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1: TITLE      Linear search of integer array      LIN_SRCH.ASM
2: COMMENT |
3:           Objective: To implement linear search of an integer
4:           array; demonstrates the use of loopne.
5:           Input: Requests numbers to fill array and a
6:           number to be searched for from user.
7:           Output: Displays the position of the number in
8:           the array if found; otherwise, not found
9:           message.
10: .MODEL SMALL
11: .STACK 100H
12: .DATA
13: MAX_SIZE      EQU 100
14: array         DW MAX_SIZE DUP (?)
15: input_prompt  DB 'Please enter input array: '
16:               DB '(negative number terminates input)',0
17: query_number  DB 'Enter the number to be searched: ',0
18: out_msg       DB 'The number is at position ',0
19: not_found_msg DB 'Number not in the array!',0
20: query_msg     DB 'Do you want to quit (Y/N): ',0
21:
22: .CODE
23: INCLUDE io.mac

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Selection: 1

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24: main      PROC
25:           .STARTUP
26:           PutStr input_prompt ; request input array
27:           mov  BX,OFFSET array
28:           mov  CX,MAX_SIZE
29: array_loop:
30:           GetInt AX           ; read an array number
31:           nwln
32:           cmp  AX,0           ; negative number?
33:           jl   exit_loop     ; if so, stop reading numbers
34:           mov  [BX],AX       ; otherwise, copy into array
35:           inc  BX            ; increment array address
36:           inc  BX
37:           loop array_loop    ; iterates a maximum of MAX_SIZE
38: exit_loop:
39:           mov  DX,BX         ; DX keeps the actual array size
40:           sub  DX,OFFSET array ; DX := array size in bytes
41:           sar  DX,1          ; divide by 2 to get array size
42: read_input:
43:           PutStr query_number ; request number to be searched for
44:           GetInt AX          ; read the number
45:           nwln

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Selection: 2

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46:         push    AX          ; push number, size & array pointer
47:         push    DX
48:         push    OFFSET array
49:         call   linear_search
50:         ; linear_search returns in AX the position of the number
51:         ; in the array; if not found, it returns 0.
52:         cmp     AX,0          ; number found?
53:         je      not_found    ; if not, display number not found
54:         PutStr out_msg      ; else, display number position
55:         PutInt  AX
56:         jmp     SHORT user_query
57: not_found:
58:         PutStr  not_found_msg
59: user_query:
60:         nwnln
61:         PutStr  query_msg    ; query user whether to terminate
62:         GetCh   AL           ; read response
63:         nwnln
64:         cmp     AL,'Y'       ; if response is not 'Y'
65:         jne     read_input   ; repeat the loop
66: done:    .EXIT              ; otherwise, terminate program
67: main     .EXIT
68: main     ENDP

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Selection: 3

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70: ;-----
71: ; This procedure receives a pointer to an array of integers,
72: ; the array size, and a number to be searched via the stack.
73: ; If found, it returns in AX the position of the number in
74: ; the array; otherwise, returns 0.
75: ; All registers, except AX, are preserved.
76: ;-----
77: linear_search PROC
78:     push    BP
79:     mov     BP,SP
80:     push    BX          ; save registers
81:     push    CX
82:     mov     BX,[BP+4]   ; copy array pointer
83:     mov     CX,[BP+6]   ; copy array size
84:     mov     AX,[BP+8]   ; copy number to be searched
85:     sub     BX,2        ; adjust index to enter loop
86: search_loop:
87:     add     BX,2        ; update array index
88:     cmp     AX,[BX]     ; compare the numbers
89:     loopne search_loop
90:     mov     AX,0        ; set return value to zero
91:     jne     number_not_found ; modify it if number found
92:     mov     AX,[BP+6]   ; copy array size
93:     sub     AX,CX       ; compute array index of number
94: number_not_found:

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Selection: 4

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95:         pop     CX             ; restore registers
96:         pop     BX
97:         pop     BP
98:         ret     6
99: linear_search ENDP
100:        END     main

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Selection: 5

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1: TITLE   Sorting an array by selection sort   SEL_SORT.ASM
2: COMMENT |
3:         Objective: To sort an integer array using selection sort.
4:         Input: Requests numbers to fill array.
5:         Output: Displays sorted array.
6: .MODEL  SMALL
7: .STACK  100H
8: .DATA
9: MAX_SIZE EQU 100
10: array    DW  MAX_SIZE DUP (?)
11: input_prompt DB 'Please enter input array: '
12:          DB '(negative number terminates input)',0
13: out_msg   DB 'The sorted array is:',0
14:
15: .CODE
16: .486
17: INCLUDE io.mac
18: main     PROC
19:         .STARTUP
20:         PutStr input_prompt ; request input array
21:         mov     BX,OFFSET array
22:         mov     CX,MAX_SIZE
23: array_loop:

