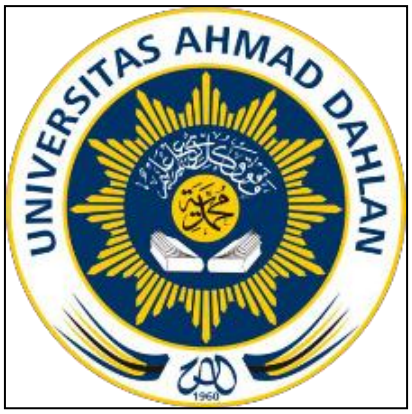
LAPORAN PRAKTIKUM

DASAR SISTEM KOMPUTER



DISUSUN OLEH:

EKO RACHMAT SATRIYO (2100018142)

JUM'AT 07.30-KELAS C

PROGRAM STUDI TEKNIK INFORMATIKA

FAKULTAS TEKNOLOGI INDUSTRI

UNIVERSITAS AHMAD DAHLAN

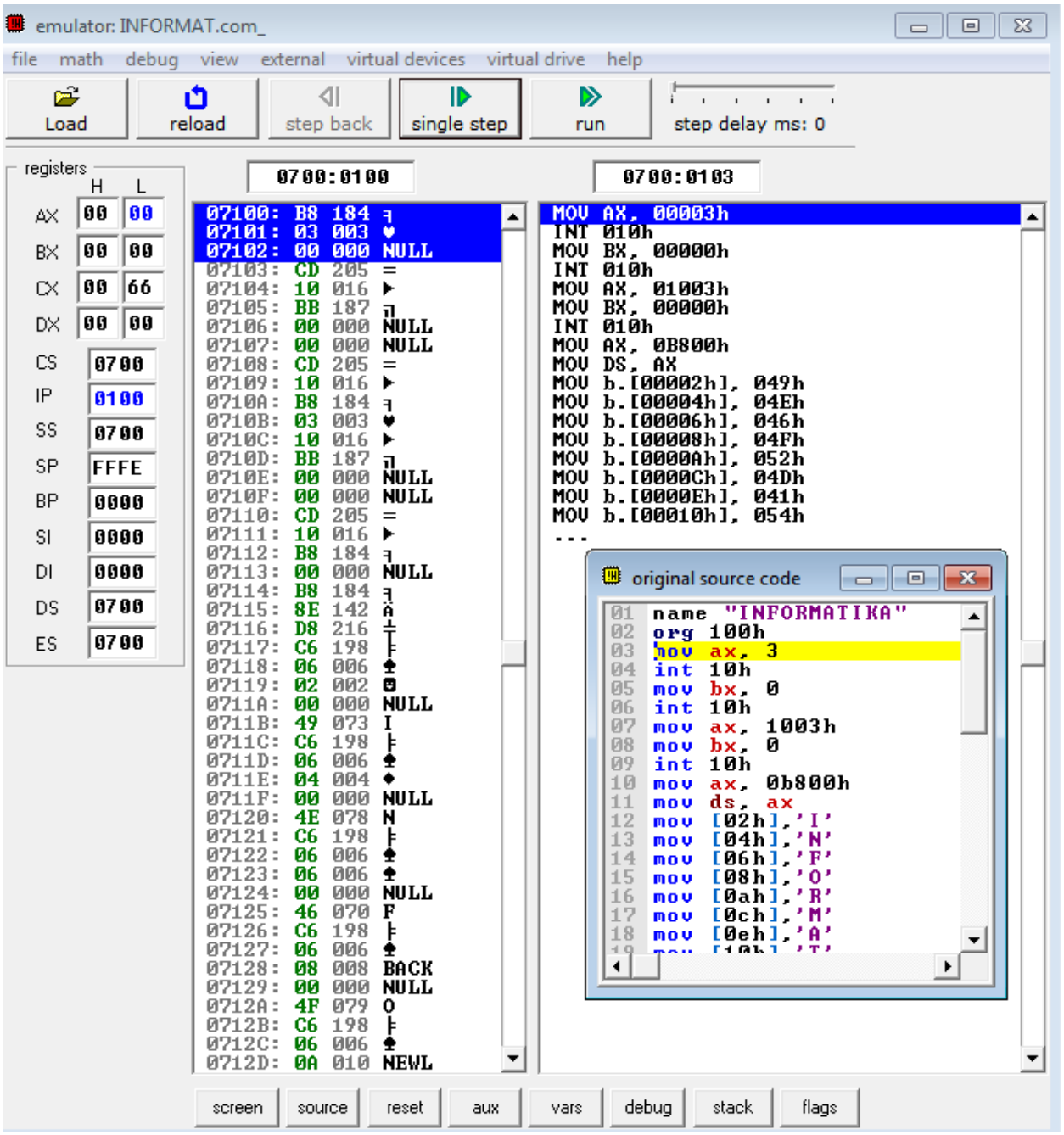
DESEMBER 2021

POSTEST I

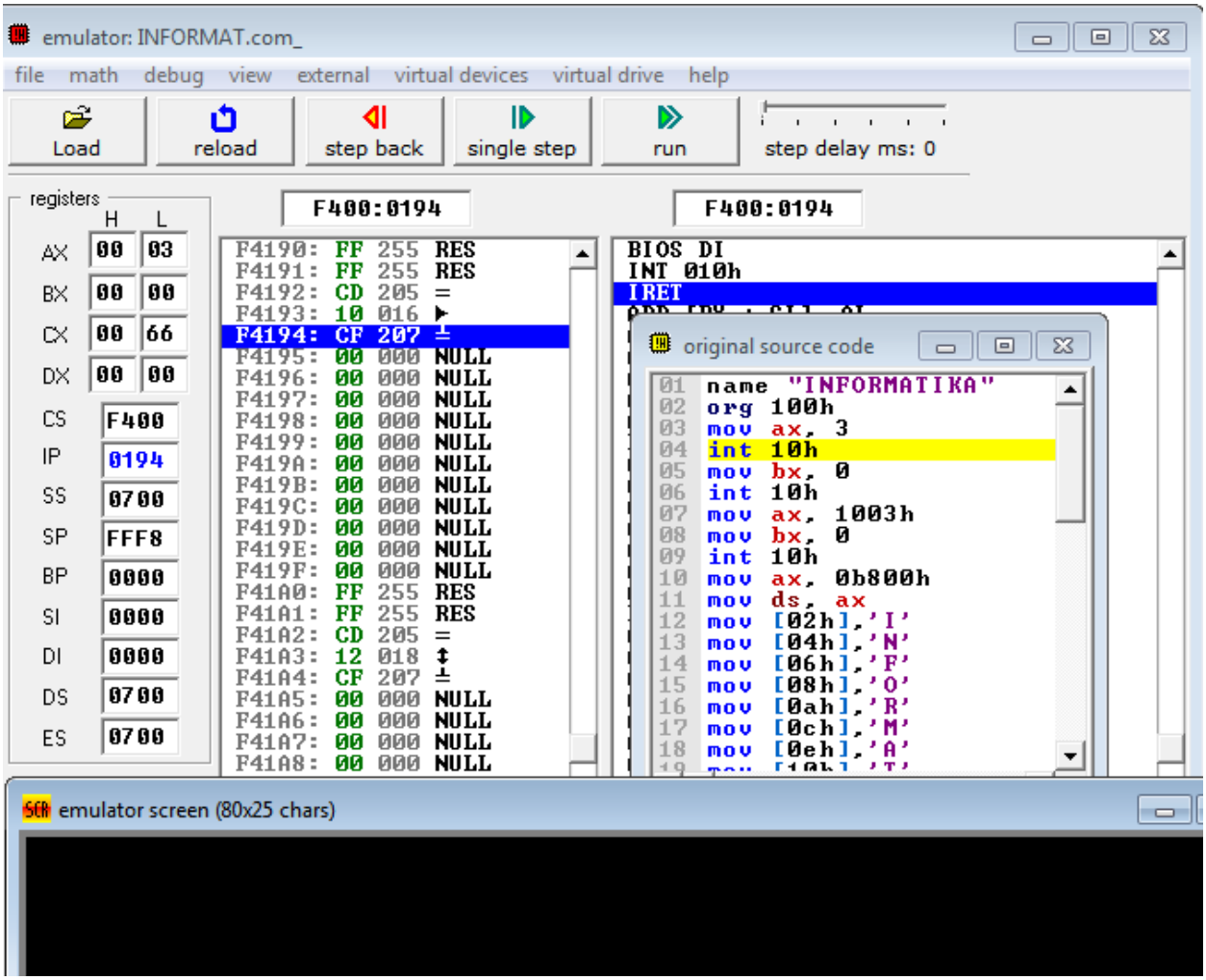
original source code

```
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],'R'
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
32
33
```

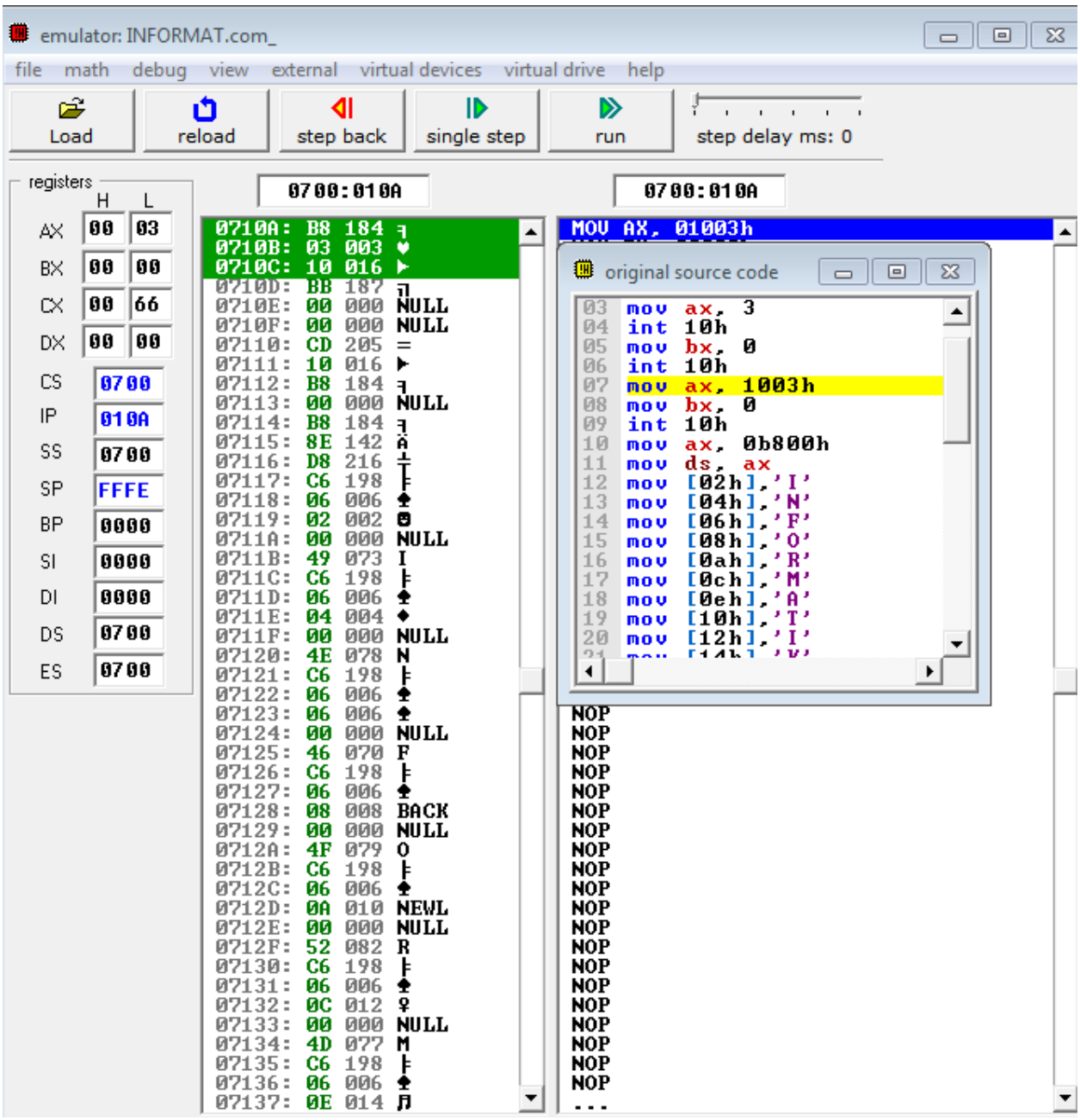
Sc code praktik 8



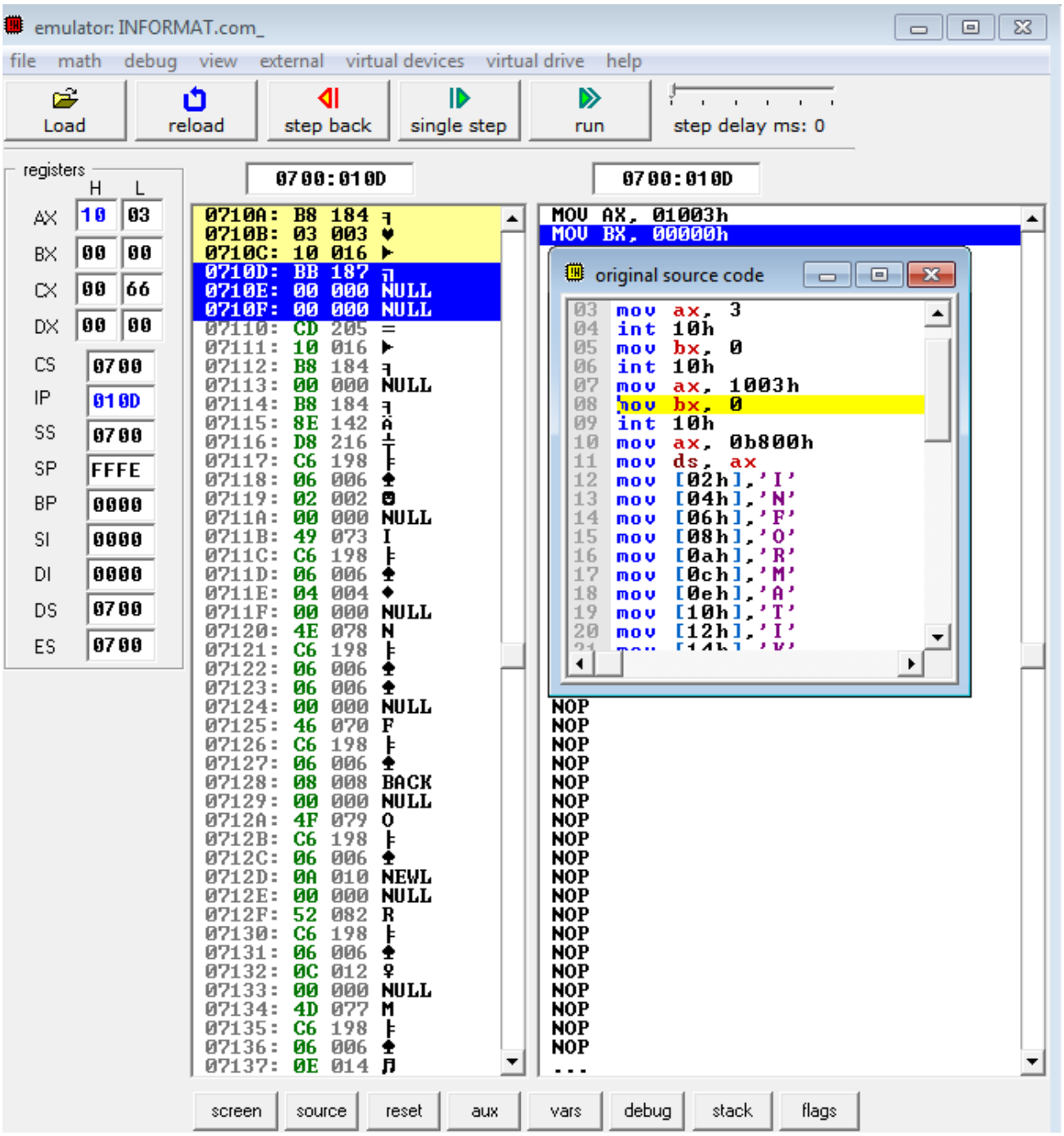
Mov ax,3=memindahkan 3 ke register ax.



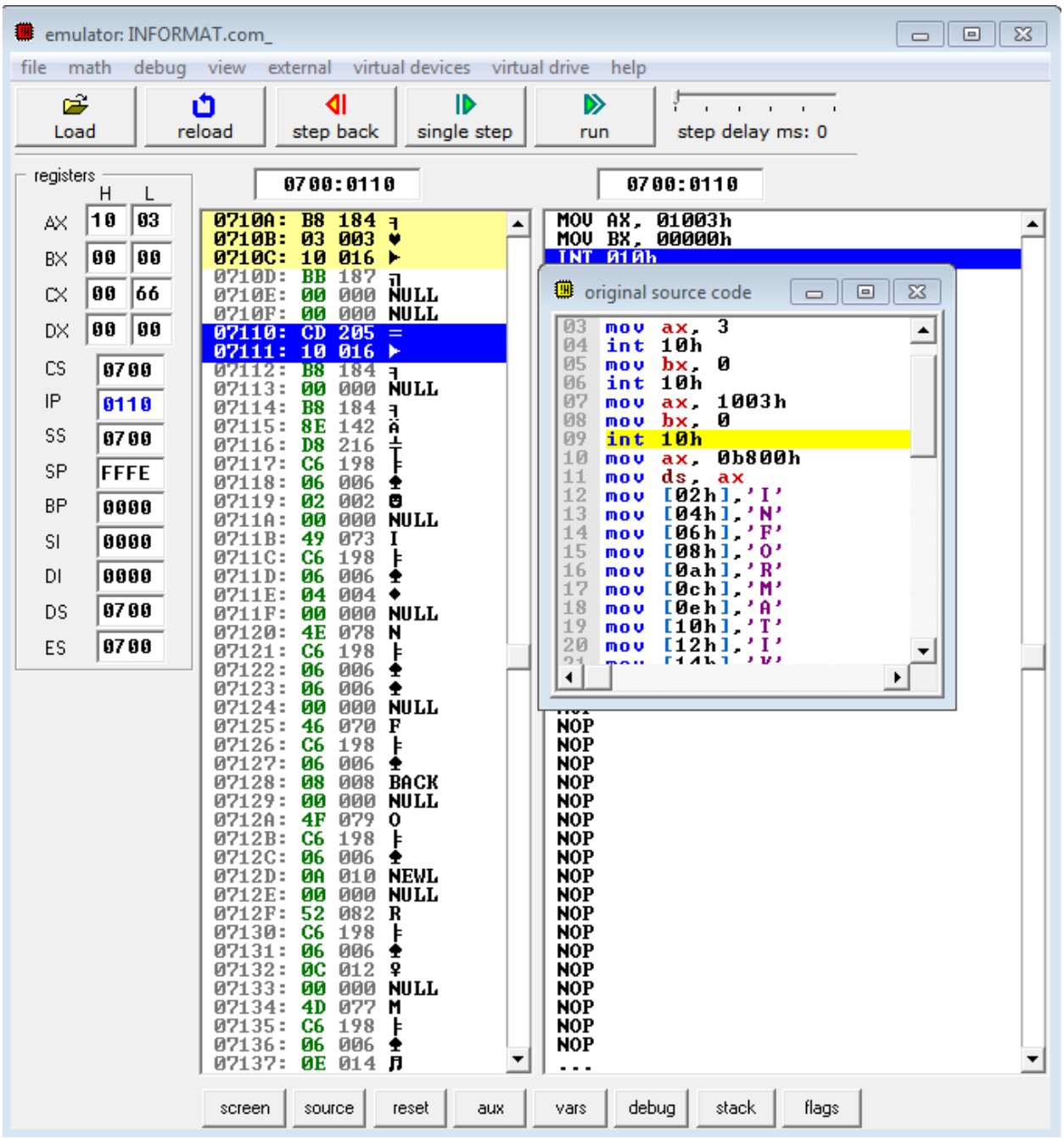
Int 10h=memanggil bios,menyetel mode video ke text mode dengan 80x25 karakter dan 16 warna.(mengacu ke mov ax,3)



