
CS 321 Lab Model Answers

First Lab :

Q1: Define a character string named CO_NAME containing "Internet Services" as a constant ?

ANS: CO_NAME EQU 'Internet Services'

Q2: Define the following numeric values in data items named ITEM1 through ITEM4, respectively:

a) A 1-byte item containing the hex equivalent to decimal 71?

ANS: Item1 DB 47H

b) A 2-byte item containing an undefined value?

ANS: Item2 DB ?

c) A 3-byte item containing the binary equivalent to decimal 47?

ANS: Item3 DB 00101111b

d) A 4 item containing the consecutive word values 6,9,14,18,23,29?

ANS: Item4 DB 6,9,14,18,23,29

Q3:Use an EQU directive to redefine the value 16H as ATTRIBUTE

ANS: ATTRIBUTE EQU 16H

Second Lab

Q:Write assembly program that define two variables(BYTE1 and BYTE2) of type byte and uninitialized, then write a transfer instruction that assign value ('A') in BYTE1 and value(45H) in BYTE2 , than try to swap the values

SOLUTION :

```
org 100h

.Data
;declare variables with uninitialized value

BYTE1 DB ?
BYTE2 DB ?

.CODE

MOV BYTE1, 'A'

MOV BYTE2 , 45H

;swap values between BYTE1 and BYTE2

MOV BL,BYTE1
XCHG BL,BYTE2
MOV BYTE1 ,BL

;return to DOS
ret
```

Third Lab (practice on arithmetic operation):

Q: Write assembly program that:

1. define variable (BYTE1 and SUM) of type byte and uninitialized.
2. display ? for the user to enter a number from the keyboard .(USER SHOULD ENTER A NUMBER LESS THAN 7)
3. assign value that enter from the user in BYTE1 .
4. add '3' to BYTE1 and put the result in SUM.
5. display the result.

SOLUTION :

```
org 100h
.Data

;declare variables with uninitialized value

BYTE1 DB ?
SUM DB ?

.CODE
; read number and store it in BYTE1
MOV AH,1
INT 21H
MOV BYTE1 , AL

; BYTE1= BYTE1+3
ADD BYTE1 , 3

;move addition from BYTE1 to Sum
MOV BH , BYTE1
MOV SUM, BH
```

```
;New Line
MOV AH,2
MOV DL, 0AH
INT 21H
MOV DL, 0DH
INT 21H

;display the SUM
MOV AH,2
MOV DL, SUM
INT 21H

;return to DOS
ret
```

Forth Lab (practice on if statement)

Q: Write assembly program that ask User to enter his/her age and determine if he/she adult or child (child (from 0 and 5) adult (from 6 to 9))

Sample execution:

Output 1:

please enter your age: 6
you are adult

Inputs

Output 2:

please enter your age: 3
you are child

Inputs

Solution:

```
org 100h
.Data

MSG1 DB ' PLEASE ENTER YOUR AGE ? $'
MSG2 DB 0AH , 0DH , 'YOU ARE CHILD $'
MSG3 DB 0AH , 0DH , 'YOU ARE ADULT $'
MSG4 DB 0AH , 0DH , 'Illegal Input $'

.CODE
MOV AX, @DATA
MOV DS, AX           ; initialize DS

    LEA DX,MSG1      ; display the string MSG1
    MOV AH,9
    INT 21H

;read number
    MOV AH,1
    INT 21H
;to convert the digit from ASCII value to real value
    SUB AL , 30H

;check if the value <=9 then go to adult
    CMP AL , 9
    JLE ADULT

    LEA DX,MSG4      ;display the string MSG4
    MOV AH,9
    INT 21H
    JMP EXIT
```

ADULT:

check if the value <=5 go to CHILD

CMP AL,5

JLE CHILD

LEA DX,MSG3 ;display MSG3

MOV AH,9

INT 21H

JMP EXIT

CHILD:

LEA DX,MSG2 ;display MSG2

MOV AH,9

INT 21H

EXIT :

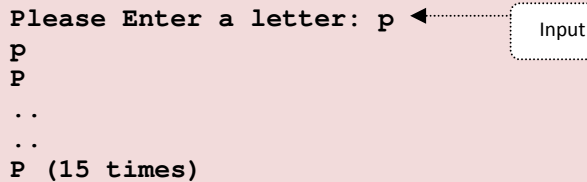
;return to DOS

ret

Fifth Lab (practice on if statement)

Q: By using For Loop Write a program that Ask user to enter a character and then display it 15 times on the next line .

Sample execution:



```
Please Enter a letter: p ← Input
P
P
..
..
P (15 times)
```

Solution:

```
org 100h
.Data
mSG1 DB ' PLEASE ENTER A ONE CHARCTER ? $'

.CODE
    MOV AX, @DATA ; initialize DS
    MOV DS, AX

;display message
    LEA DX,MSG1
    MOV AH,9
    INT 21H

;read character
    mov AH,1
    INT 21H
    MOV BL,AL

    XOR CX,CX
    MOV CX, 15 ;set counter = 15

;New Line
    MOV AH,2
    MOV DL,0AH
    INT 21H
    MOV DL,0DH
    INT 21H
```

```
;for loop
FOR:
;display character
MOV AH,2
MOV DL,BL
INT 21H

;New Line
MOV DL,0AH
INT 21H
MOV DL,0DH
INT 21H

LOOP FOR
;return to DOS
RET
```

sixth Lab (practice on logic operations)

Q : write a program to multiply AX by BX and put the product in CX by repeated addition.

