and initailize the display register with an initial value (first 'Z', second '0', third 'a').

And for the loop we create a section named for the desired loop (capital, number, small) and call an interrupt 21h and then increase or decrease the value of display register accordingly and loop the section which loops until the value of cx becomes zero.