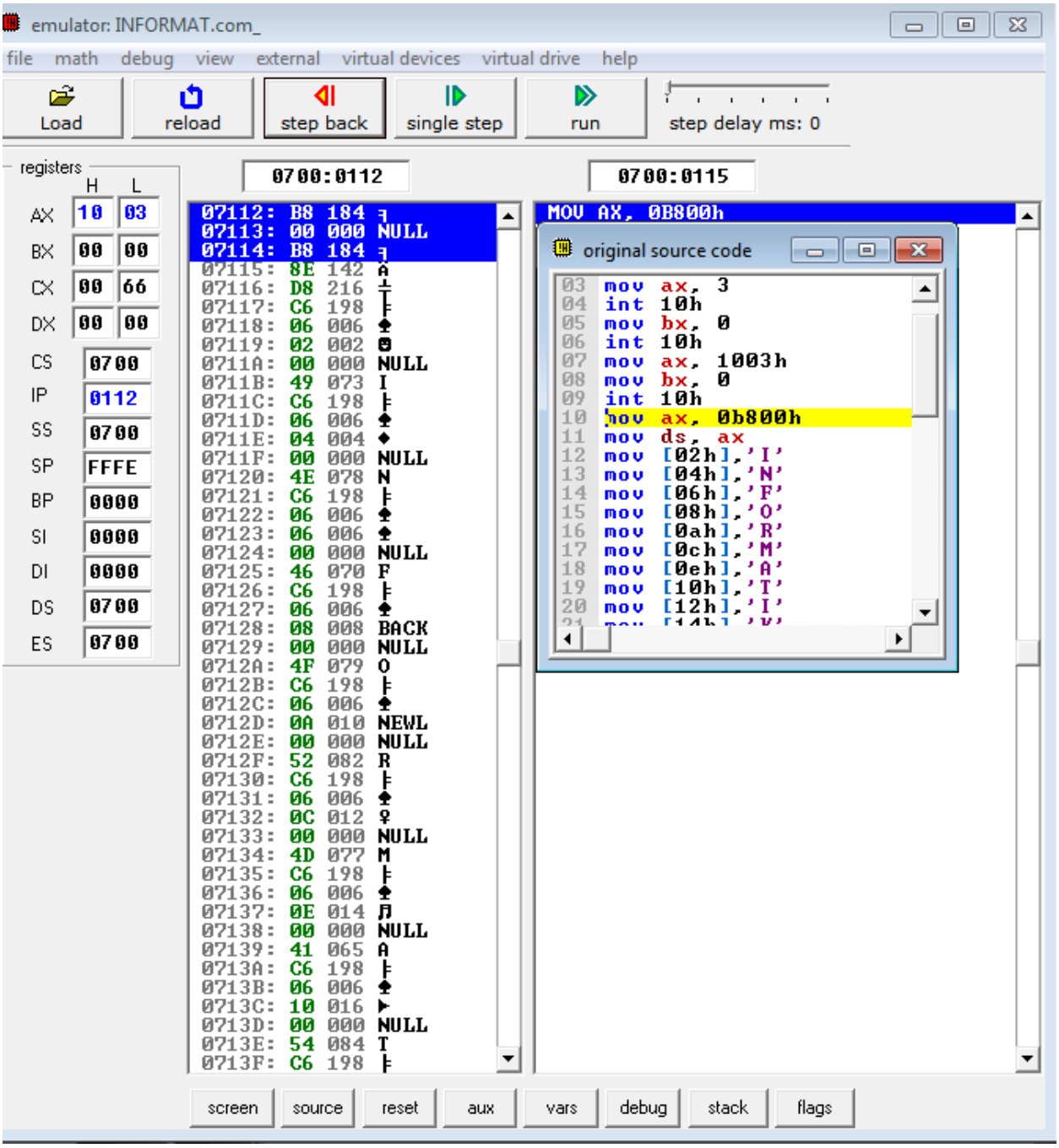
mov ax, 1003h = memindahkan 1003h ke register ax



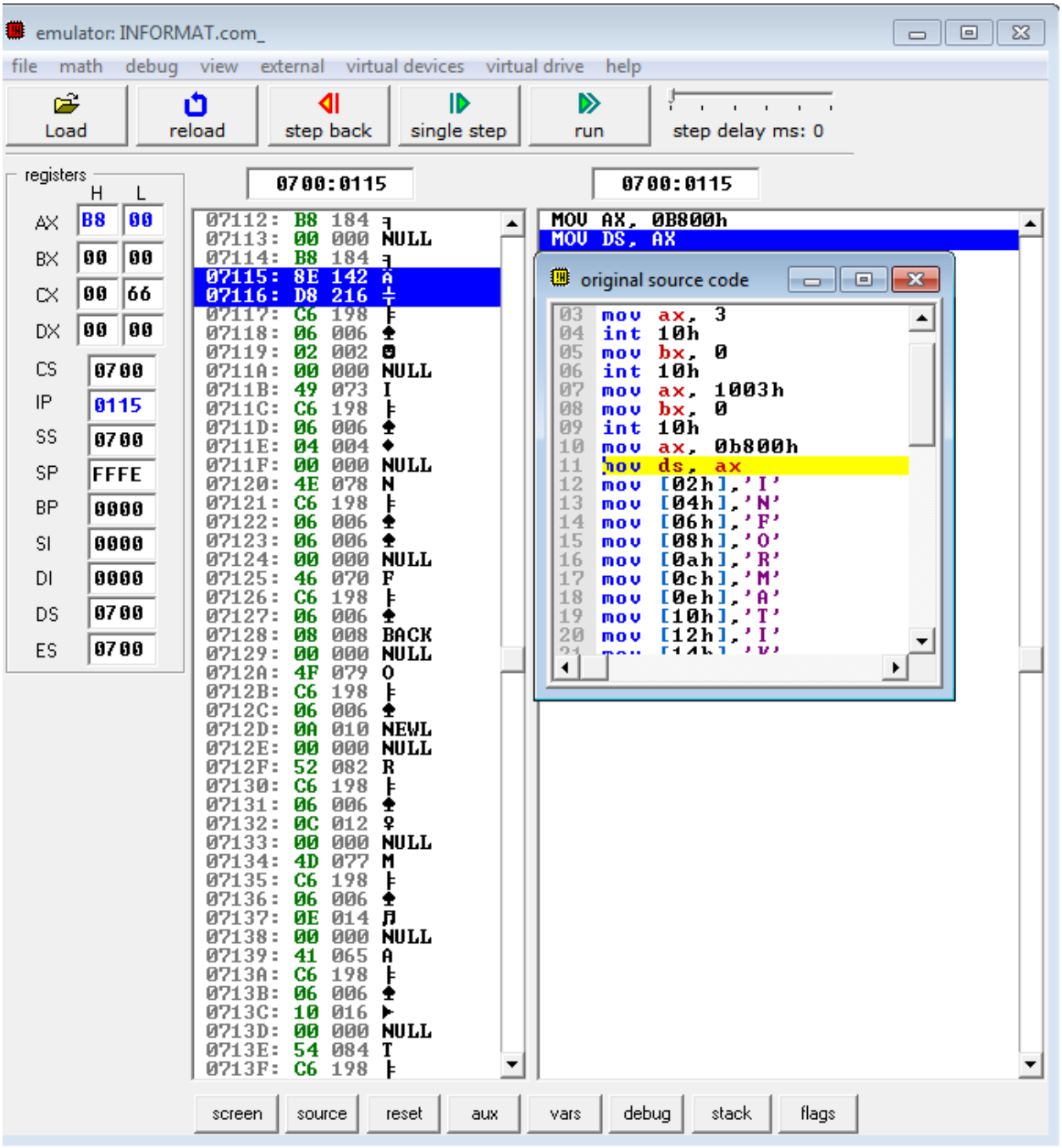
mov bx, 0=memindahkan 0 ke register bx



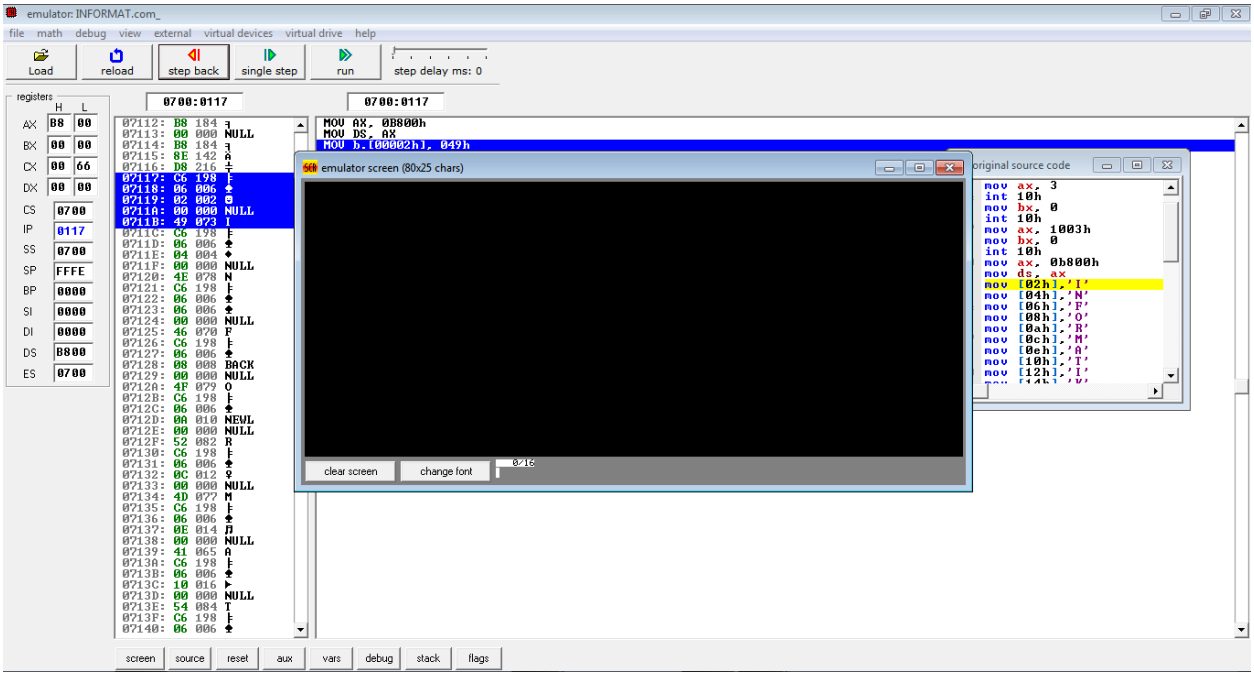
Int 10h=memberikan kedip ke background intensitas diaktifkan/mode berkedip aktif(mengacu ke mov ax,10003h)



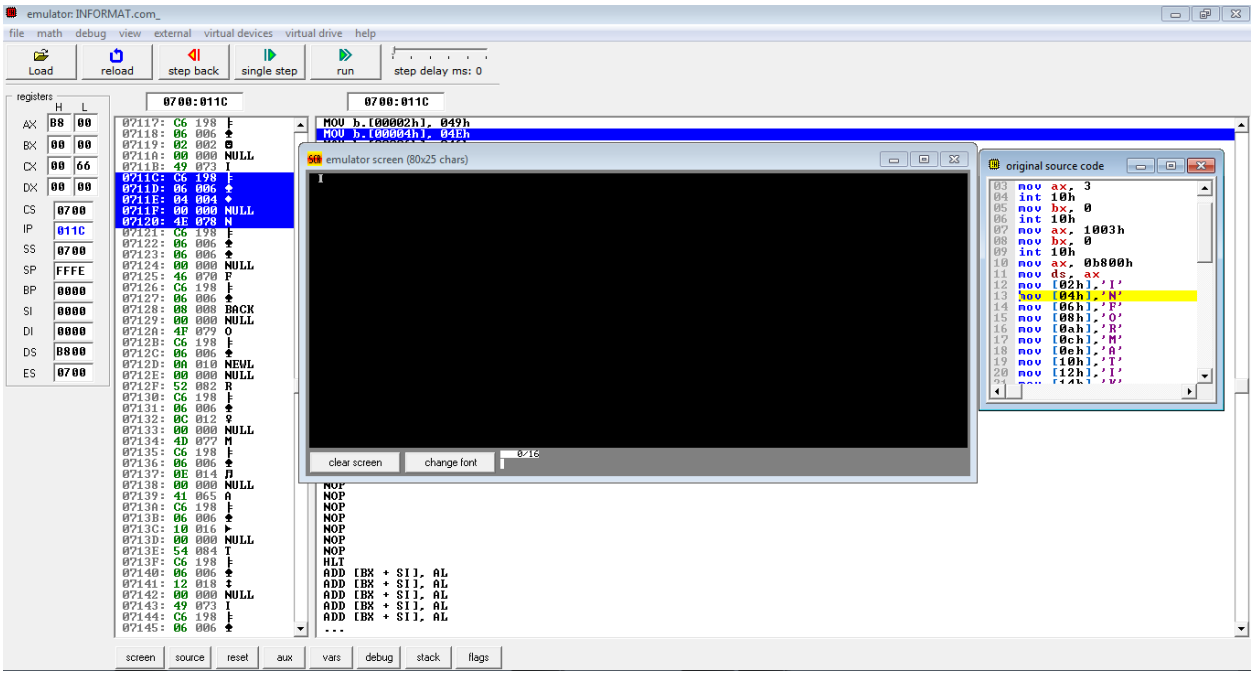
mov ax, 0b800h=memindahkan0b800h ke ax(mode text)



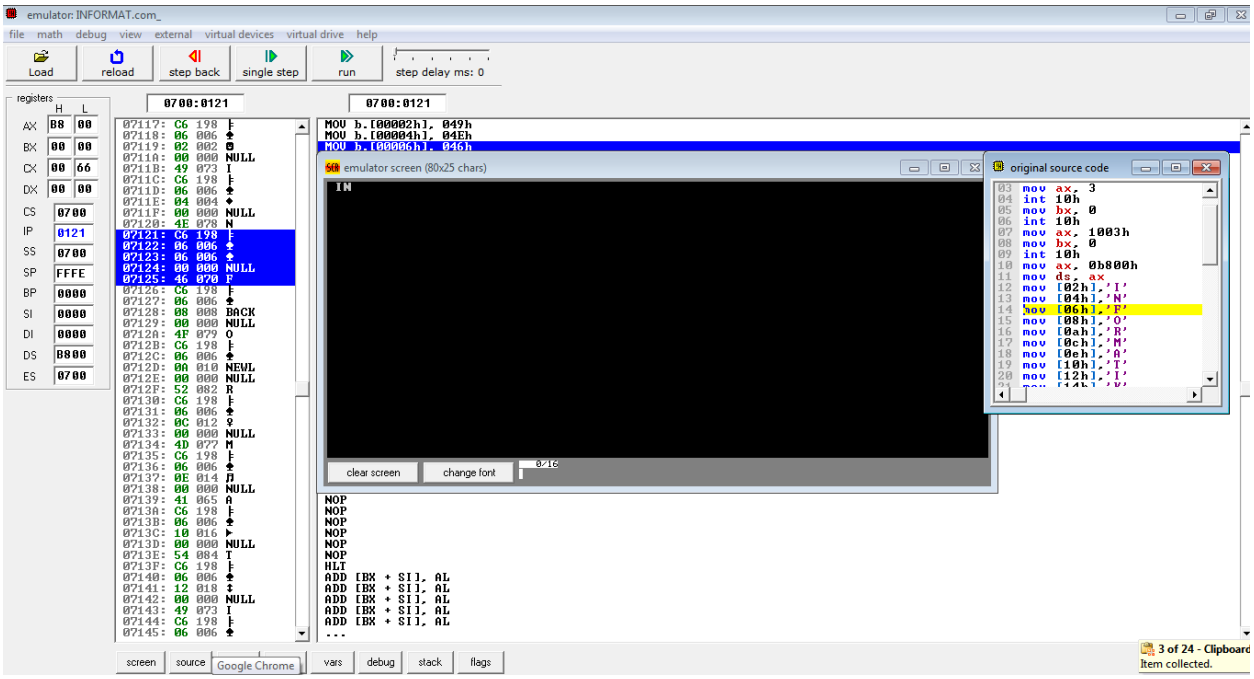
mov ds, ax=memindahkan ax ke ds.



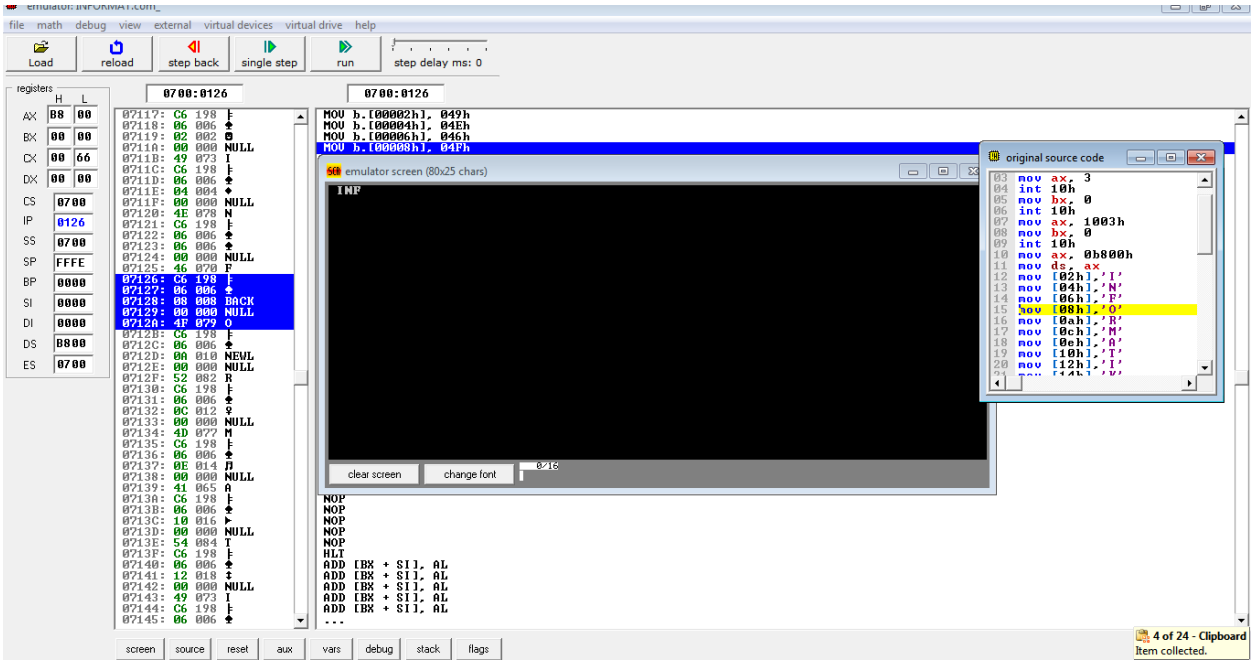
mov [02h],'I'=Memindahkan char I ke 02h



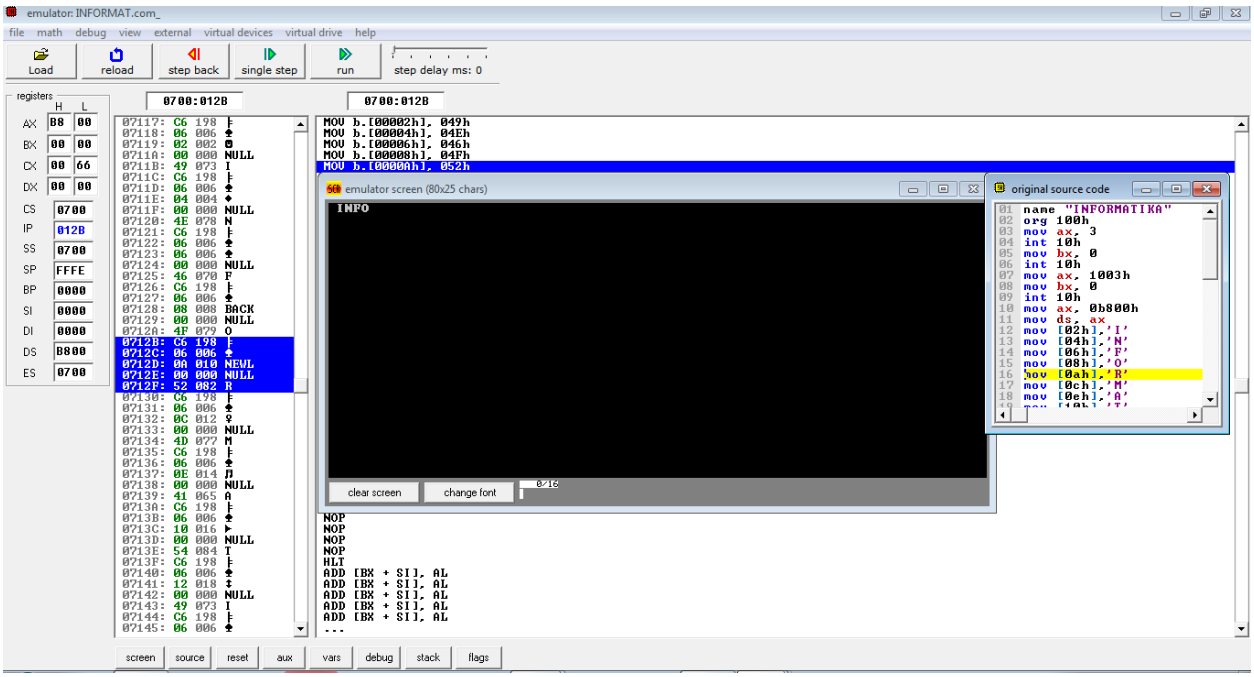
mov [04h],'N'=Memunculkan char I dan memindahkan char n ke 04h



