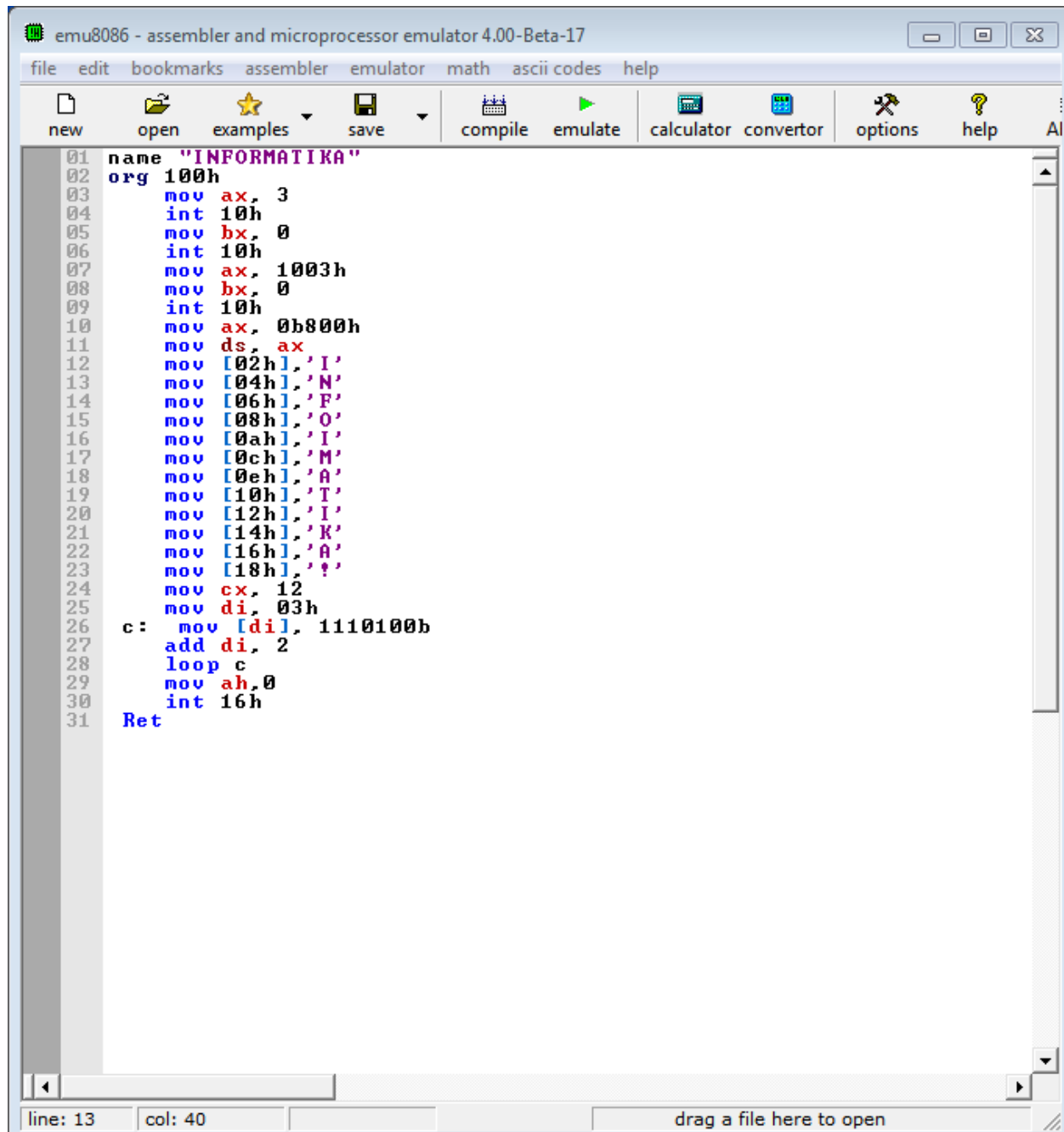


LAPORAN PRAKTIKUM
DASAR PEMROGRAMAN



DISUSUN OLEH:
EKO RACHMAT SATRIYO (2100018142)
SABTU 07.30-KELAS C

PROGRAM STUDI TEKNIK INFORMATIKA
FAKULTAS TEKNOLOGI INDUSTRI
UNIVERSITAS AHMAD DAHLAN
DESEMBER 2021

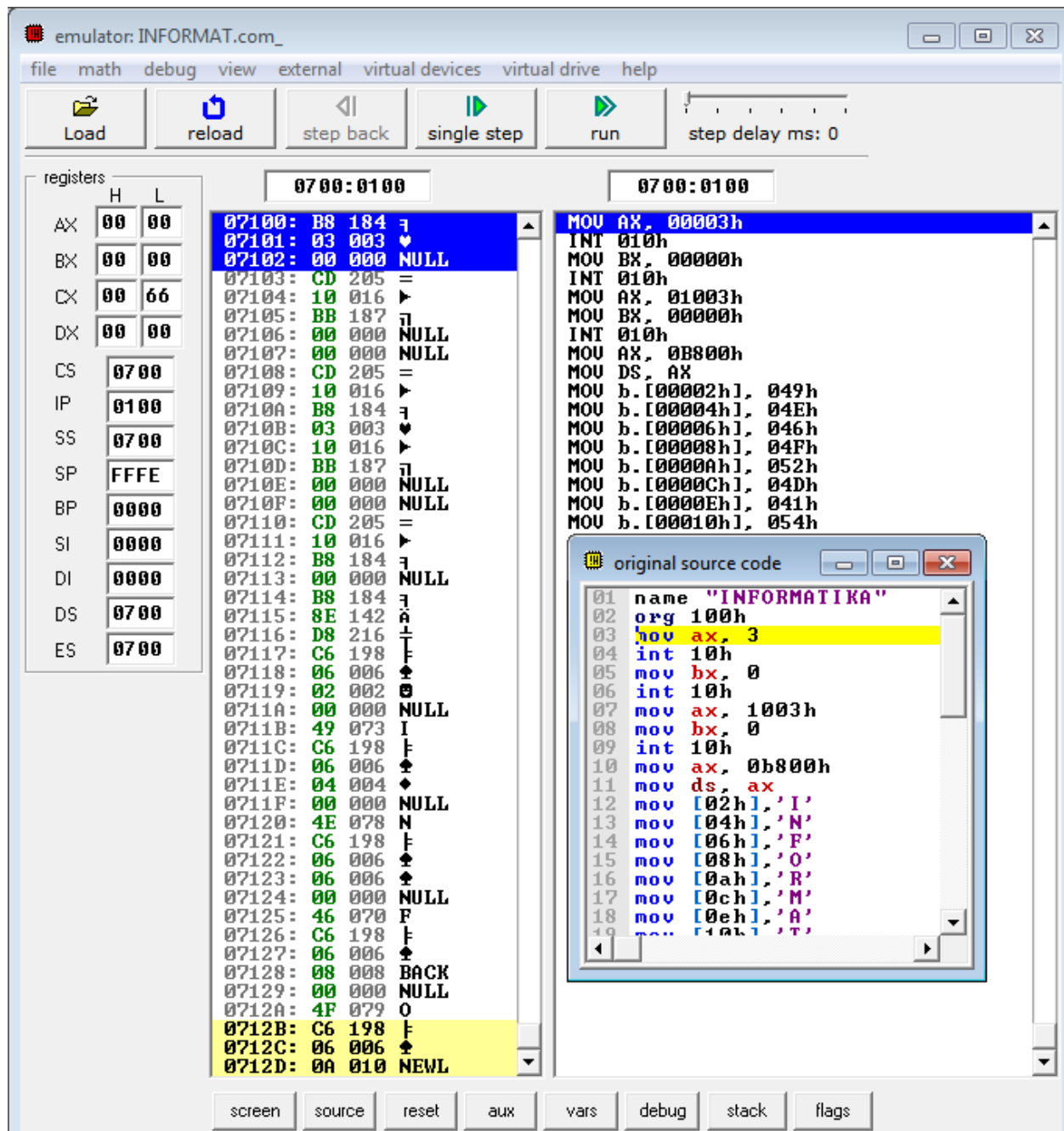


The screenshot shows the emu8086 - assembler and microprocessor emulator 4.00-Beta-17 window. The interface includes a menu bar (file, edit, bookmarks, assembler, emulator, math, ascii codes, help) and a toolbar with icons for new, open, examples, save, compile, emulate, calculator, convertor, options, and help. The main text area contains an assembly program for the 