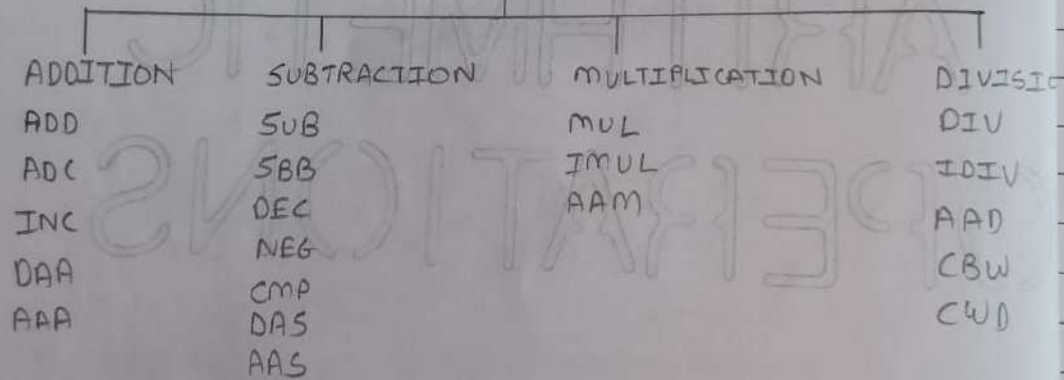


## ARITHMETIC GROUP



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THEORY:

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1. Addition

ADD - Add

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result to

Program

Algorithm

Step 1: T

Step 2: G

Step 3: G

Roll No.: B049  
Date : 10/7/2024

## Experiment 1

### Aim:

To perform arithmetic operations on 8 bit data.

### Theory:

Under arithmetic operation  $\mu\text{P}86$ , provides addition, subtraction, multiplication and division where all operations are performed on the operand data.

### (1) Addition

ADD - Add byte or word

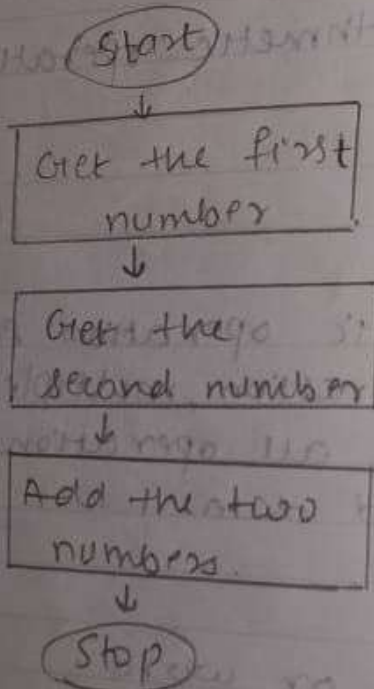
This instruction adds a number from source and put the result to specific destination.

Program: WAP for addition of two 8 bit numbers

### Algorithm

- Step 1: Initialize the data segment
- Step 2: Get the first number in AL register
- Step 3: Get the second number in BL register
- Step 4: Add two numbers
- Step 5: Stop

Flowchart



Output.

- c:\> tasm filename.asm
- c:\> link filename.obj
- c:\> filename
- 04

Program:

.model small  
 .data

a db 02H  
 b db 02H

.code

mov ax, @data

mov dx, ax

mov al, a

mov bl, b

add al, bl

mov ch, 02H

mov cl, 04H

mov bh, al

J2: rol bh, cl

mov dl, bh

and dl, 0FH

cmp dl, 09

jbe J4

add dl, 07H

0-9 Add 30

A-F Add 37

J4: add dl, 30H

mov ah, 02H

; To display

int 21H

dec ch

jnz J2

mov ah, 4CH

; To terminate

int 21H

end



## (2) Subtraction

Sub: Sub byte or word

This instruction subtracts a number from source to number from destination and puts the result to specific destination.

Program 1: WAP for subtraction of two 8 bits number

### Algorithm

Step 1: Initialize the data segment

Step 2: Get the first number in AL register

Step 3: Get the second number in BL register

Step 4: Subtract the two numbers

Step 5: Display result

Step 6: Stop

### Program

```
.model small
.data
a db 08H
b db 02H
.code
    Mov ax, @data
    mov ds, ax
    mov ax, 0000H
    mov al, a
    mov bl, b
    sub al, bl
```

```
mov ch, 02H
mov cl, 04H
mov bh, al
J2: rol bh, cl
mov dl, bh
add dl, 0FH
cmp al, 09H
jbe J4
add dl, 07H
J4: add dl, 30H
int 21H
dec ch
jnz J2
mov ah, 4CH
int 21H
end
```