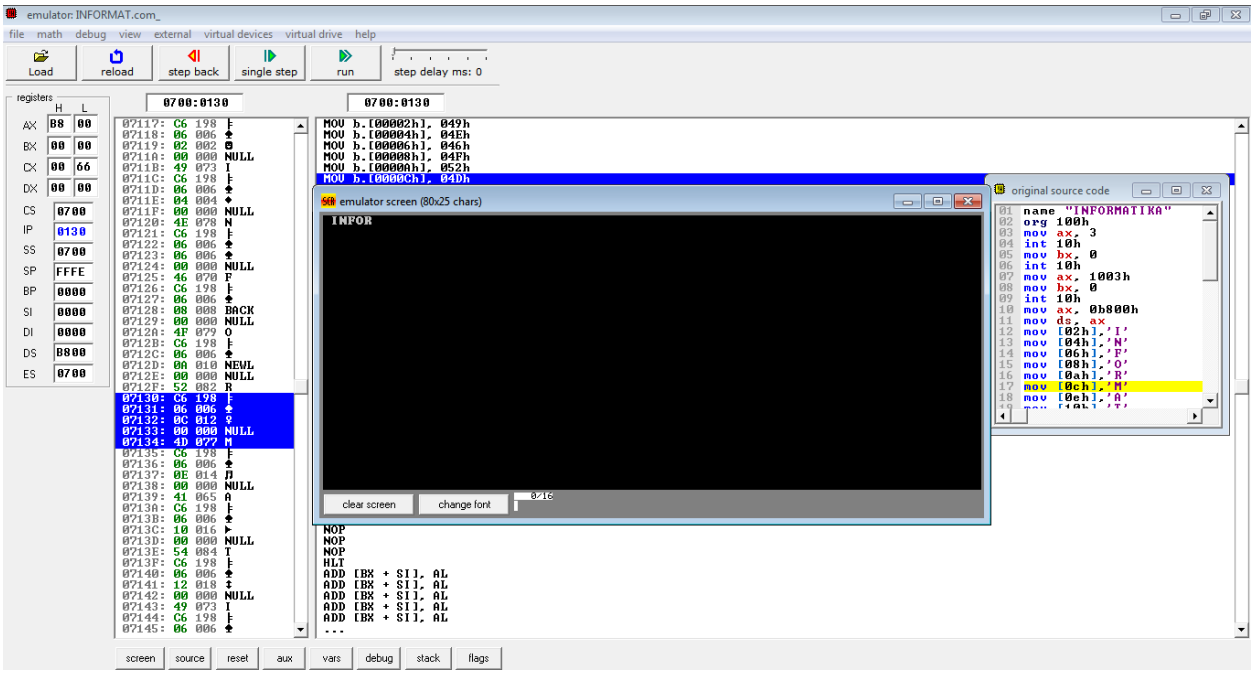
mov [06h],'F' =Memunculkan char N dan memindahkan char F ke 06h



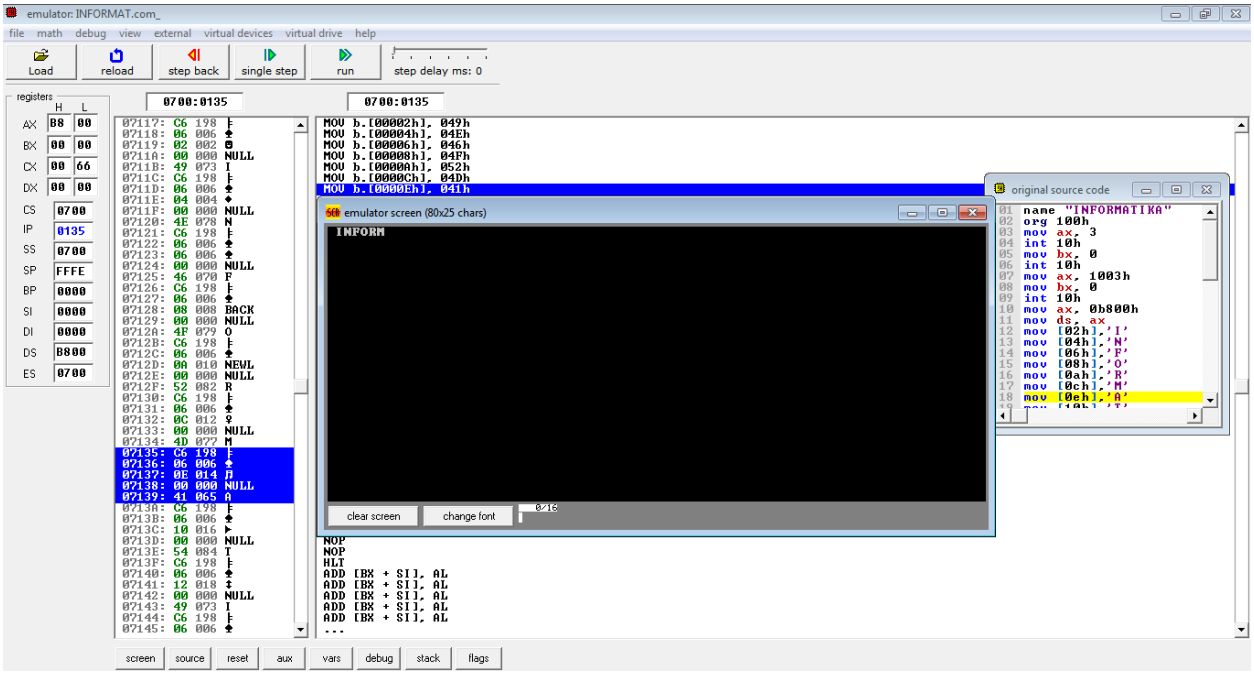
mov [08h],'O' =Memunculkan char F dan memindahkan char O ke 08h



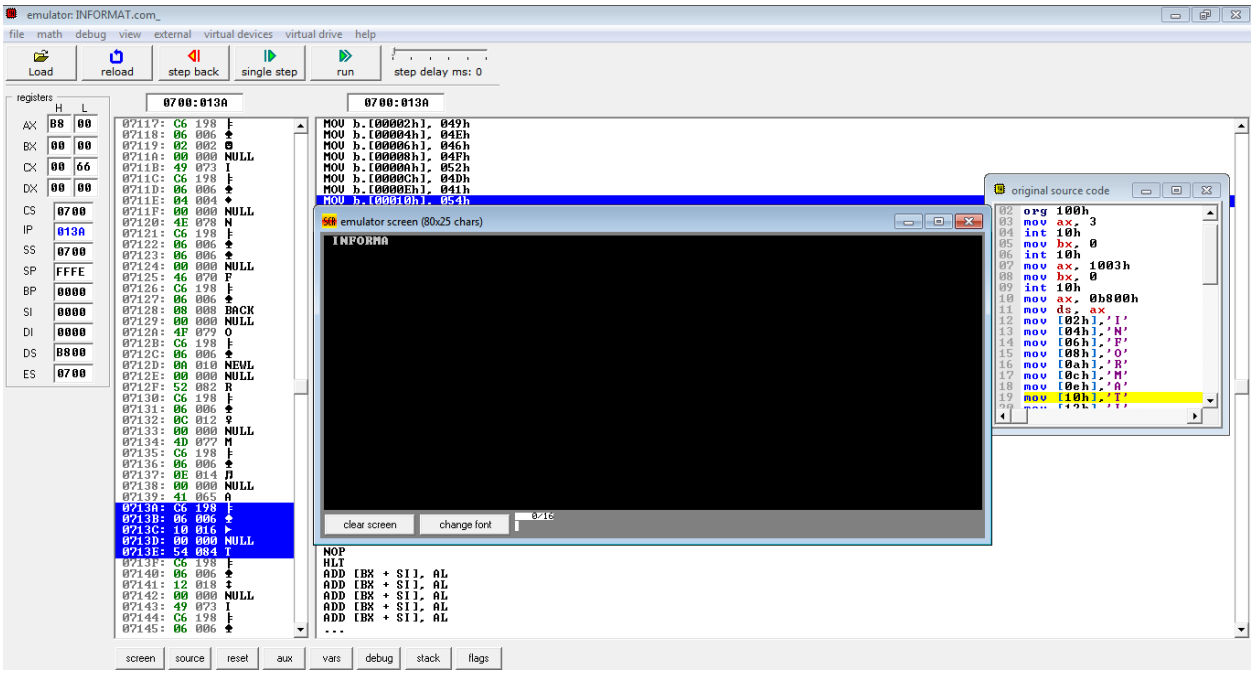
mov [0ah],'R'=Memunculkan char O dan memindahkan char R ke 0ah



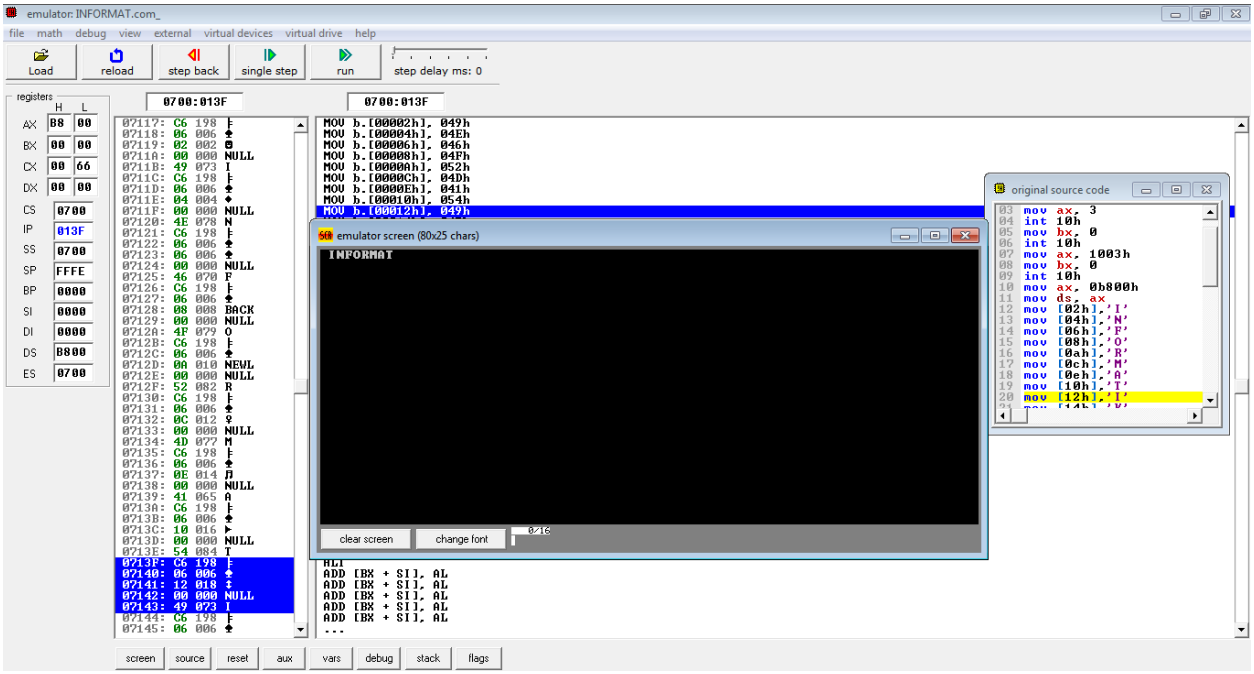
mov [0ch],'M'=Memunculkan char R dan memindahkan char M ke 0ch



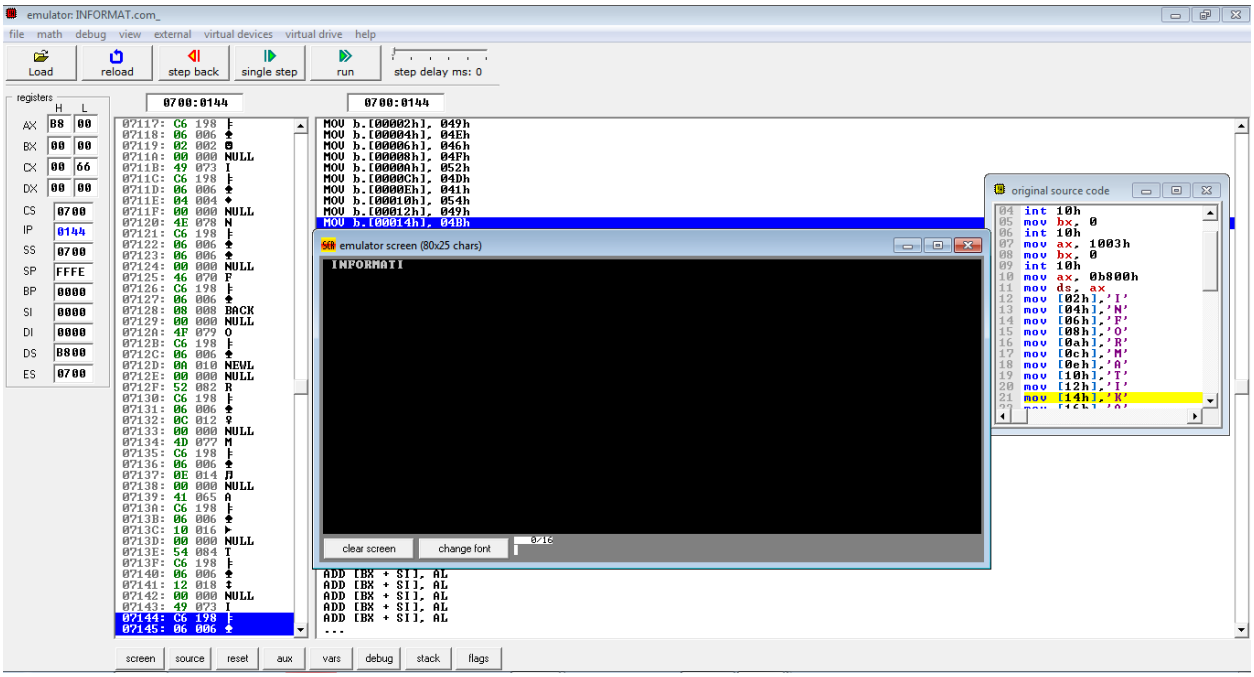
mov [0eh],'A=Memunculkan char M dan memindahkan char A ke 0eh



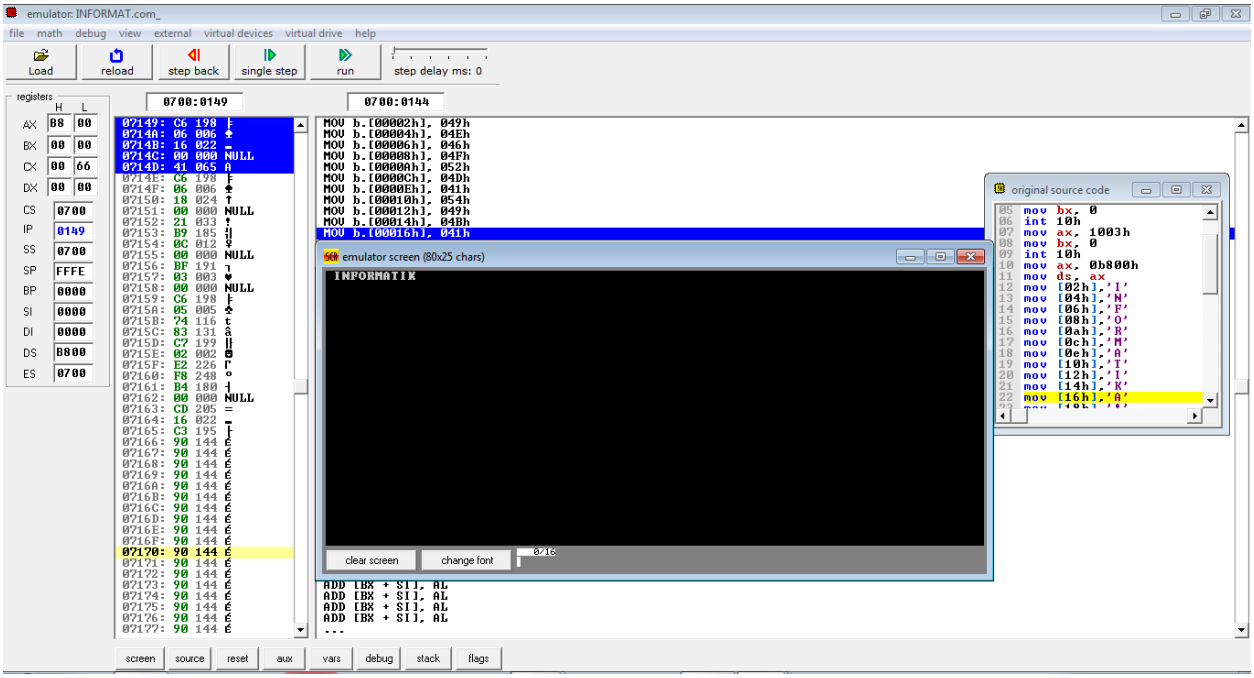
mov [10h],'T'=Memunculkan char A dan memindahkan char T ke 10h



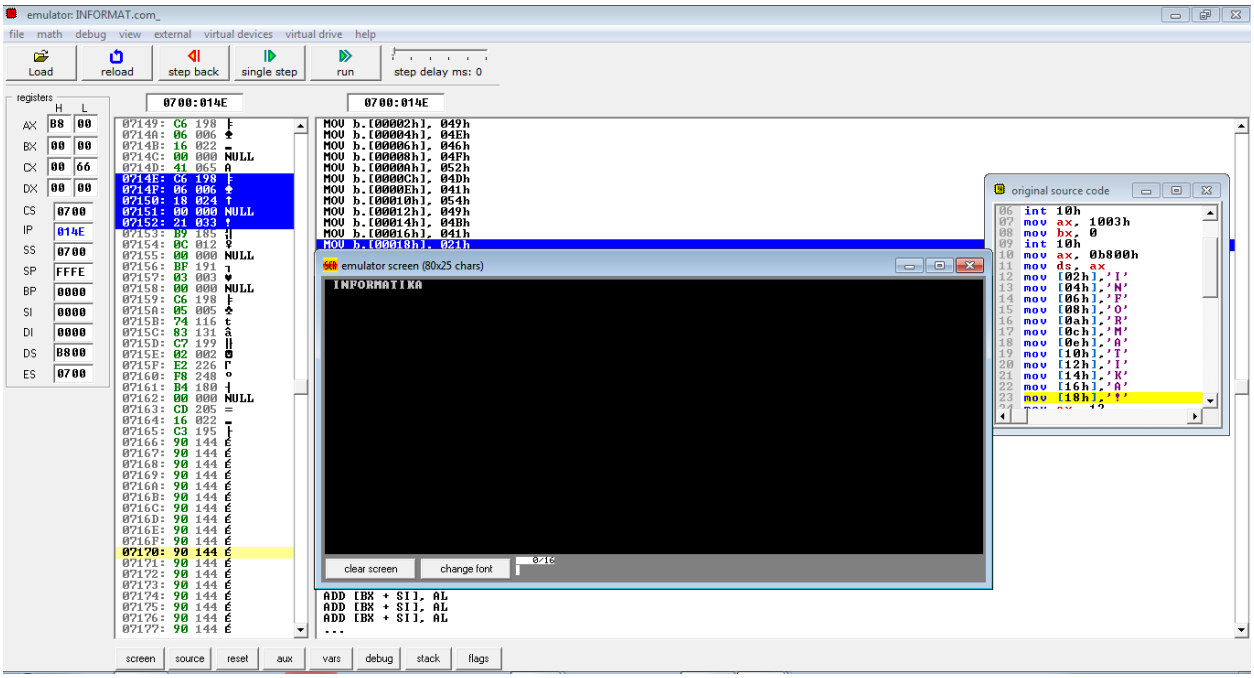
mov [12h],'I'=Memunculkan char T dan memindahkan char I ke 12h



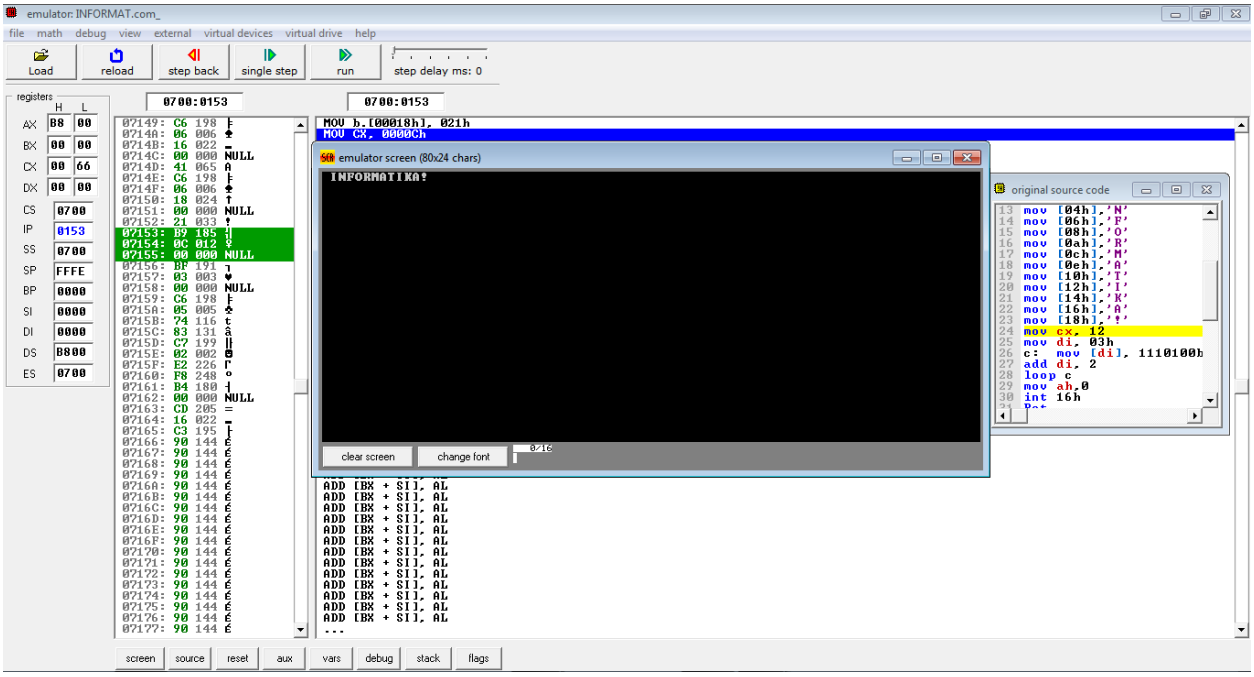
mov [14h],'K'=Memunculkan char I dan memindahkan char K ke 14h