8086 microprocessor. The program defines a segment named 'INFORMATIKA' starting at address 100h. It initializes the AX register to 3, sets the instruction pointer to 10h, and initializes the BX register to 0. It then sets the data segment register (DS) to 0b800h. The program uses a loop to move the characters of the string 'INFORMATIKA' into memory locations starting at 02h. The loop counter (CX) is set to 12, and the instruction pointer (DI) is set to 03h. The loop body moves the character at [DI] to the memory location [DI], increments DI by 2, and loops back. Finally, it sets the AH register to 0 and issues an interrupt 16h to display the string, followed by a return instruction (Ret).

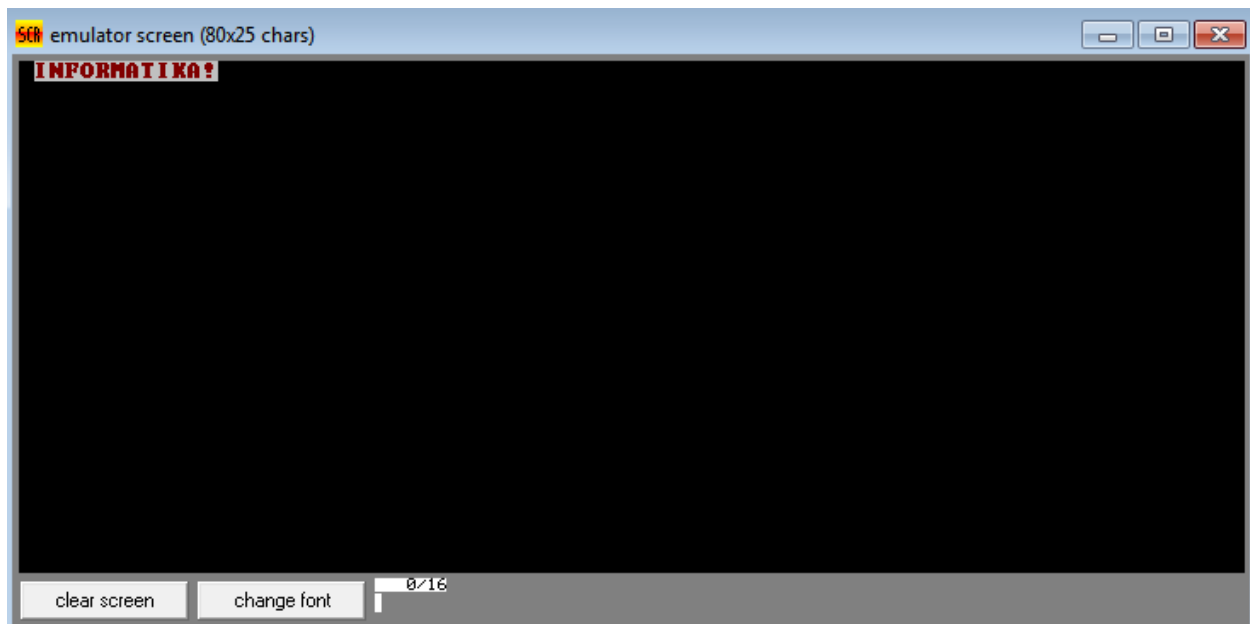
```
01 name "INFORMATIKA"
02 org 100h
03 mov ax, 3
04 int 10h
05 mov bx, 0
06 int 10h
07 mov ax, 1003h
08 mov bx, 0
09 int 10h
10 mov ax, 0b800h
11 mov ds, ax
12 mov [02h], 'I'
13 mov [04h], 'N'
14 mov [06h], 'F'
15 mov [08h], 'O'
16 mov [0ah], 'I'
17 mov [0ch], 'M'
18 mov [0eh], 'A'
19 mov [10h], 'T'
20 mov [12h], 'I'
21 mov [14h], 'K'
22 mov [16h], 'A'
23 mov [18h], '!'
24 mov cx, 12
25 mov di, 03h
26 c: mov [di], 1110100b
27 add di, 2
28 loop c
29 mov ah, 0
30 int 16h
31 Ret
```

line: 13 col: 40 drag a file here to open

Menuuliskan program



Mengklik *emulate*



Hasil output