

### Q3. SOLUTION

;header as appropriate

```
SECTION          .bss
m: dw
n: dw
t: dw
```

```
SECTION          .data
value_min:      dw    0
vslue_max:      dw    6
factorial:      dw    1
errorMsg:       db    "Number must be between 1 and 6 inclusive", 0
retry:         db    "Please, try to enter a number again", 0
```

```
SECTION          .text
main:

START:
    call readInput
    cmp n, value_min
    je ERROR
    cmp n, value_max
    jg ERROR
    call computeFact                ;this is the key procedure
    call displayResult
    ret

ERROR:
    call displayErrorMsg
    jmp START

readInput:
    mov ah, 01h                    ;initialise standard input
    int 21h                        ;kernel command to store user
input
    mov n, al                       ;initialise n
    ret

displayResult:
    pop factorial
    mov dx, factorial
    mov ah, 09h
    int 21h
    ret

displayErrorMsg:
    mov dx, [errorMsg]
    mov ah, 09h
```

```
int 21h
ret
```

```
computeFact:
```

```
  LOOP:
```

```
    mov m, n
    dec n
    mov t, ax
    cmp t, value_min
    je RESULT
    mult factorial, m
    mov factorial, ax
    mov ax, t
    mov n, ax
    jmp LOOP
```

```
  RESULT:
```

```
    push factorial
    ret
```

Q4.

```
;Header comments as appropriate
```

```
SECTION          .bss
s:               dw
fGrade:         db
```

```
SECTION          .data
min_score:      dw    0
max_score:      dw    100
score35:        dw    35
score39:        dw    39
score49:        dw    49
score59:        dw    59
score69:        dw    69
score79:        dw    79
score89:        dw    89
gradeAp:        db    "A+", 0
gradeA:         db    "A", 0
gradeBp:        db    "B+", 0
gradeB:         db    "B", 0
gradeCp:        db    "C+", 0
gradeC:         db    "C", 0
gradeDp:        db    "D+", 0
gradeD:         db    "D", 0
errorMsg:       db    "The range of student's mark is 0 to 100", 0
```

```
SECTION          .text
```

main:

START:

```
mov ax, 0
call readUserInput
pop s
cmp s, min_score
jl ERROR
cmp s, max_score
jg ERROR
call processGrade
call displayFinalGrade
ret
```

ERROR:

```
call displayErrorMsg
jmp START
```

readUserInput:

```
mov ah, 01h
int 21h
mov s, ah ;initialise s from user input
push s
ret
```

displayErrorMsg:

```
mov dx, [errorMsg]
mov ah, 09h
int 21h
ret
```

displayFinalGrade:

```
pop fGrade
mov dx, [fGrade]
mov ah, 09h
int 21h
ret
```

processGrade:

```
pop s
cmp s, score35
jl LD
cmp s, score39
jl LDP
cmp s, score49
jl LC
cmp s, score59
jl LCP
cmp s, score69
```

```
jl    LB
cmp s, score79
jl    LBP
cmp s, score89
jl    LA
jmp LAP
```

```
LD:  mov ax, [gradeD]
     call setStudentGrade
     jmp FINISH
```

```
LDP: mov ax, [gradeDp]
     call setStudentGrade
     jmp FINISH
```

```
LC:  mov ax, [gradeC]
     call setStudentGrade
     jmp FINISH
```

```
LCP: mov ax, [gradeCp]
     call setStudentGrade
     jmp FINISH
```

```
LB:  mov ax, [gradeB]
     call setStudentGrade
     jmp FINISH
```

```
LBP: mov ax, [gradeBp]
     call setStudentGrade
     jmp FINISH
```

```
LA:  mov ax, [gradeA]
     call setStudentGrade
     jmp FINISH
```

```
LAP: mov ax, [gradeAp]
     call setStudentGrade
     jmp FINISH
```

```
FINISH: call resetRegisters
        ret
```

```
setStudentGrade:
        mov fGrade, ax
        push fGrade
        ret
```

```
resetRegisters:
        mov ax, min_score
        mov bx, min_score
```

```
mov cx, min_score  
mov dx, min_score  
mov ex, min_score  
ret
```