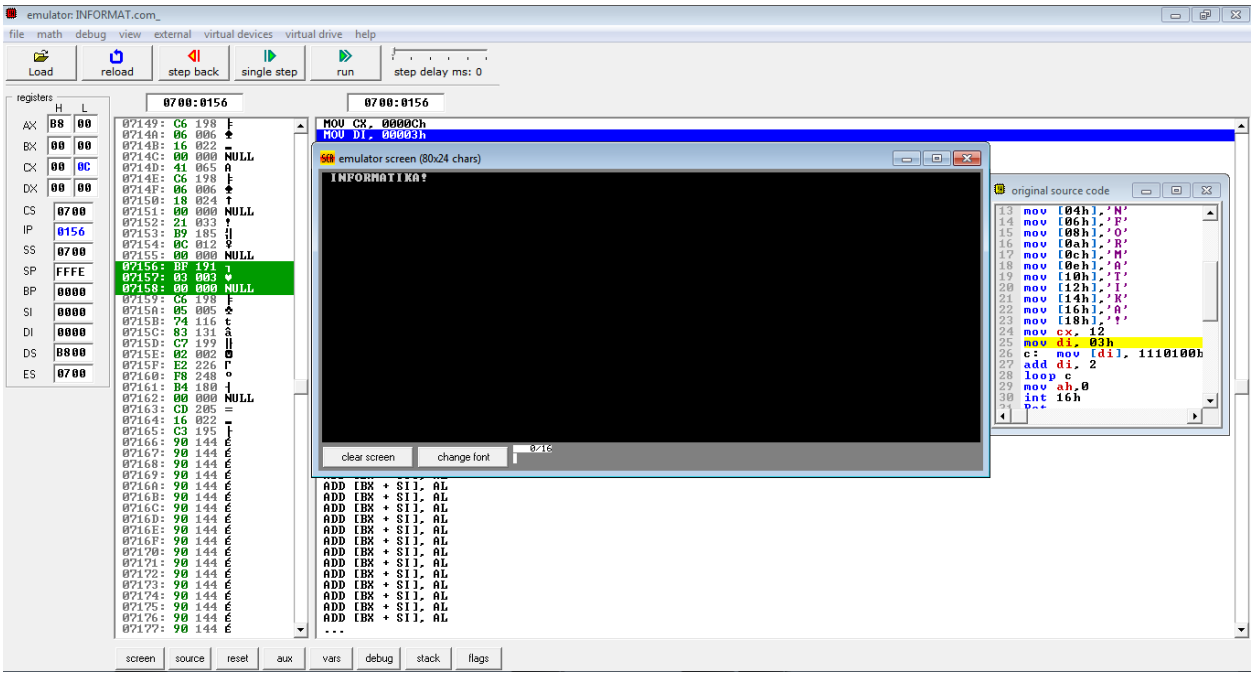
mov [16h],'A'=Memunculkan char K dan memindahkan char A ke 16h



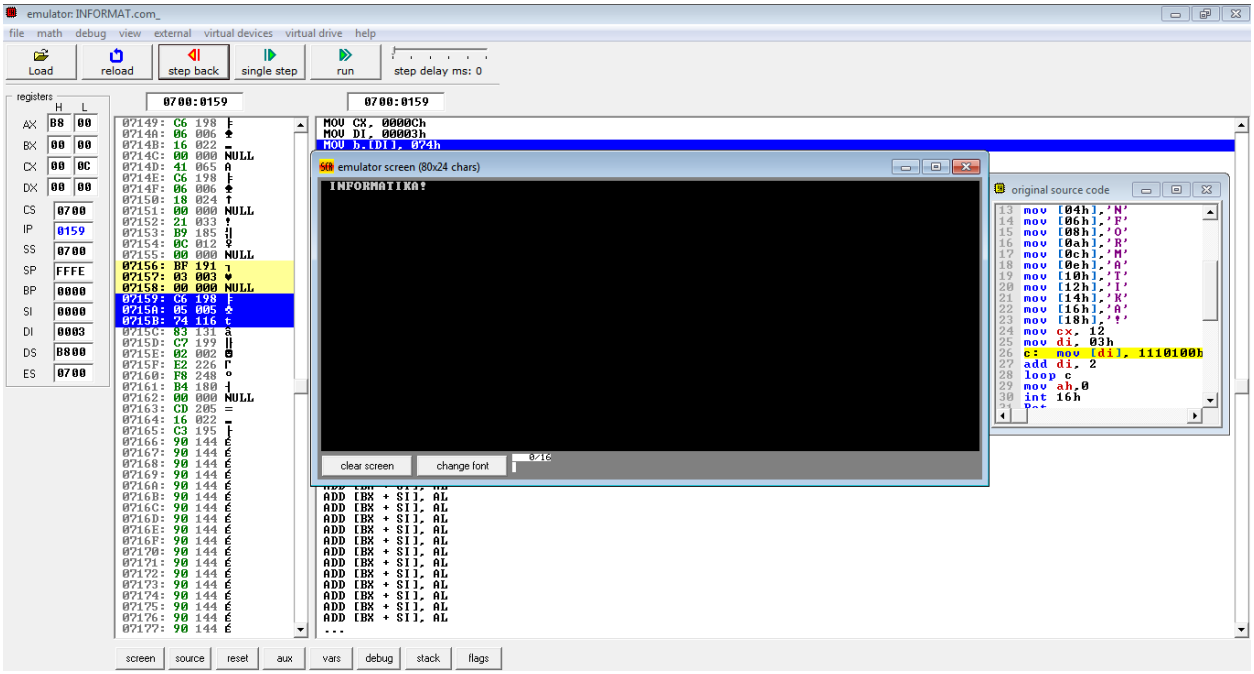
mov [18h],'!'=Memunculkan char A dan memindahkan char ! ke 18h



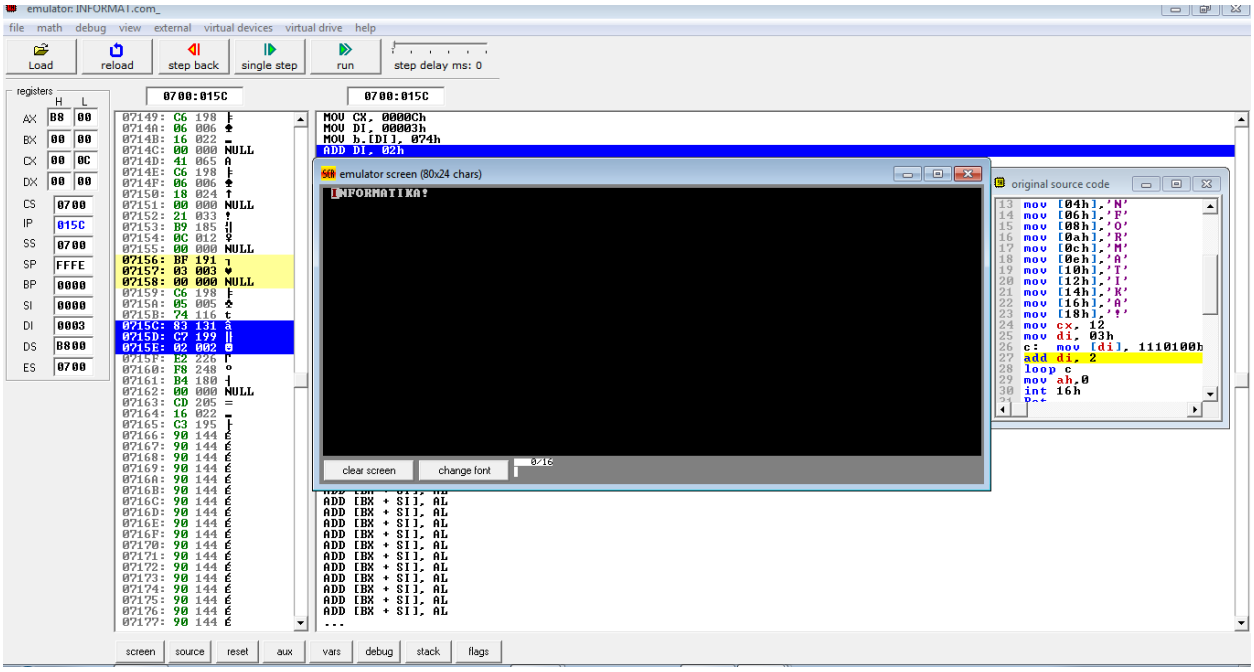
mov cx, 12=memunculkan char ! dan memindahkan 12 ke register cx



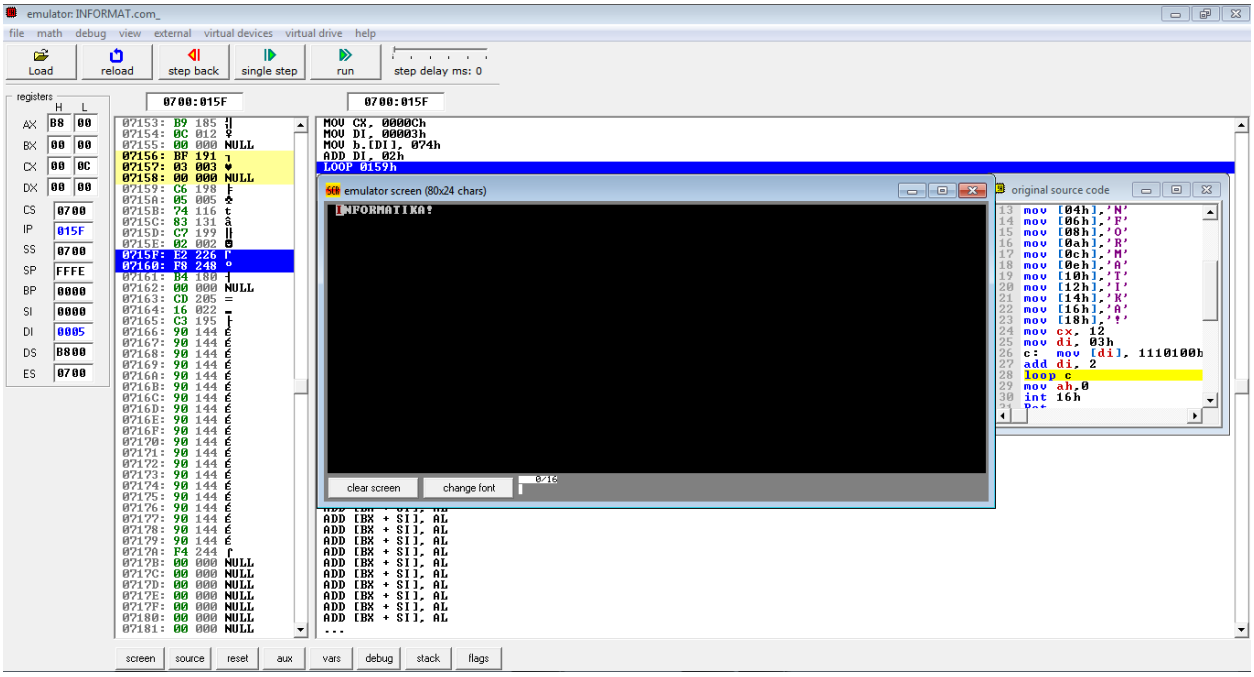
mov di, 03h=memindahkan 03h ke register di



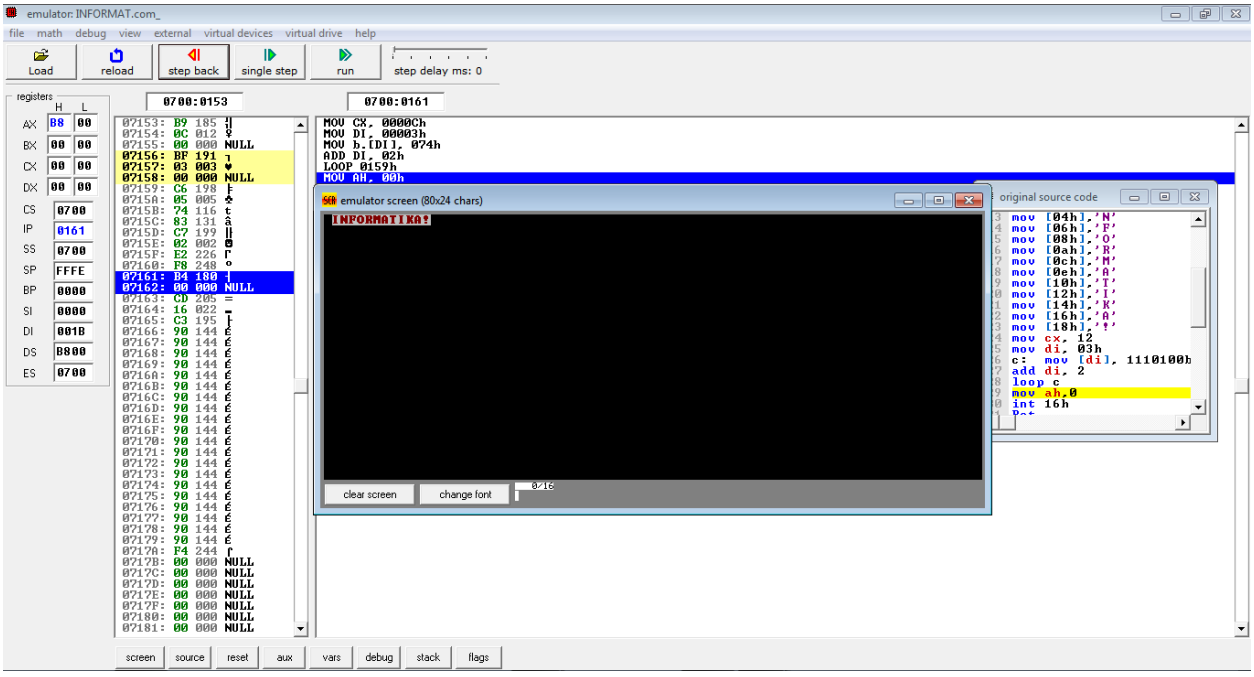
c: mov [di], 1110100b=memindahkan 074h ke register di



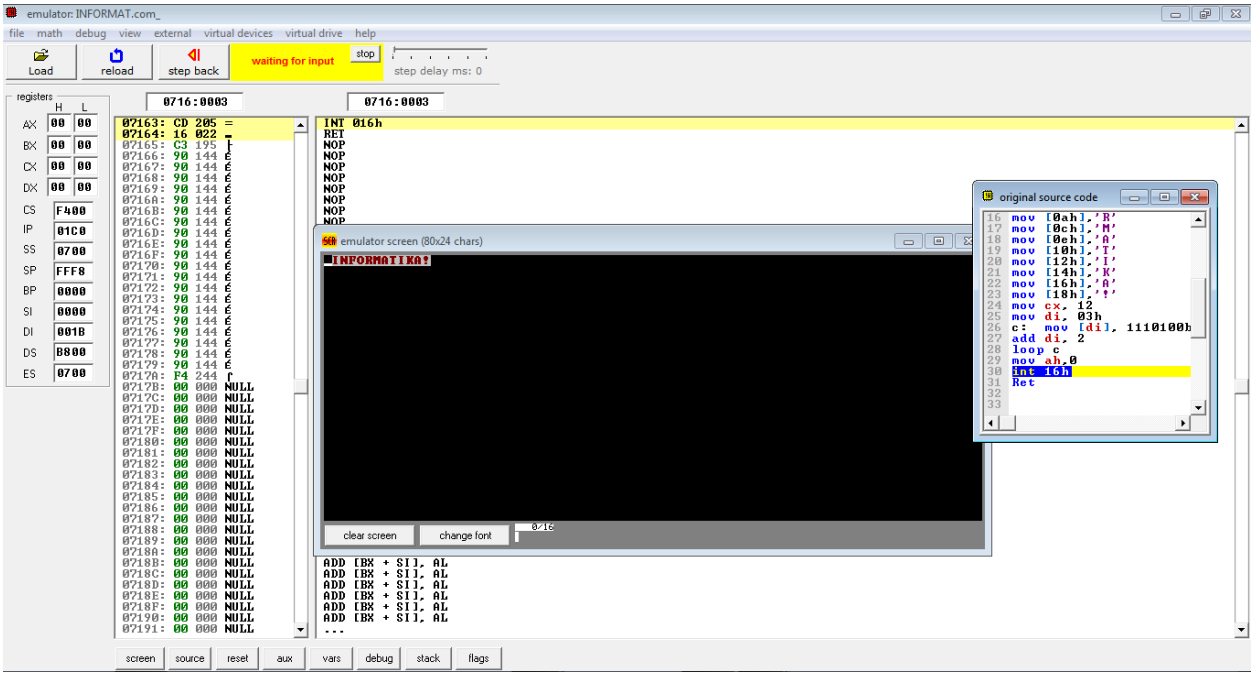
add di,2= Menambahkan 2 ke register di dan memberi warna



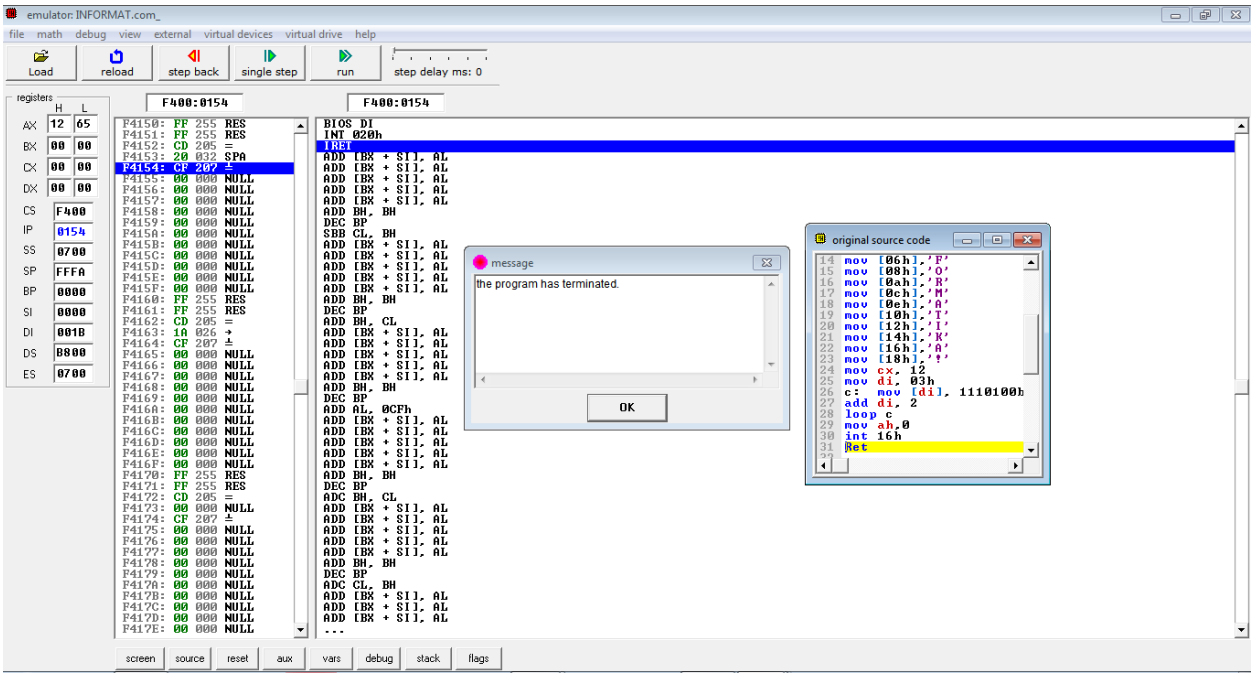
Loop c=mengulang pada dimulai pada c: dan kebawah (hingga loop) sebanyak 12 kali(mengacu pada mov cx,12)(INFORMATIKA!)