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Selection: 6

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24:      GetInt  AX          ; read an array number
25:      nwnln
26:      cmp    AX,0        ; negative number?
27:      jl    exit_loop   ; if so, stop reading numbers
28:      mov    [BX],AX     ; otherwise, copy into array
29:      add    BX,2        ; increment array address
30:      loop  array_loop   ; iterates a maximum of MAX_SIZE
31: exit_loop:
32:      mov    DX,BX       ; DX keeps the actual array size
33:      sub    DX,OFFSET array ; DX := array size in bytes
34:      sar    DX,1        ; divide by 2 to get array size
35:      push  DX           ; push array size & array pointer
36:      push  OFFSET array
37:      call  selection_sort
38:      PutStr out_msg     ; display sorted array
39:      nwnln
40:      mov    CX,DX
41:      mov    BX,OFFSET array
42: display_loop:
43:      PutInt [BX]
44:      nwnln
45:      add    BX,2
46:      loop  display_loop
47: done:
48:      .EXIT
49: main  ENDP

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Selection: 7

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51: ;-----
52: ; This procedure receives a pointer to an array of integers
53: ; and the array size via the stack. The array is sorted by
54: ; using the selection sort. All registers are preserved.
55: ;-----
56: SORT_ARRAY EQU [BX]
57: selection_sort PROC
58:     pusha                ; save registers
59:     mov    BP,SP
60:     mov    BX,[BP+18]    ; copy array pointer
61:     mov    CX,[BP+20]    ; copy array size
62:     sub    SI,SI        ; array left of SI is sorted
63: sort_outer_loop:
64:     mov    DI,SI
65:     ; DX is used to maintain the minimum value and AX
66:     ; stores the pointer to the minimum value
67:     mov    DX,SORT_ARRAY[SI] ; min. value is in DX
68:     mov    AX,SI        ; AX := pointer to min. value
69:     push  CX
70:     dec   CX            ; size of array left of SI
71: sort_inner_loop:

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Selection: 8

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71:  sort_inner_loop:
72:      add    DI,2          ; move to next element
73:      cmp    DX, SORT_ARRAY[DI] ; less than min. value?
74:      jle    skip1        ; if not, no change to min. value
75:      mov    DX, SORT_ARRAY[DI] ; else, update min. value (DX)
76:      mov    AX, DI        ; & its pointer (AX)
77:  skip1:
78:      loop   sort_inner_loop
79:      pop    CX
80:      cmp    AX, SI        ; AX = SI?
81:      je     skip2        ; if so, element at SI is its place
82:      mov    DI, AX        ; otherwise, exchange
83:      mov    AX, SORT_ARRAY[SI] ; exchange min. value
84:      xchg   AX, SORT_ARRAY[DI] ; & element at SI
85:      mov    SORT_ARRAY[SI], AX
86:  skip2:
87:      add    SI, 2         ; move SI to next element
88:      dec    CX
89:      cmp    CX, 1        ; if CX = 1, we are done
90:      jne    sort_outer_loop
91:      popa                   ; restore registers
92:      ret    4
93:  selection_sort ENDP
94:      END    main

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Selection: 9

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1:  TITLE    Sample indirect jump example    IJUMP.ASM
2:  COMMENT |
3:      Objective: To demonstrate the use of indirect jump.
4:      Input: Requests a digit character from the user.
5:      WARNING: Typing any other character may
6:      crash the system!
7:  |      Output: Appropriate class selection message.
8:  .MODEL  SMALL
9:  .STACK  100H
10: .DATA
11: jump_table DW code_for_0 ; indirect jump pointer table
12:            DW code_for_1
13:            DW code_for_2
14:            DW default_code ; default code for digits 3-9
15:            DW default_code
16:            DW default_code
17:            DW default_code
18:            DW default_code
19:            DW default_code
20:            DW default_code
21:

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Selection: 10

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22: prompt_msg DB 'Type a character (digits ONLY): ',0
23: msg_0      DB 'Economy class selected.',0
24: msg_1      DB 'Business class selected.',0
25: msg_2      DB 'First class selected.',0
26: msg_default DB 'Not a valid code!',0
28: .CODE
29: INCLUDE io.mac
30: main PROC
31:     .STARTUP
32: read_again:
33:     PutStr prompt_msg    ; request a digit
34:     sub  AX,AX           ; AX := 0
35:     GetCh AL             ; read input digit and
36:     nwnl
37:     sub  AL,'0'         ; convert to numeric equivalent
38:     mov  SI,AX          ; SI is index into jump table
39:     add  SI,SI          ; SI := SI * 2
40:     jmp  jump_table[SI] ; indirect jump based on SI
41: test_termination:
42:     cmp  AL,2
43:     ja   done
44:     jmp  read_again

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Selection: 11

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45: code_for_0:
46:     PutStr msg_0
47:     nwnl
48:     jmp  test_termination
49: code_for_1:
50:     PutStr msg_1
51:     nwnl
52:     jmp  test_termination
53: code_for_2:
54:     PutStr msg_2
55:     nwnl
56:     jmp  test_termination
57: default_code:
58:     PutStr msg_default
59:     nwnl
60:     jmp  test_termination
61: done:
62:     .EXIT
63: main ENDP
64:     END main

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Selection: 12