

BS-CS 3rd semester

Computer Organization and Assembly Language

Assignment No. 3

- Q. No. 1:** Write code that jumps to a label if AL is even.
- Q. No. 2:** Write code that jumps to a label if AL is negative.
- Q. No. 3:** Write code that jumps to a label if either bit 0 or bit 1 in AL is set.
- Q. No. 4:** Write code that jumps to a label if neither bit 0 nor bit 1 in AL is set.
- Q. No. 5:** Write code that jumps to a label if unsigned AX is greater than BX.
- Q. No. 6:** Write code that jumps to a label if signed AX is greater than BX.
- Q. No. 7:** Write code that jumps to a label if unsigned AX is less than or equal to a variable 'VAR1'.
- Q. No. 8:** Write code that jumps to a label if signed AX is less than or equal to a variable 'VAR2'.
- Q. No. 9:** Write code that compares unsigned AX to BX and copy the larger of the two into CX.
- Q. No. 10:** Write code that compared signed AX to BX and copy the smaller of the two in CX.
- Q. No. 11:** Write code that jumps to a label if either bit 4, 5, or 6 is set in BL register.
- Q. No. 12:** Write code that jumps to a label if bits 4, 5, and 6 are all set in BL register.
- Q. No. 13:** Write code that jumps to a label if AL has even parity.
- Q. No. 14:** Write code that jumps to a label if AX is negative.
- Q. No. 15:** Write code that jumps to a label if the expression (BX – CX) is greater than zero.