Mov ah,0=memindahkan nilai 0 ke ah

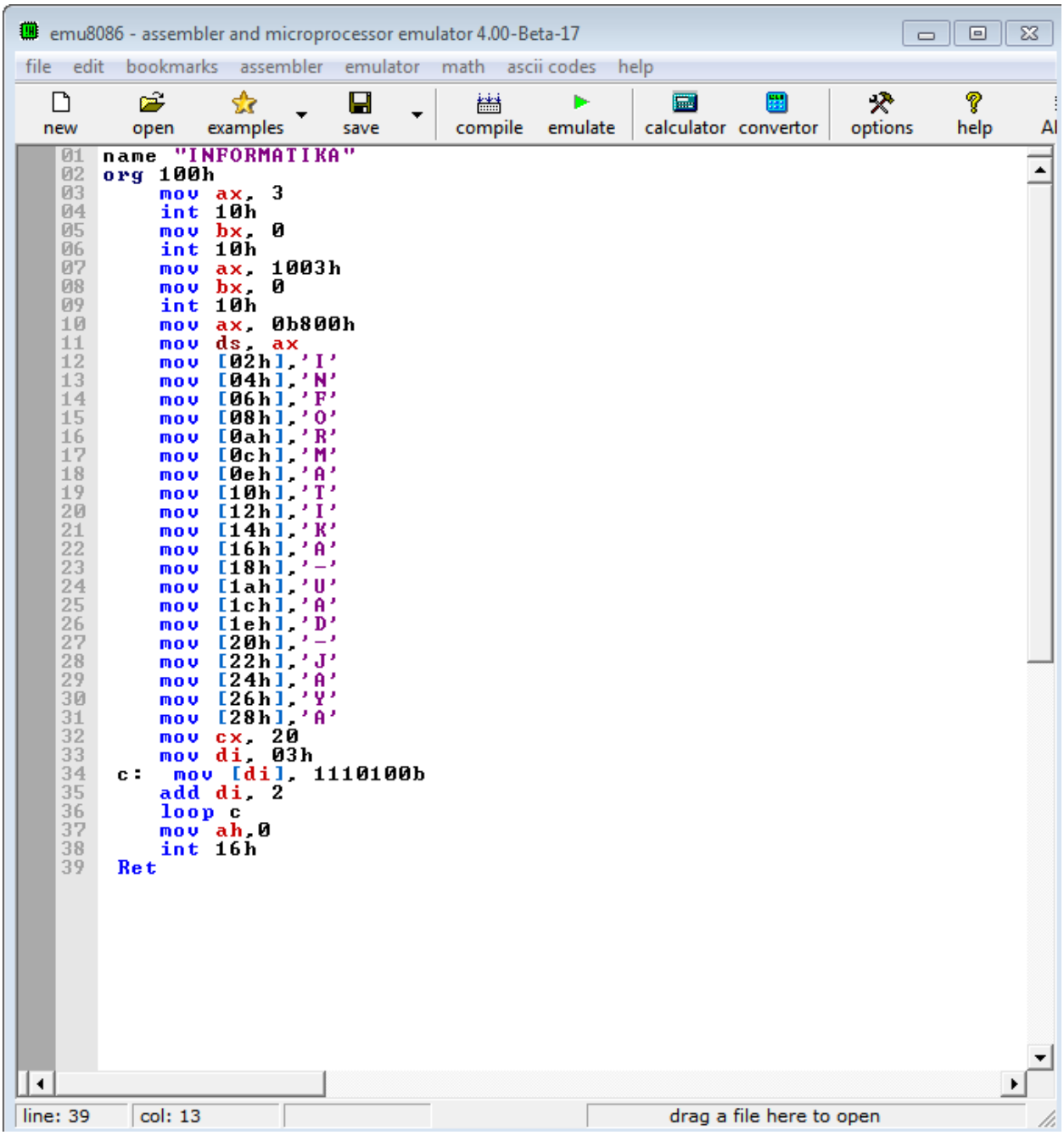


Int 16h=mengatur keyboard(mengacu ke mov ah,0)



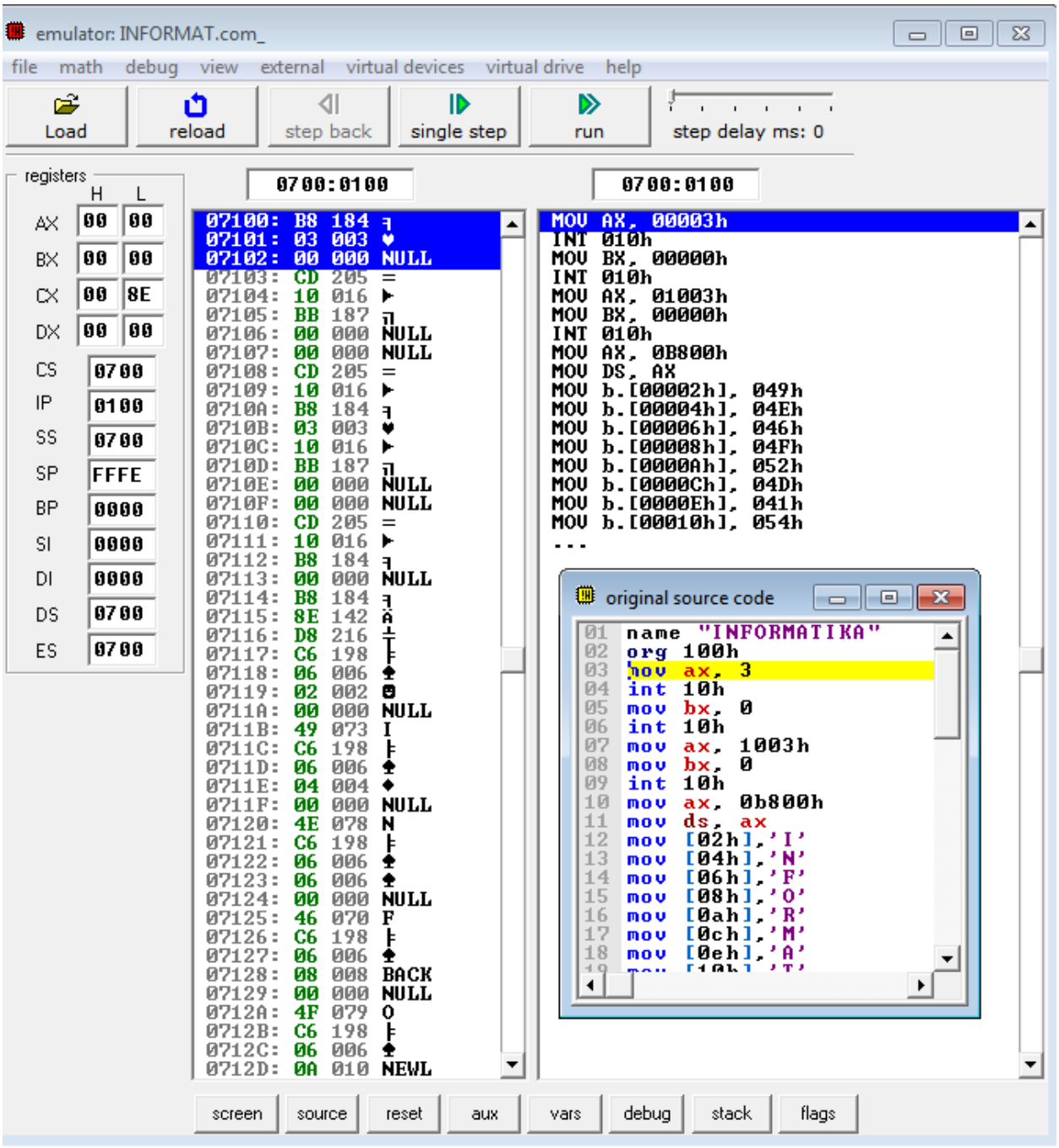
Ret=program akan terminated apabila kita menekan tombol di keyboard(mengacu int 16h)

POSTEST II

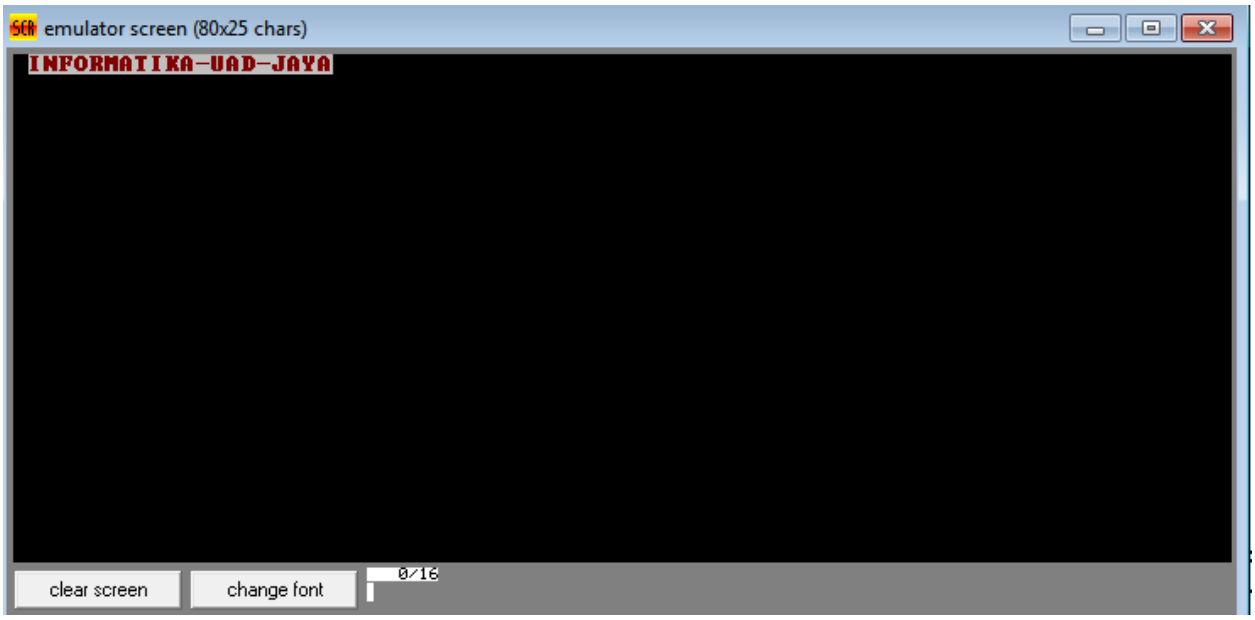



```
name "INFORMATIKA"
org 100h
    mov ax, 3
    int 10h
    mov bx, 0
    int 10h
    mov ax, 1003h
    mov bx, 0
    int 10h
    mov ax, 0b800h
    mov ds, ax
    mov [02h],'I'
    mov [04h],'N'
    mov [06h],'F'
    mov [08h],'O'
    mov [0ah],'R'
    mov [0ch],'M'
    mov [0eh],'A'
    mov [10h],'T'
    mov [12h],'I'
    mov [14h],'K'
    mov [16h],'A'
    mov [18h],'-'
    mov [1ah],'U'
    mov [1ch],'A'
    mov [1eh],'D'
    mov [20h],'-'
    mov [22h],'J'
    mov [24h],'A'
    mov [26h],'Y'
    mov [28h],'A'
    mov cx, 20
    mov di, 03h
c:  mov [di], 1110100b
    add di, 2
    loop c
    mov ah,0
    int 16h
Ret
```

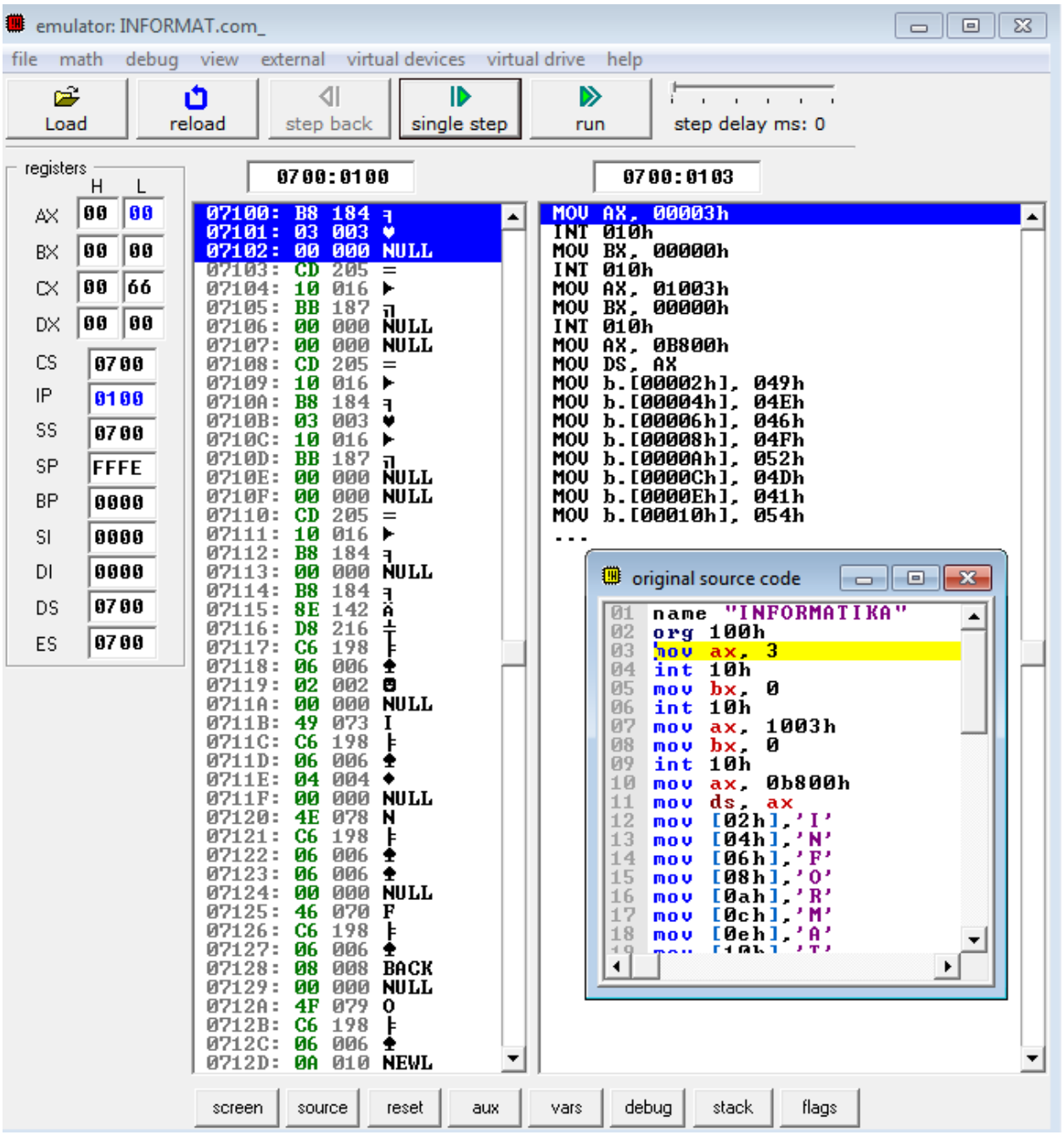
Memodifikasi program



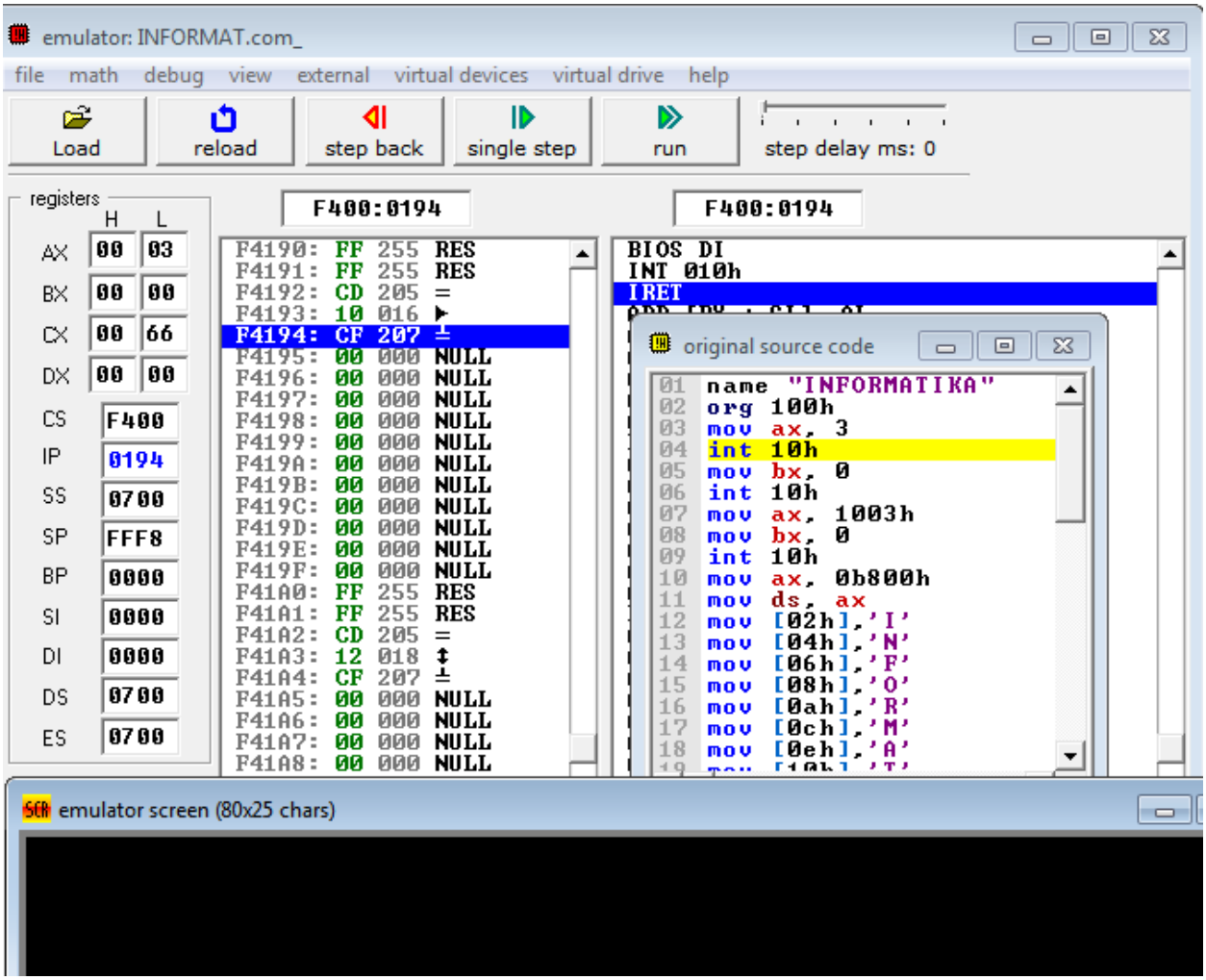
Mengklik *emulate*



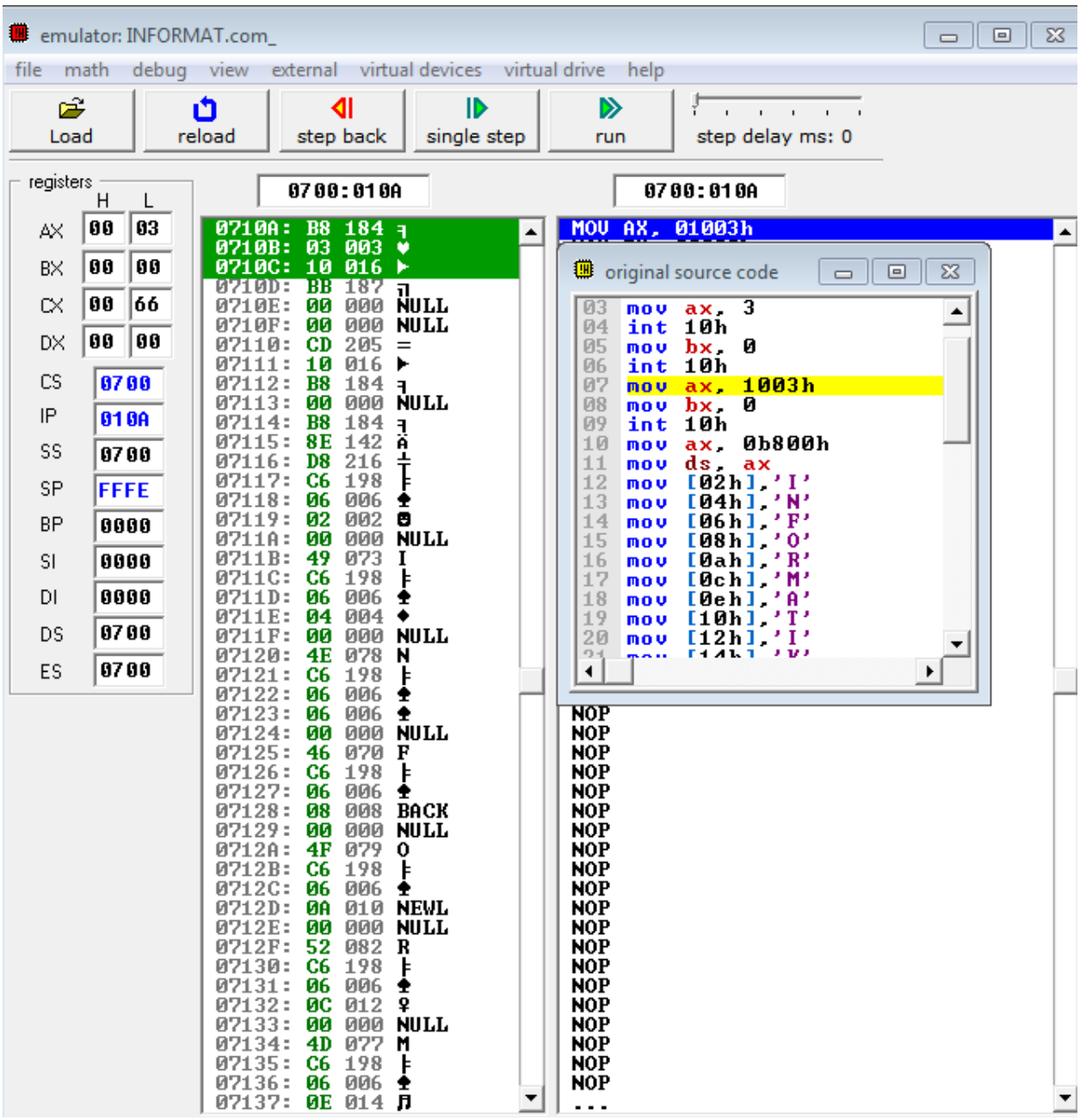
Hasil output program



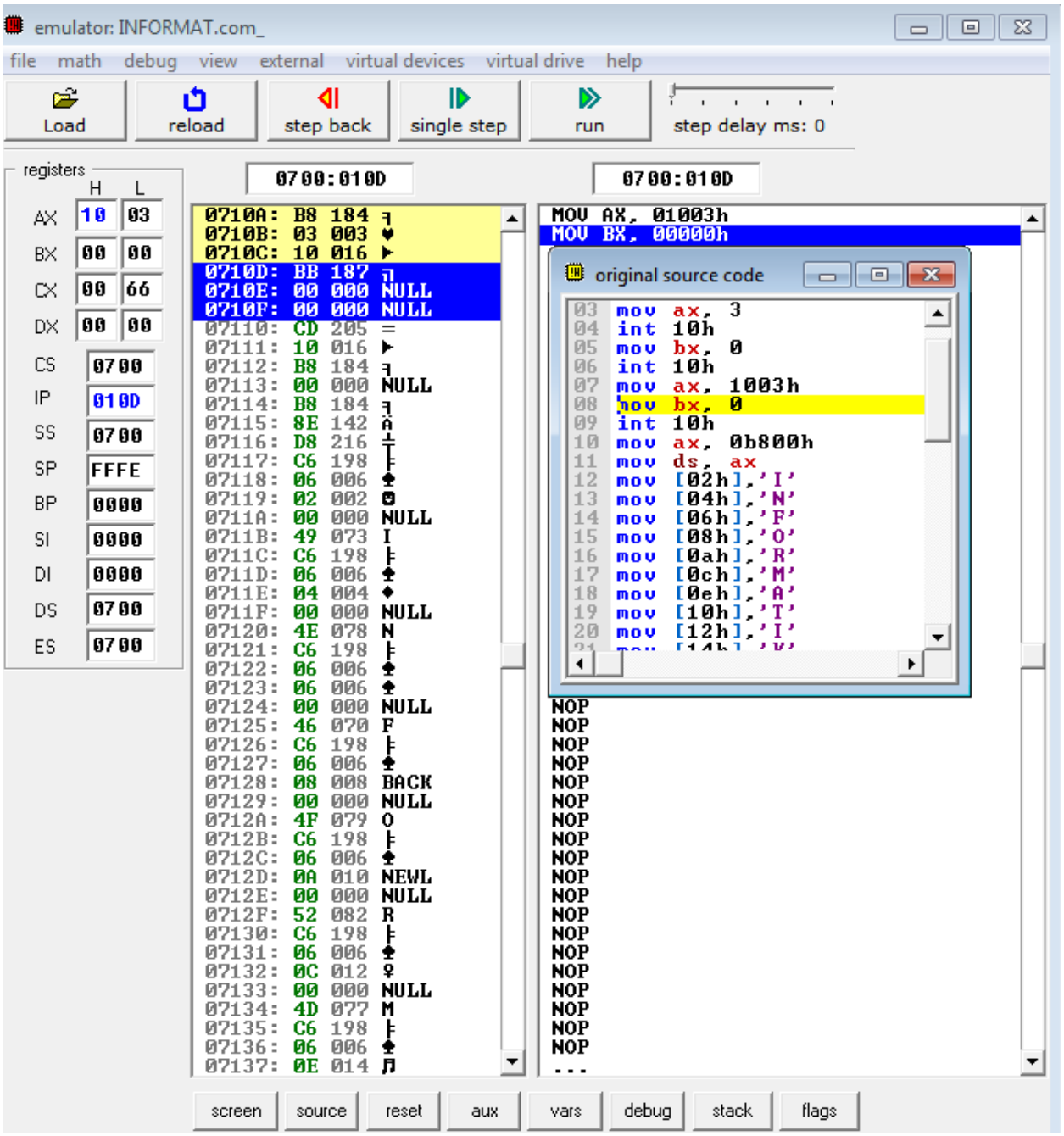
Mov ax,3=memindahkan 3 ke register ax.