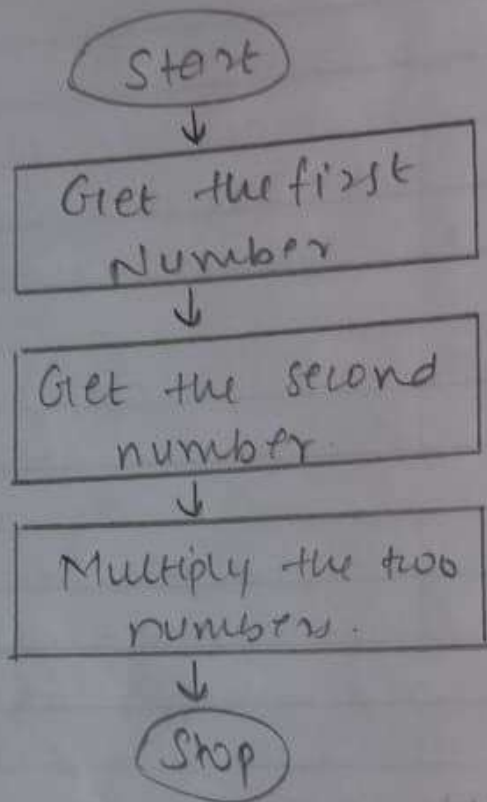
### (3) Multiplication

This instruction multiplies an unsigned byte from source with a byte in the AL register as an unsigned word from source with an unsigned word in ax.

When a byte is multiplied by contents of al, result is stored in ax.

The MSB of result is stored in AH register and the LSB of the result is stored in AL register.

## Flow chart



## Output

C:\> tasm filename.asm

C:\> link filename.obj

C:\> filename

04

Program 1: WAP for multiplication of two 8 bits number

### Algorithm

- Step 1: Initialize the data segment
- Step 2: Store first number in BL register
- Step 3: Store the second number in AL register
- Step 4: Multiply two numbers
- Step 5: Display result
- Step 6: Stop

### Program

```
.model small
.data
a db 02H
b db 02H
.code
mov ax, @data
mov ds, ax
mov ax, 0000H
mov al, a
mov bl, b
mul bl
mov ch, 02H
mov cl, 04H
mov bh, al
J2: rol bh, cl
mov dl, bh
```

```

and dl, 0FH
cmp dl, 09
jbe J4
add dl, 07H
J4: add dl, 30H
mov ah, 02H
int 21H
jnz J2
mov ah, 4CH
int 21H
end

```

### (4) Division

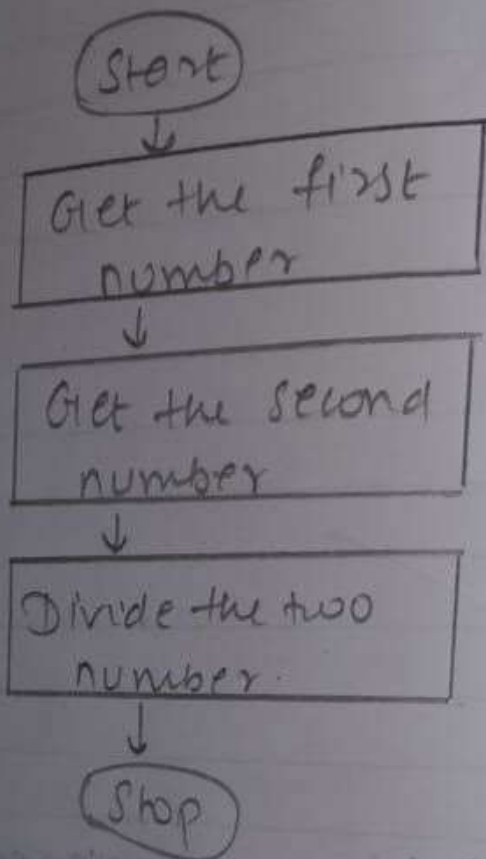
This instruction divides an unsigned byte from source with an unsigned byte AL register or an unsigned word from source with an unsigned word in AX. When a byte is divided the result is stored in AX.

Program 1: WAP for division of two 8 bit numbers.

### Algorithm

- Step 1: Initialize the data segment
- Step 2: Store first number in AL register
- Step 3: Store second number in BL register
- Step 4: Divide the two numbers.
- Step 5: Display result; Step 6: Stop

# Flowchart



Output:

- C:\> test filename: asin
- C:\> form filename: obj
- C:\> filename
- 04

# Program

```

.model small
.data
a db 08H
b db 02H
.code
mov ax, @data
mov ds, ax
mov ax, 0000H
mov di, a
mov bl, b
div bl
mov ch, 02H
mov cl, 04H
mov bh, al
J2: mov bh, al
mov dl, bh
and dl, 0FH
cmp dl, 09
jbe J4
add cl, 07H
J4: add dl, 30H
mov ah, 02H
int 21H
dec ch
jnz J2
mov ah, 4CH
int 21H
end

```