Sample execution:

Please Enter Two digits to product: 23 ←
Result : 6

Solution:

```
org 100h
.Data

MSG1 DB ' PLEASE ENTER TWO DIGIT ? $'
MSG2 DB 0AH,0DH,' PRODUCT $'
PRODUCT DB ?

.CODE
MOV AX,@DATA ; initialize DS
MOV DS,AX

;display message
LEA DX,MSG1
MOV AH,9
INT 21H

; read first digit
MOV AH,1
INT 21H
MOV BL,AL

; read first digit
MOV AH,1
INT 21H
;to convert the digit from ASCII value to real value
SUB BL,30H
SUB AL,30H
```

```
WHILE_:  
;IF AL < 0 go to ENDWHILE_  
CMP AL,0  
JE ENDWHILE_  
  
;PRODUCT = PRODUCT+ BL  
ADD PRODUCT,BL  
  
;decrement Al  
DEC AL  
  
JMP WHILE_  
  
ENDWHILE_:  
  
;display message  
LEA DX,MSG2  
MOV AH,9  
INT 21H  
  
;to convert the digit from real value to ASCII value  
ADD PRODUCT, 30H  
;display result  
MOV AH,2  
MOV DL,PRODUCT  
INT 21H  
  
RET
```

seventh Lab (practice on logic operations)

Q : Write a program that reads a binary number, stores it in BX and display it's one's complement:

Sample execution:

Enter the binary number (max 16-bit) :1100111000101010 ←
The given binary number one's complement is:0011000111010101

Solution:

```
org 100h

.DATA
PROMPT_1 DB 'Enter the binary number (max 16-bit) : $'
PROMPT_2 DB 0DH,0AH,' The given binary number ones complement is:$'

.CODE
MAIN PROC
    MOV AX, @DATA           ; initialize DS
    MOV DS, AX

    LEA DX, PROMPT_1       ; load and display PROMPT_1
    MOV AH, 9
    INT 21H

    XOR BX, BX             ; clear BX
    MOV CX, 16             ; initialize loop counter
    MOV AH, 1              ; set input function

INPUT:                    ; jump label
    INT 21H                ; read a digit
    CMP AL, 0DH            ; compare digit with carriage return
    JE END_                ; jump to label END if carriage return
    AND AL, 0FH            ; convert ascii to decimal code
    SHL BX, 1              ; rotate BX to left by 1 bit

OR BL, AL                 ; set the LSB of BX with input
    LOOP INPUT             ; jump to label INPUT

END_:                      ; jump label
NOT BX                    ; 1's complement of BX
    LEA DX, PROMPT_2       ; load and display PROMPT_2
    MOV AH, 9
    INT 21H

    MOV CX, 16             ; initialize loop counter
    MOV AH, 2              ; set output function
```

```
OUTPUT:                ; jump label
    SHL BX, 1           ; shift left BX by 1 bit

    JNC ZERO           ; jump to label ZERO if CF=0
    MOV DL, 31H        ; set DL=1
    JMP DISPLAY        ; jump to label DISPLAY

ZERO:                   ; jump label
    MOV DL, 30H        ; set DL=0

DISPLAY:                ; jump label
    INT 21H           ; display digit
LOOP OUTPUT            ; jump to label OUTPUT

ret
```

eighth Lab :

Q : Write a program to convert the high level language assignment statement to assembly code:
$$(A * B) + 4 / 2$$

Sample execution:

PLEASE ENTER THE THE VALUE OF A :2 3
THE RESULT OF ((A*B+4)/2) IS : 5

Input

Solution:

```
org 100h

.DATA
MSG DB 'PLEASE ENTER THE THE VALUE OF A and B : $'
MSG2 DB 0DH,0AH,' THE RESULT OF ((A*B+4)/2) IS :$'
b db ?
a db ?

.CODE
MOV AX, @DATA      ; initialize DS
MOV DS, AX
MOV AH,9           ; display the string MSG
LEA DX, MSG
INT 21h

;input a number and move it to variable A

mov ah,1
int 21h
mov A,al

;input a number and move it to variable B

mov ah,1
int 21h
mov b,al

;to convert the digit from ASCII value to real value

sub a,30h
sub b,30h

mov al,A

mul B      ; = A1*B
add al,4   ; = A1 + 4
```

```
    mov cl,2    ; Al /2
    div cl

;to convert the digit from ASCII value to real value
    add al,30h

;display result

    mov ah,2
    mov dl,al
    int 21h

    ret
```

Final Lab :

Q: Write a program that Sum the Values of odd index of array A .

Suppose that Array A contains :

A : 2,3,5,8,1,4

Sample execution:

THE SUM OF ARRAY ELEMENTS: 15

Solution:

```
org 100H
.DATA
MSG DB 'THE SUM OF ARRAY ELEMENTS: $'
A DB 2,3,5,8,1,4

.CODE
MOV AX, @DATA ; initialize DS
MOV DS, AX

XOR SI,SI ;clear SI
XOR AX,AX ;AX holds sum
Mov SI,1 ;to point in index one
MOV CX,3 ; no. of even indexes in A

TOP:
ADD AL,A[SI] ;Sum= Sum+element
ADD SI,2 ; to go to even index
LOOP TOP ;loop until done

PUSH AX ;save Sum (save the value in AX)

MOV AH,9 ; display the string MSG
LEA DX, MSG
INT 21h

POP AX ;retrive number
CALL OUTDEC

; exit to DOS
ret
INCLUDE C:\ASM\PGM9_1.ASM ;include outdec
```