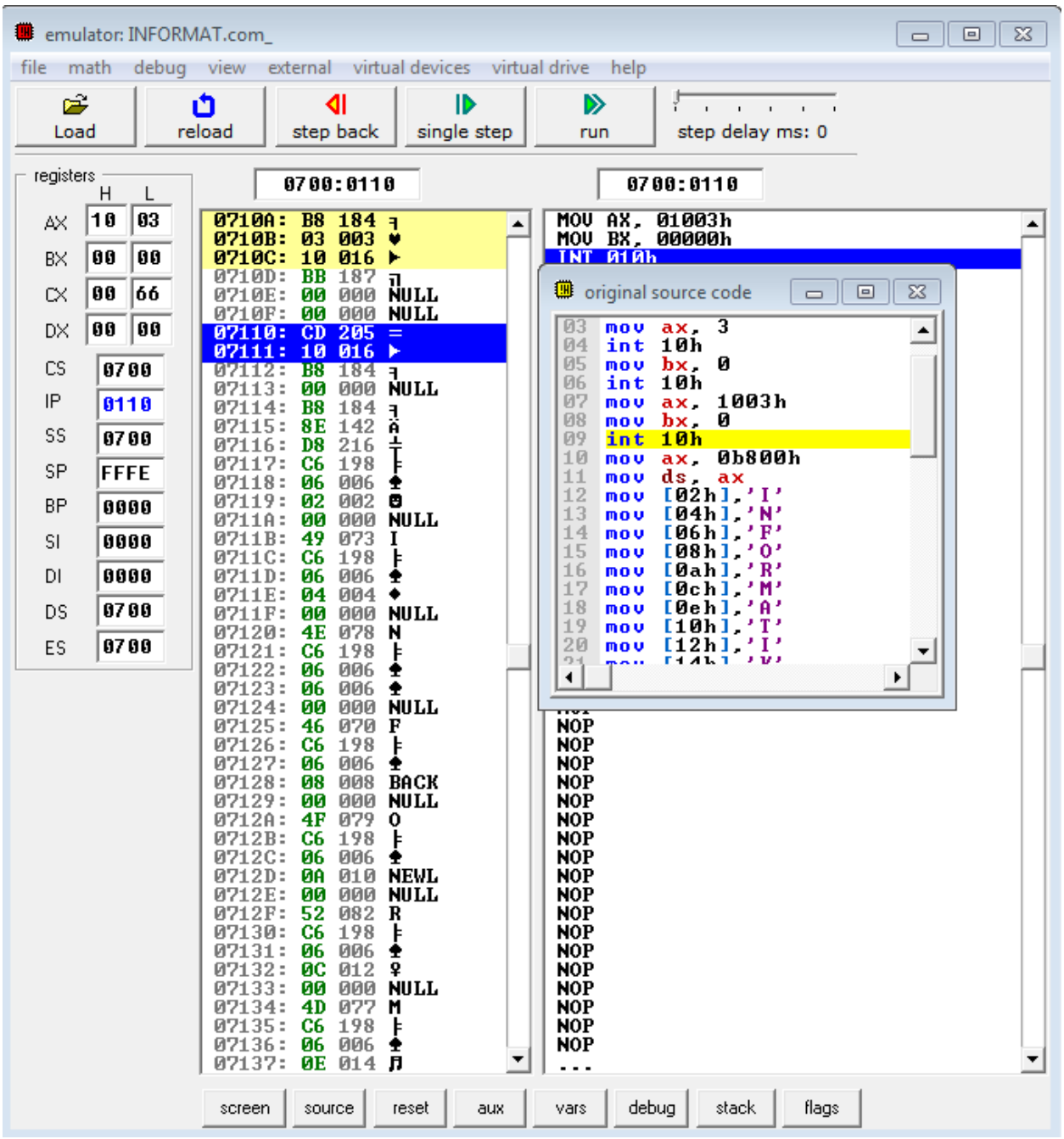
Int 10h=memanggil bios,menyetel mode video ke text mode dengan 80x25 karakter dan 16 warna.(mengacu ke mov ax,3)



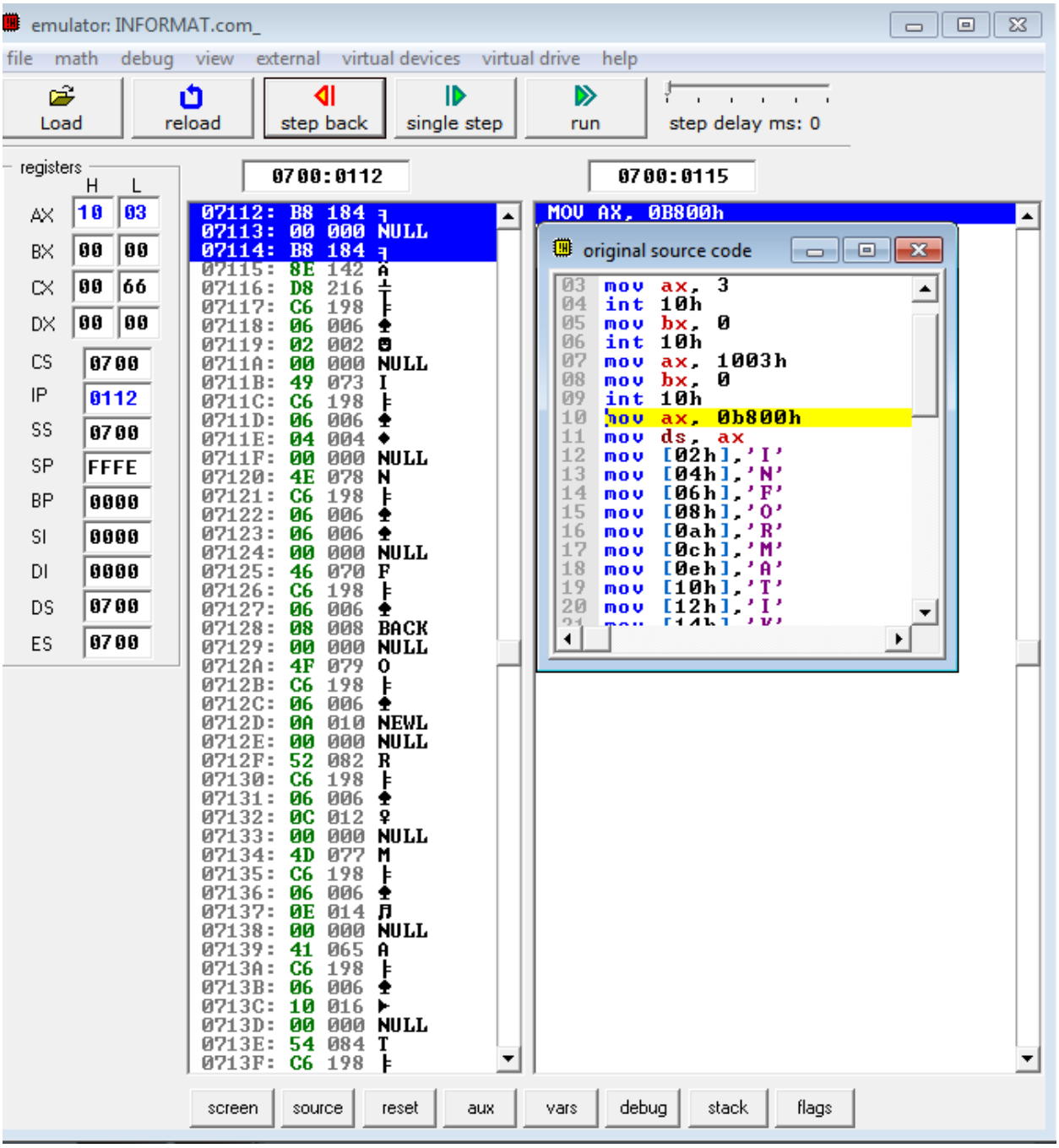
mov ax, 1003h = memindahkan 1003h ke register ax



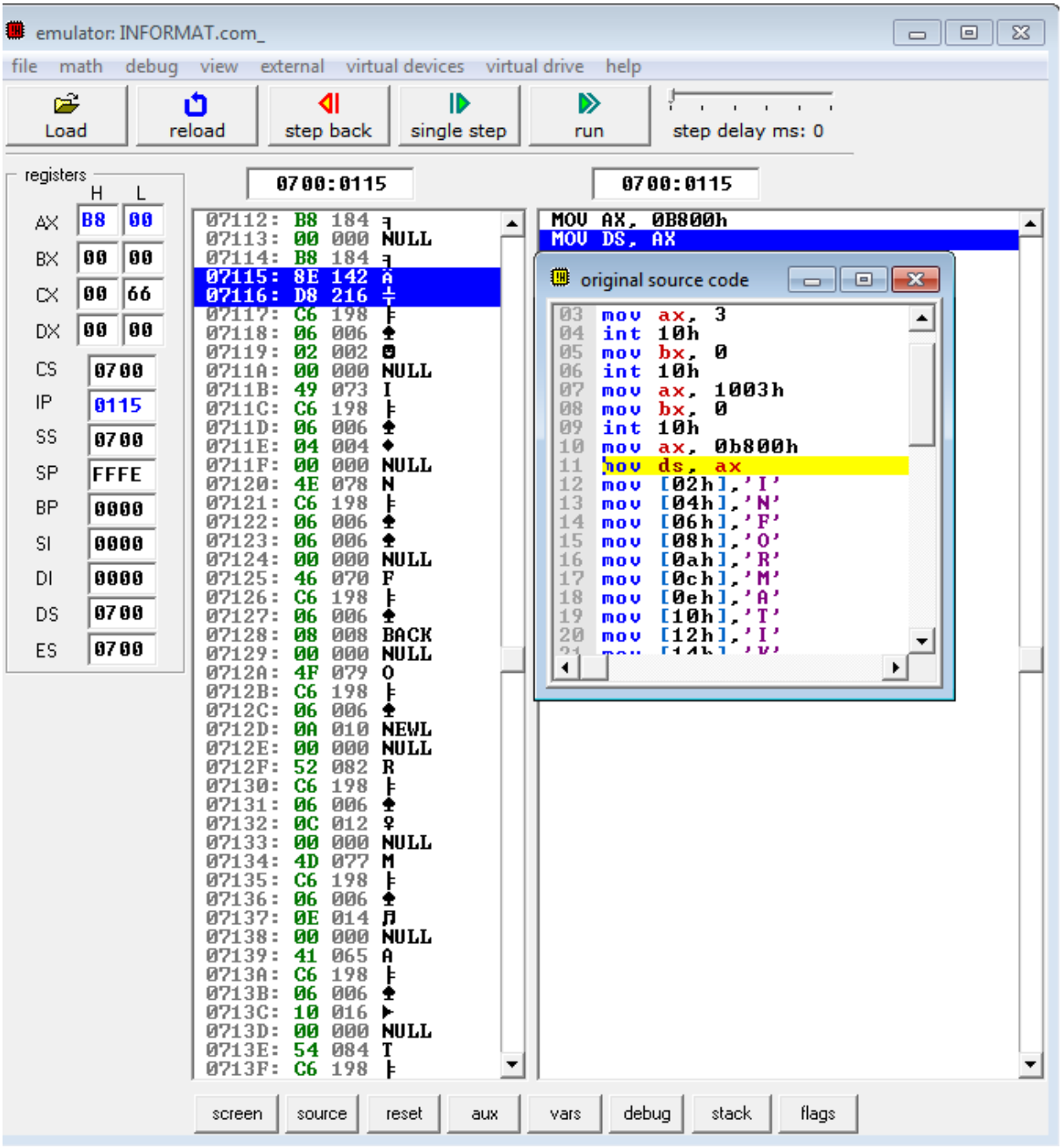
mov bx, 0=memindahkan 0 ke register bx



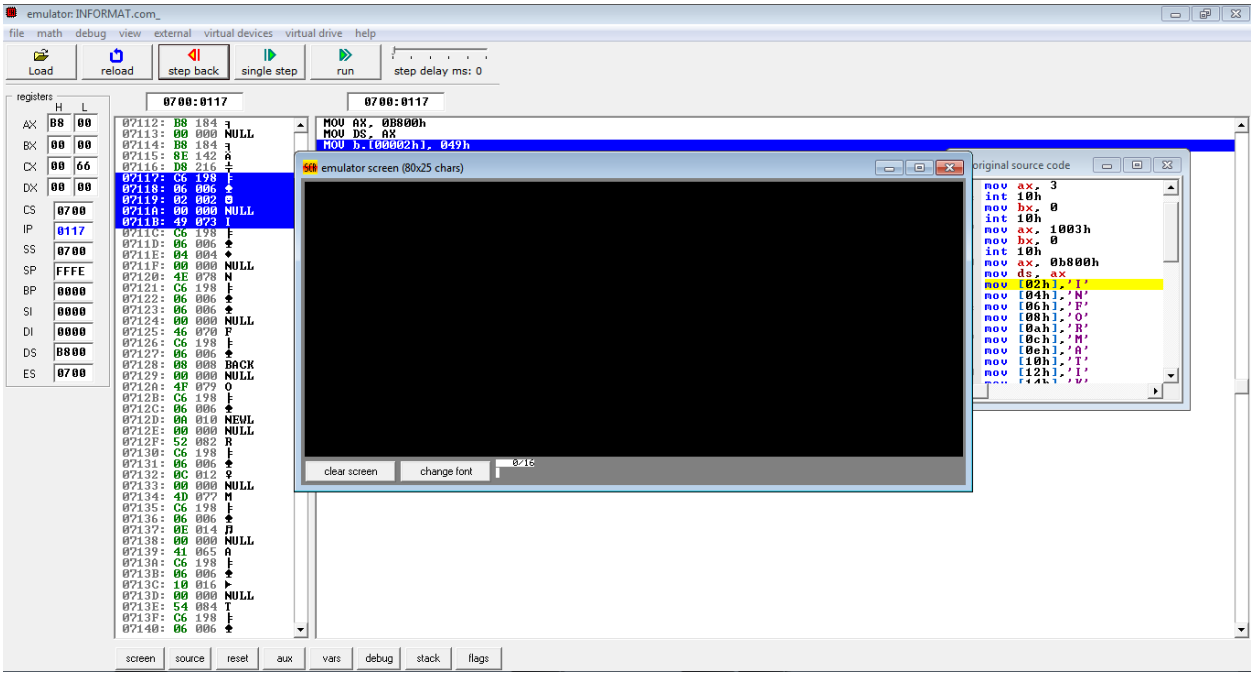
Int 10h=memberikan kedip ke background intensitas diaktifkan/mode berkedip aktif(mengacu ke mov ax,10003h)



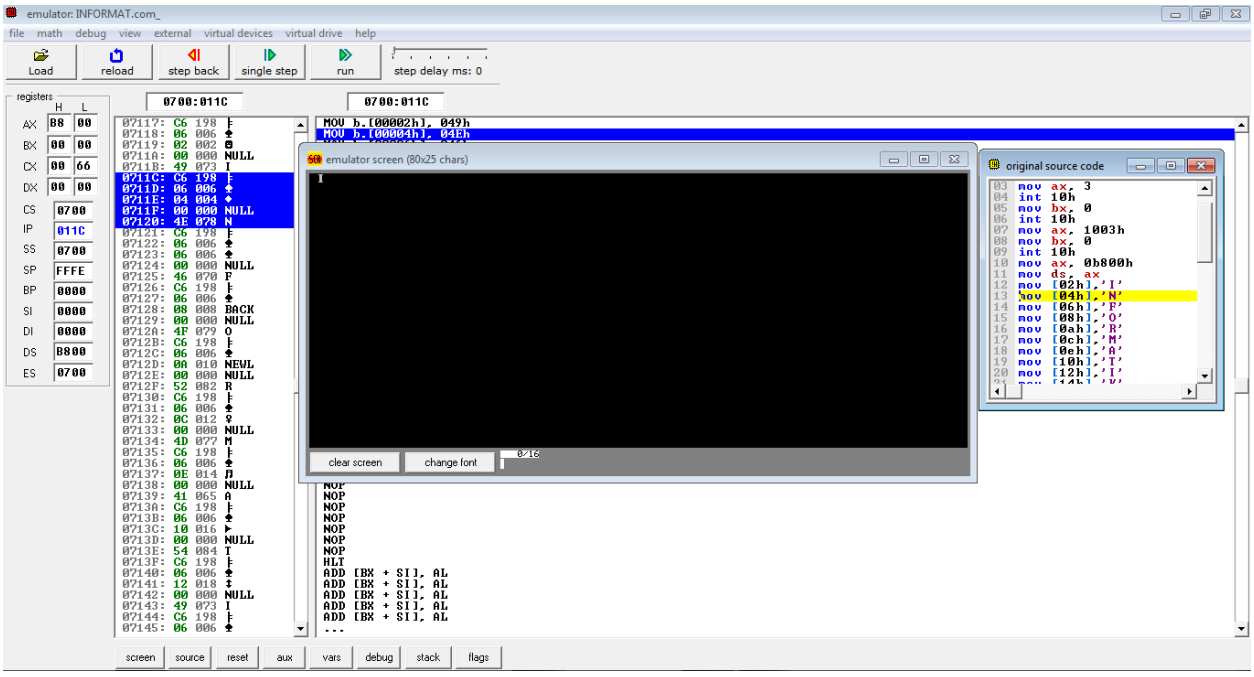
mov ax, 0b800h=memindahkan0b800h ke ax(mode text)



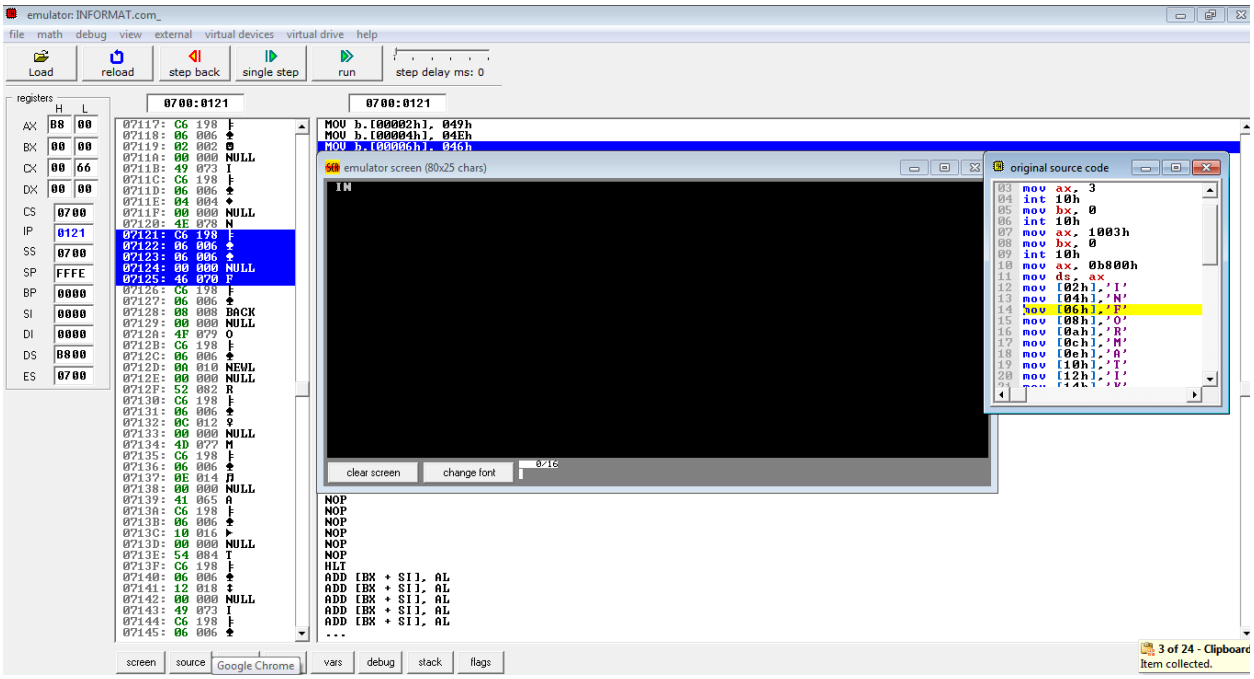
mov ds, ax=memindahkan ax ke ds.



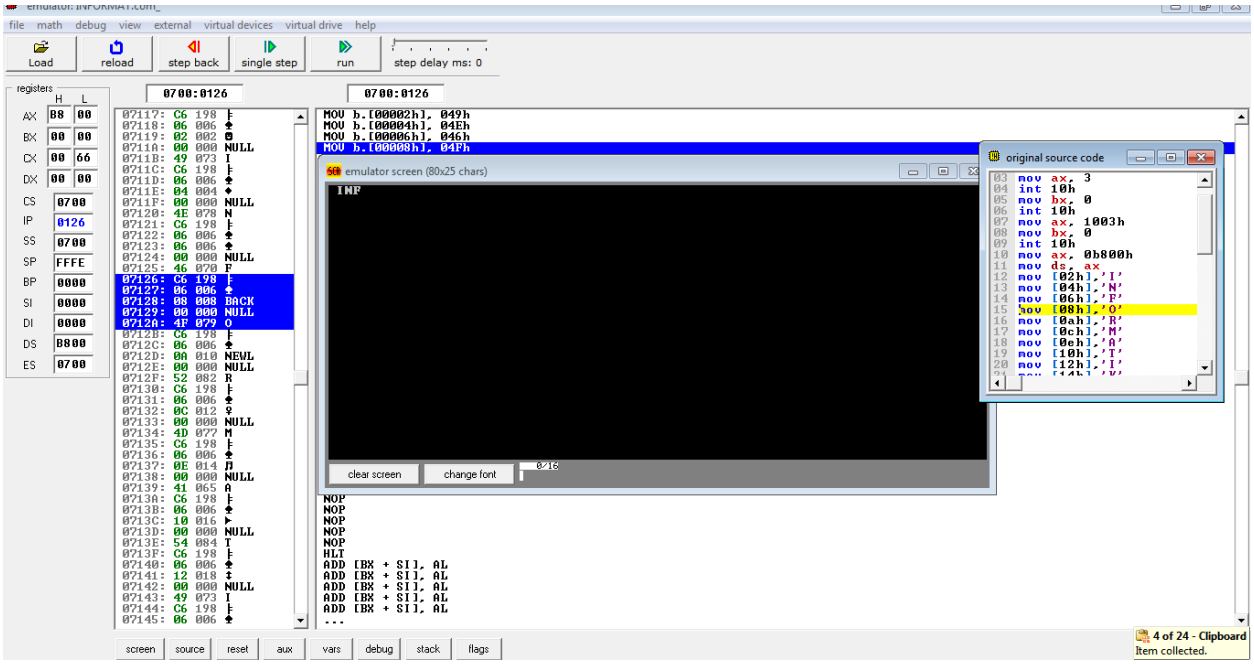
mov [02h],'I'=Memindahkan char I ke 02h



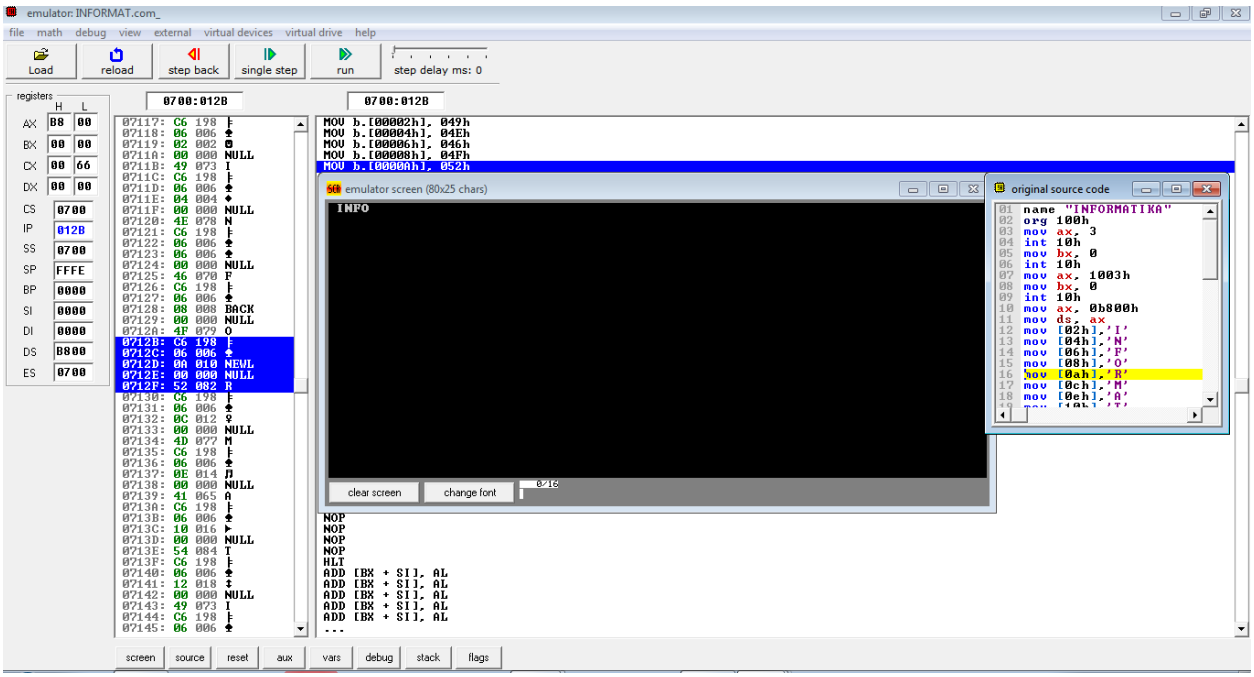
mov [04h],'N'=Memunculkan char I dan memindahkan char n ke 04h



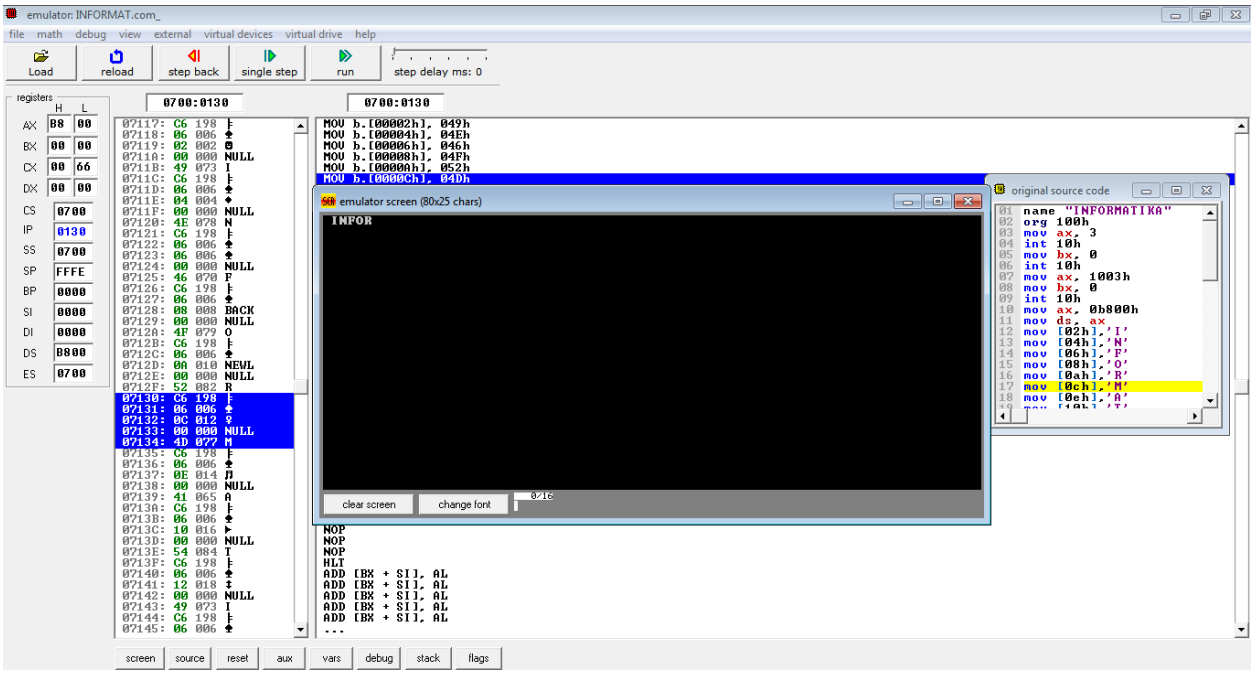
mov [06h],'F' =Memunculkan char N dan memindahkan char F ke 06h



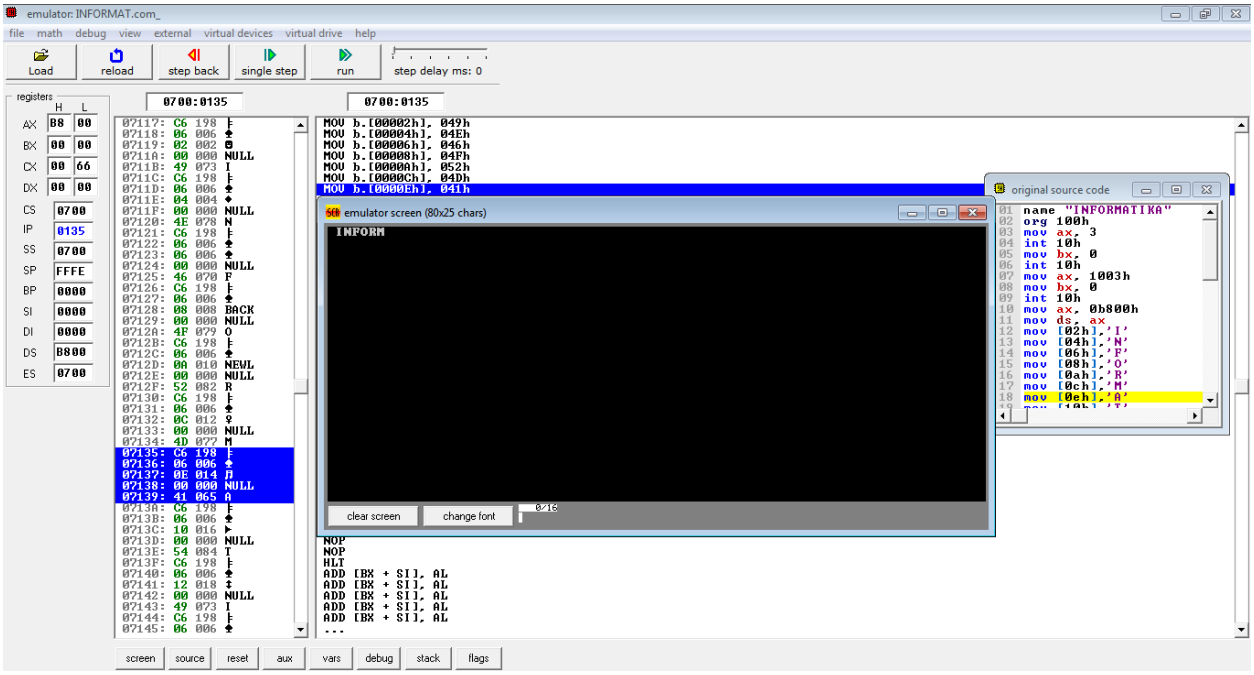
mov [08h],'O' =Memunculkan char F dan memindahkan char O ke 08h



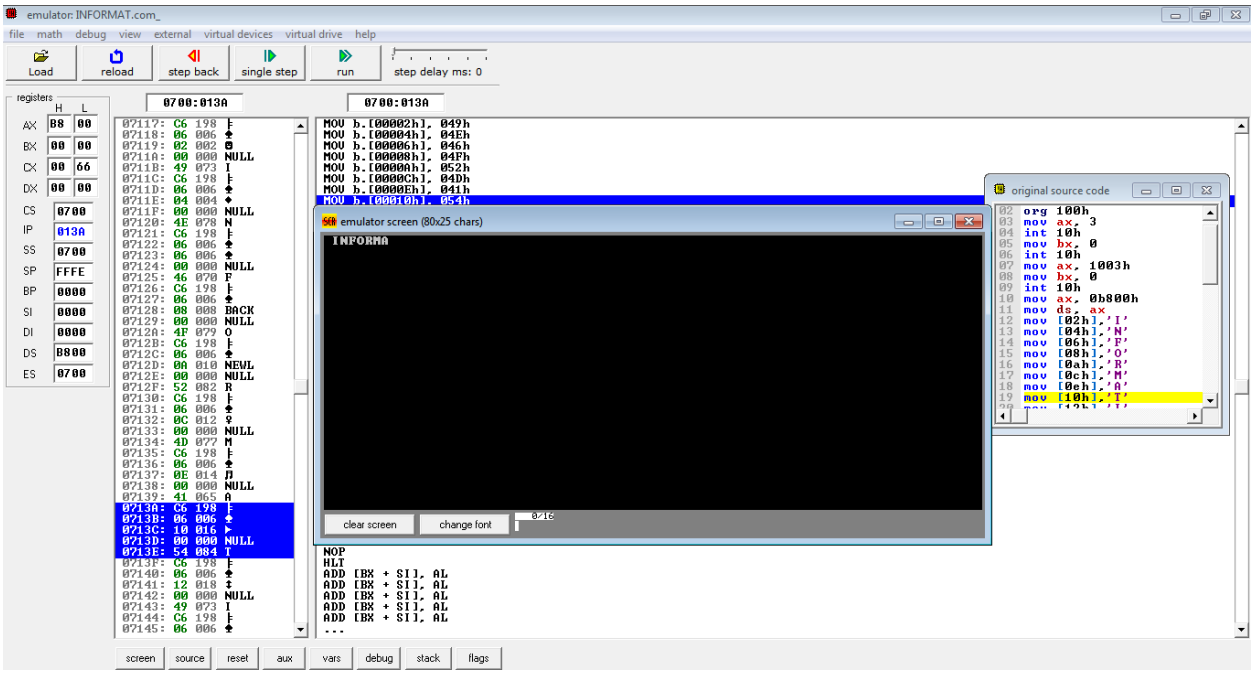
mov [0ah],'R'=Memunculkan char O dan memindahkan char R ke 0ah



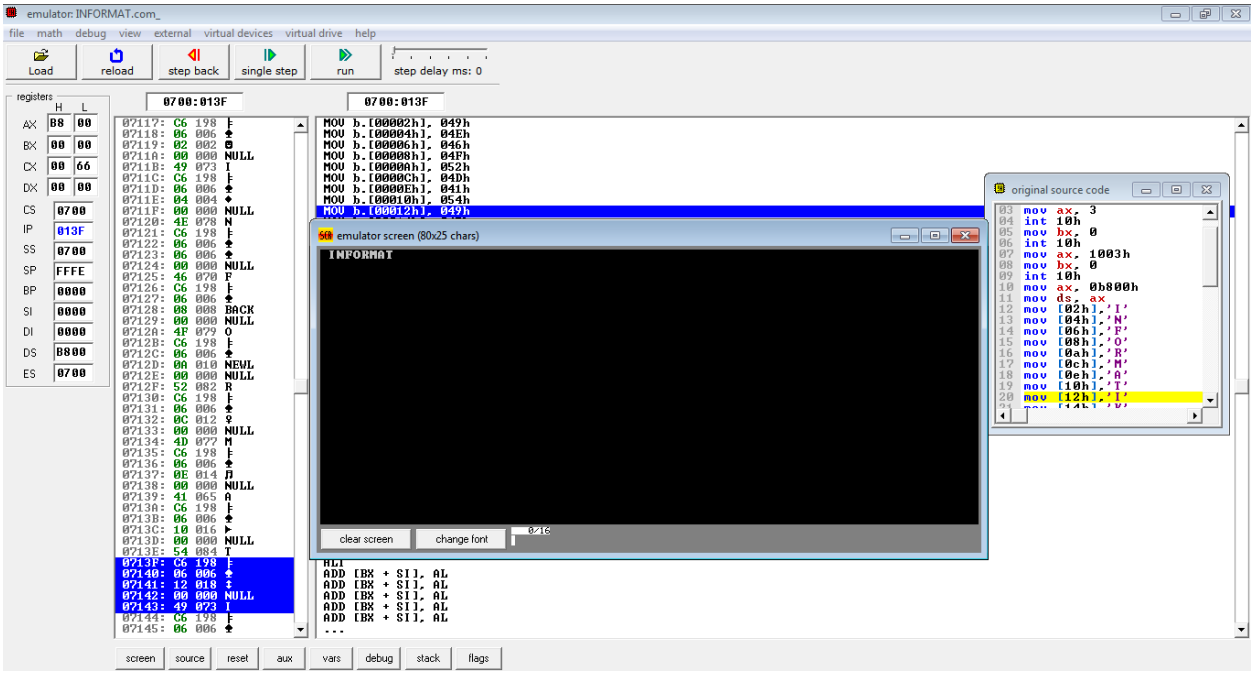
mov [0ch],'M'=Memunculkan char R dan memindahkan char M ke 0ch



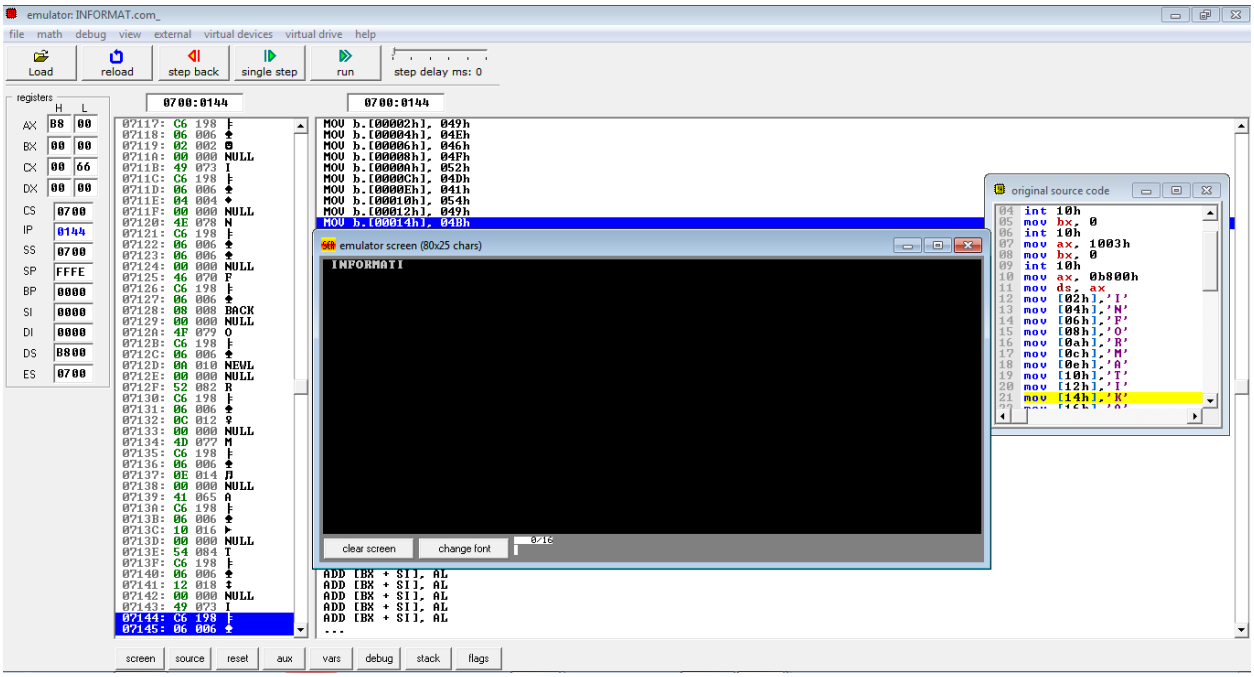
mov [0eh],'A=Memunculkan char M dan memindahkan char A ke 0eh



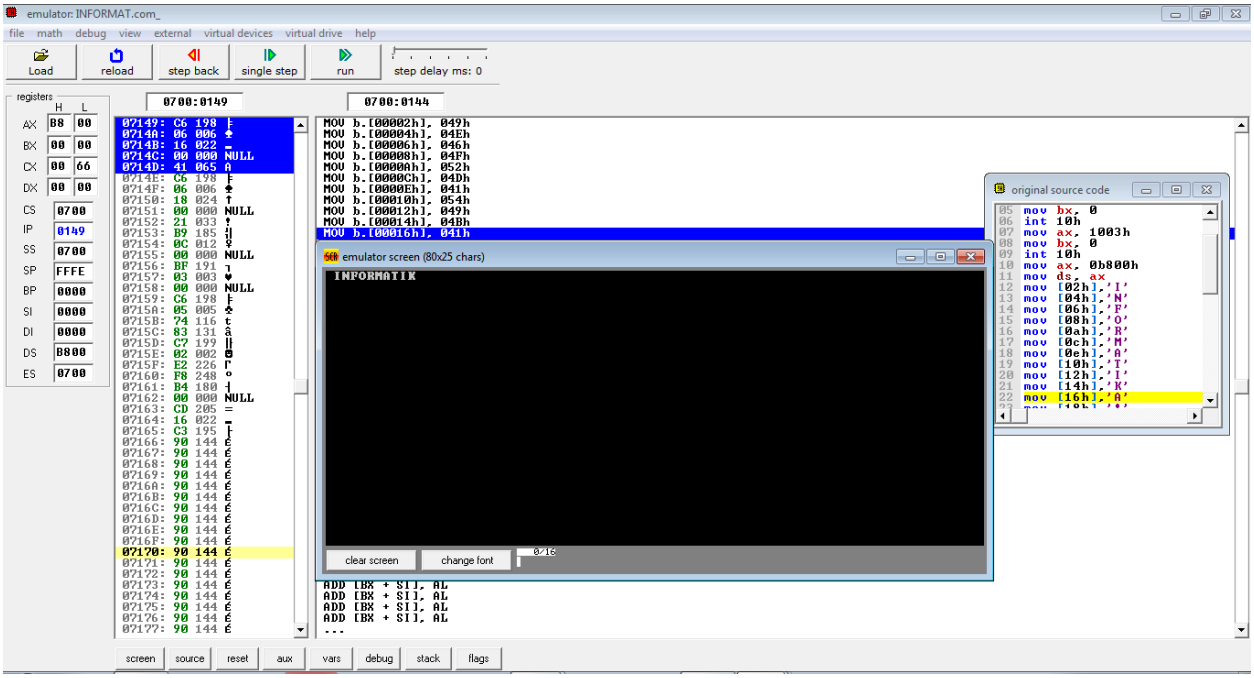
mov [10h],'T'=Memunculkan char A dan memindahkan char T ke 10h



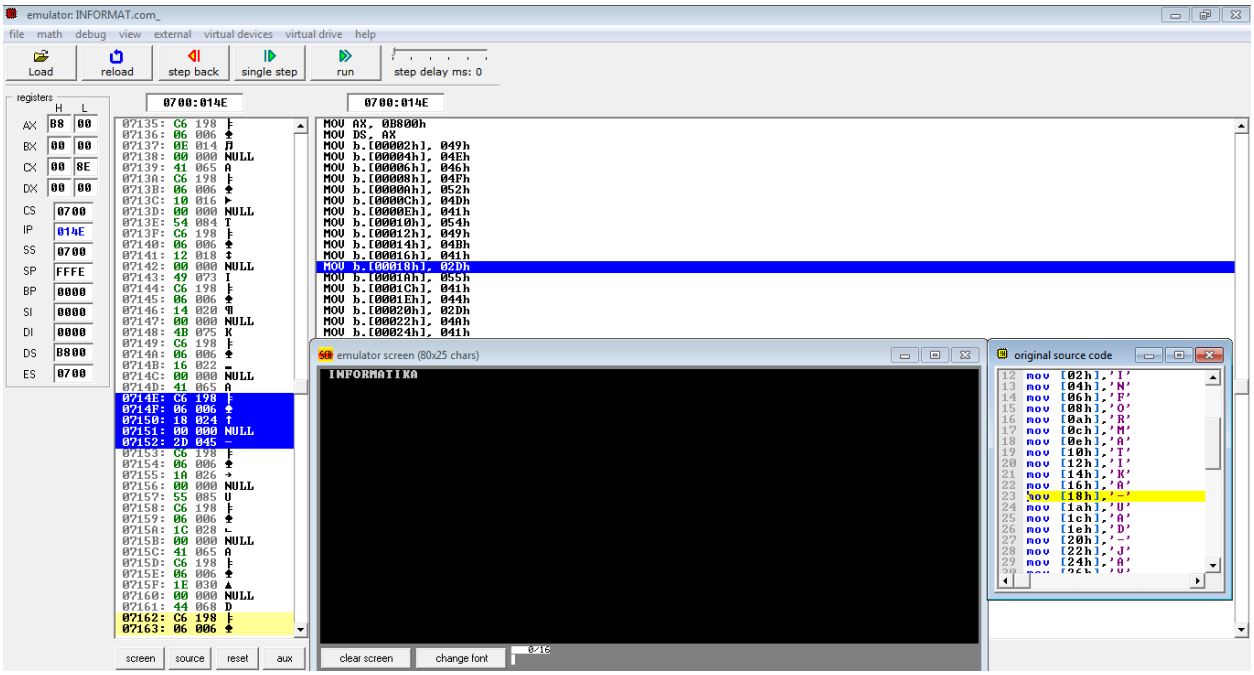
mov [12h],'I'=Memunculkan char T dan memindahkan char I ke 12h



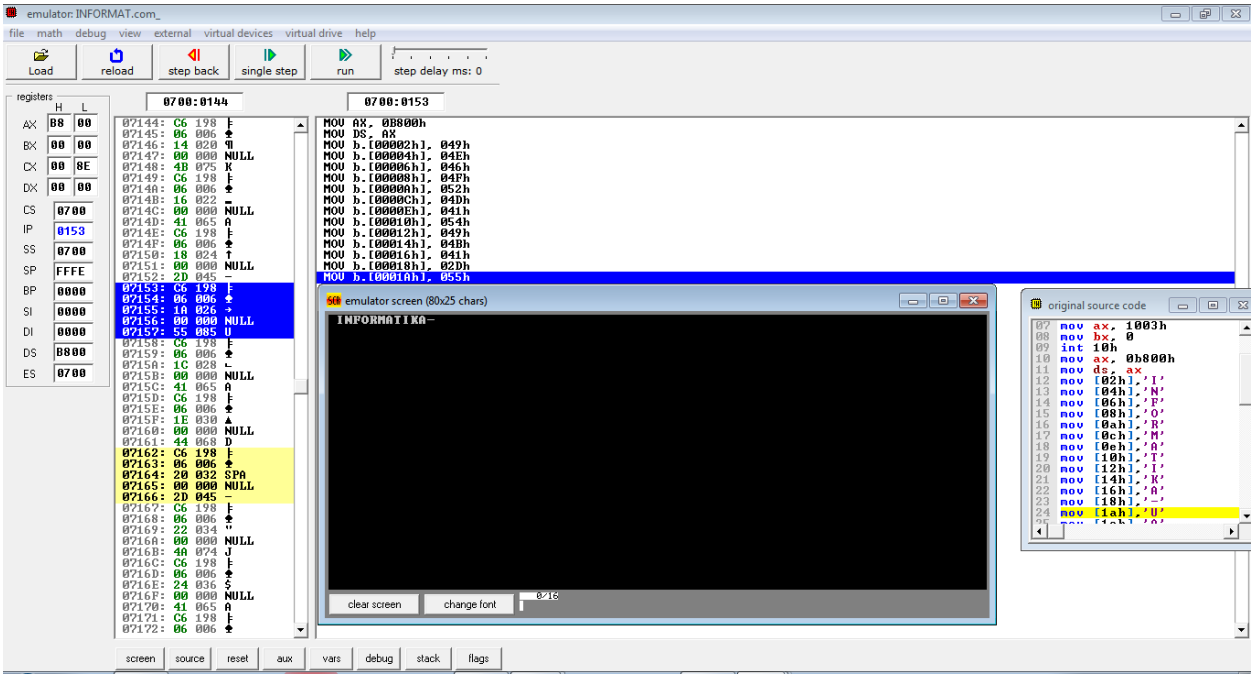
mov [14h],'K'=Memunculkan char I dan memindahkan char K ke 14h



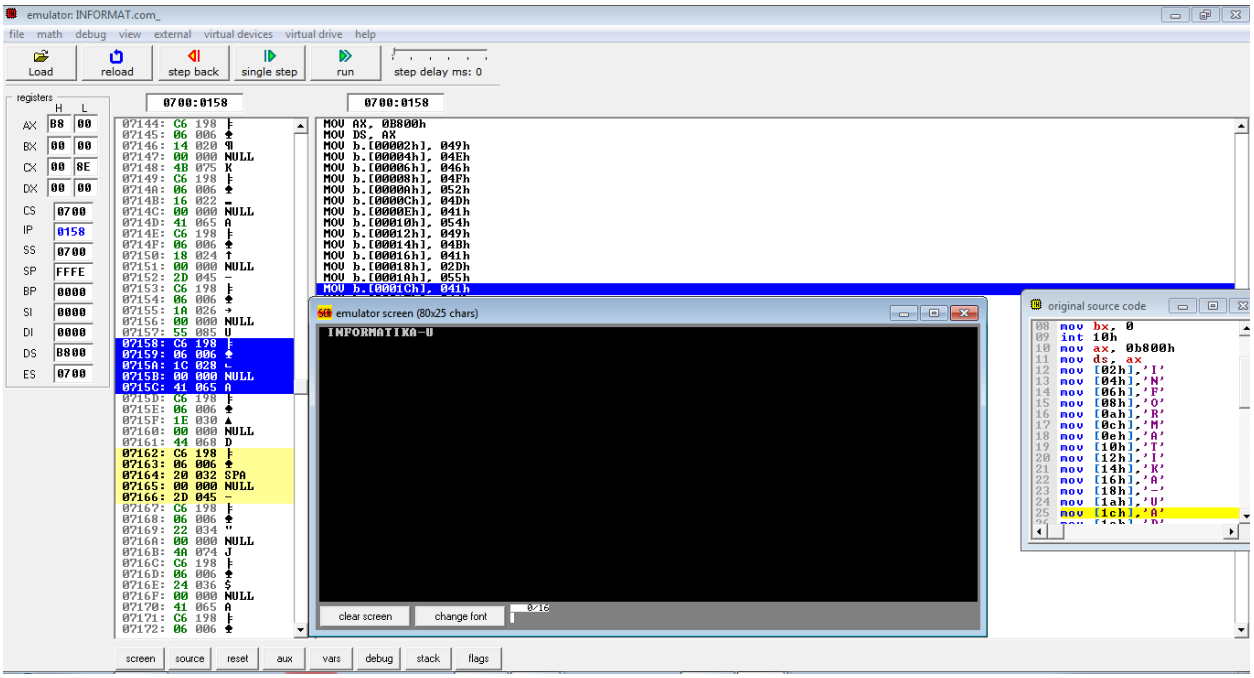
mov [16h],'A'=Memunculkan char K dan memindahkan char A ke 16h



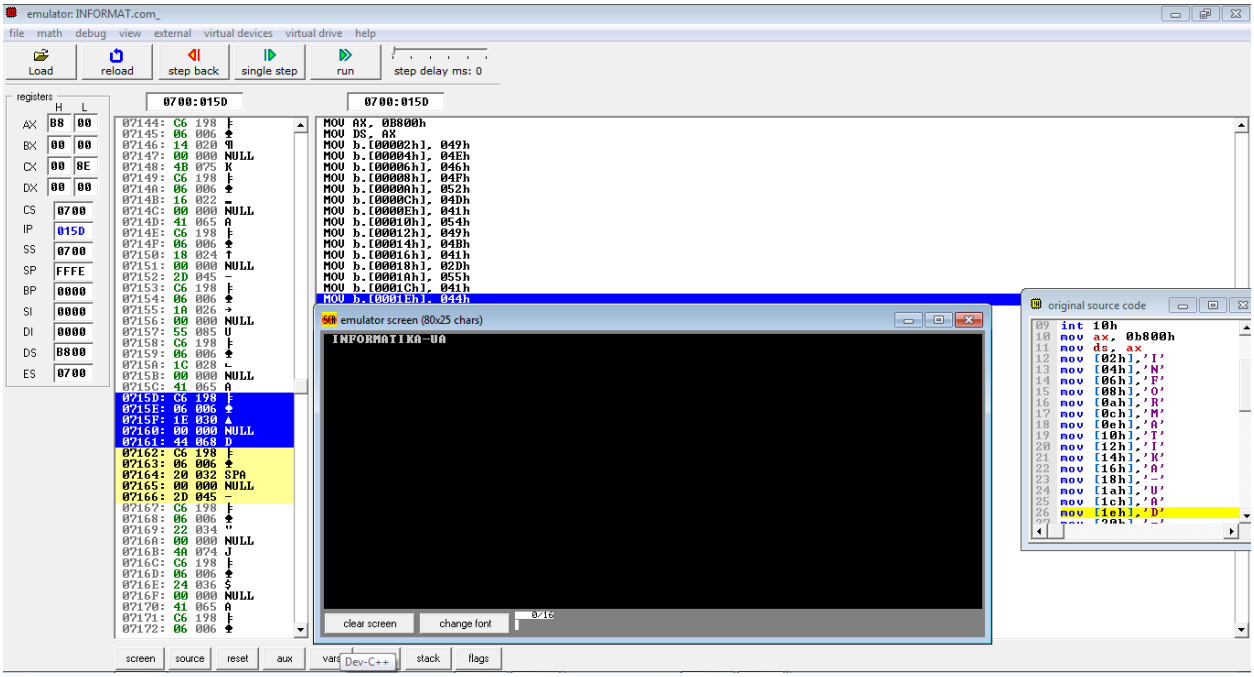
mov [18h],'-'=Memunculkan char A dan memindahkan char - ke 18h



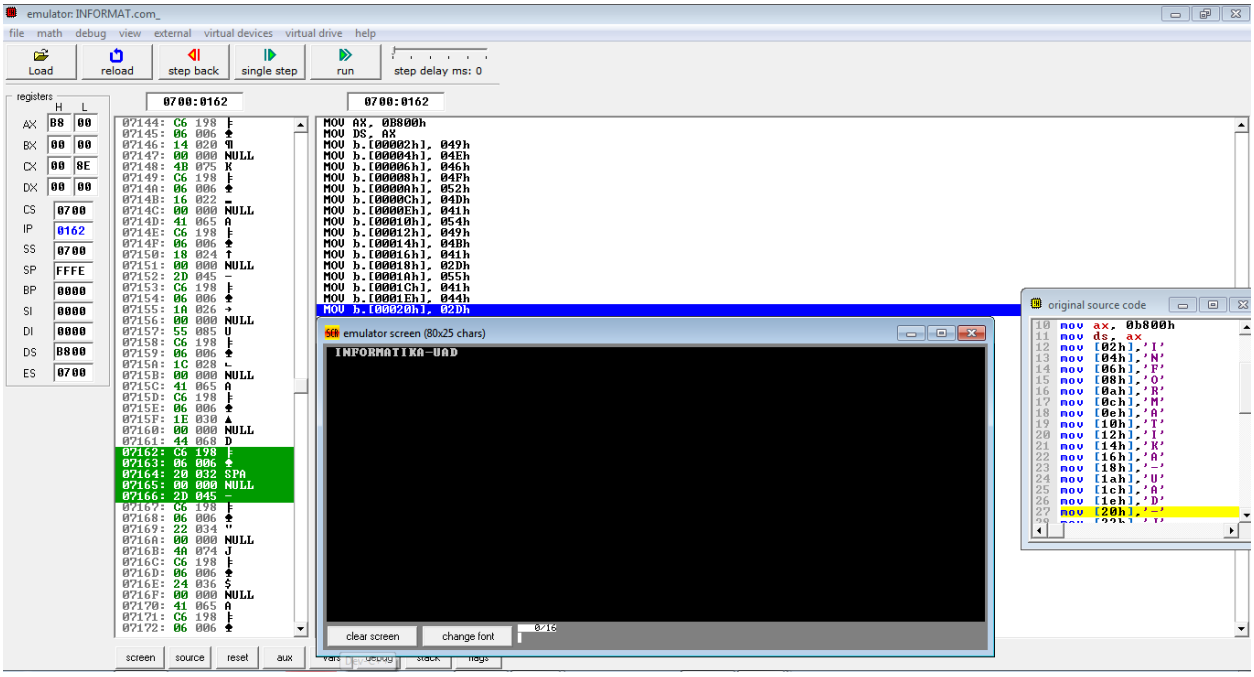
mov [1ah],' U'=Memunculkan char - dan memindahkan char U ke 1ah



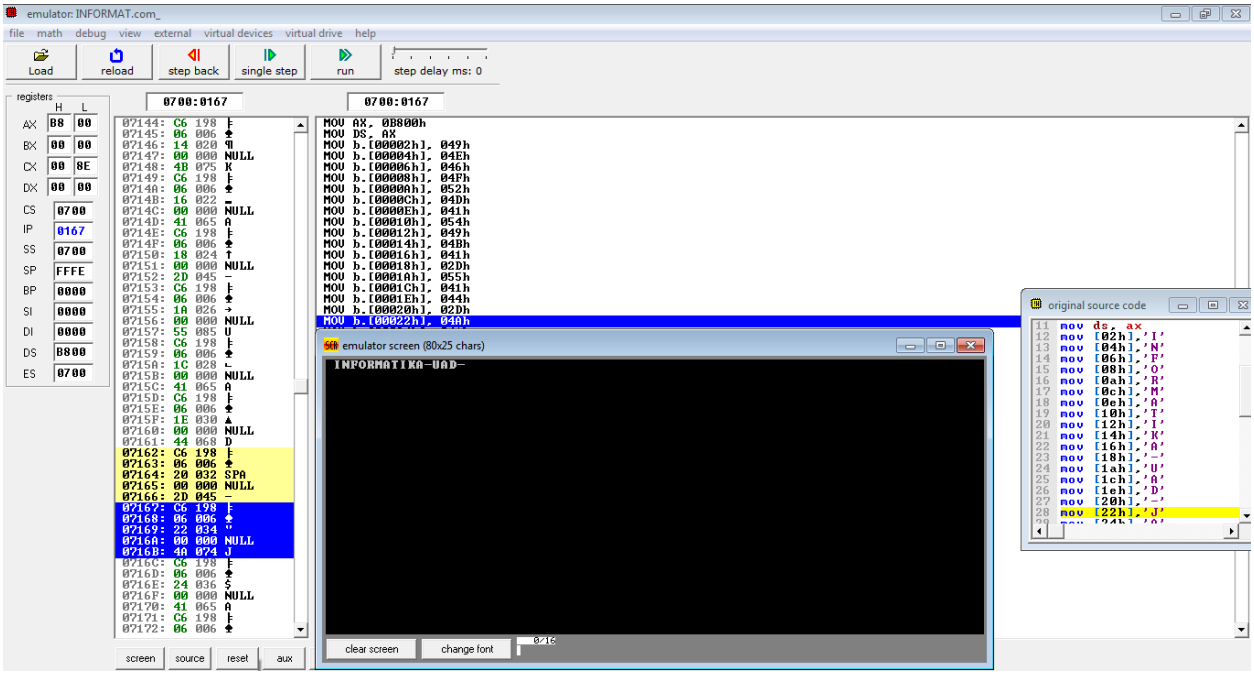
mov [1ch],' A'=Memunculkan char U dan memindahkan char A ke 1ch



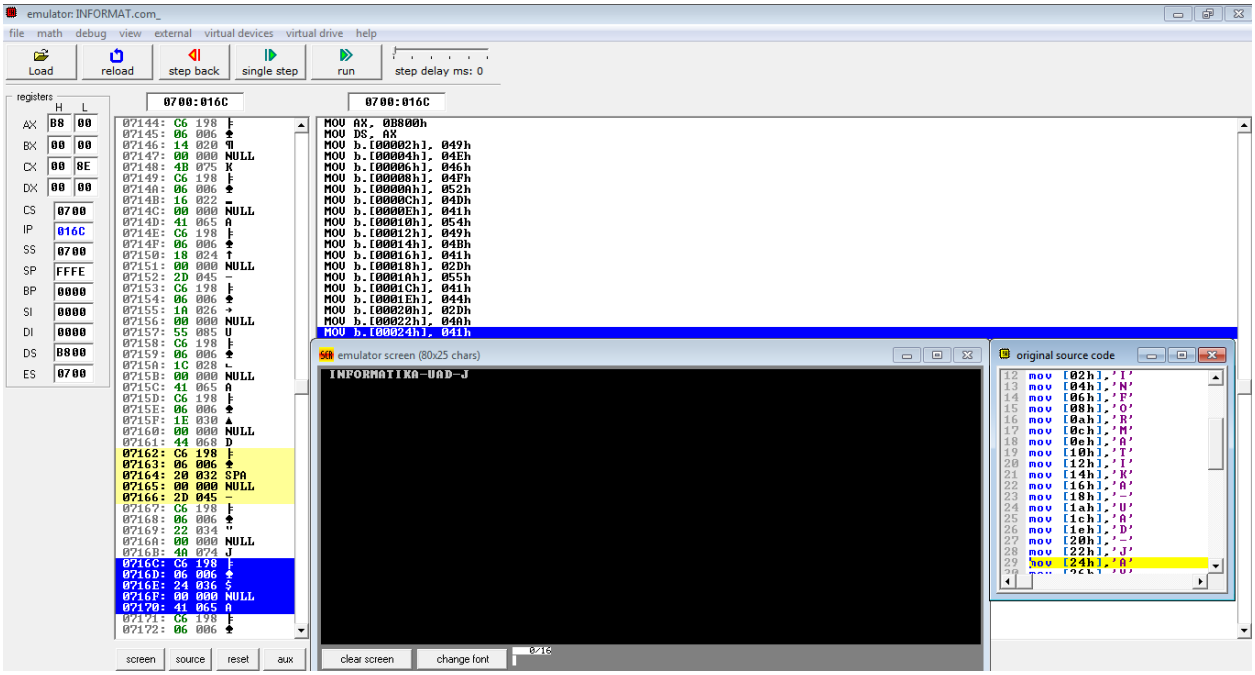
mov [1eh],' D'=Memunculkan char A dan memindahkan char D ke 1eh



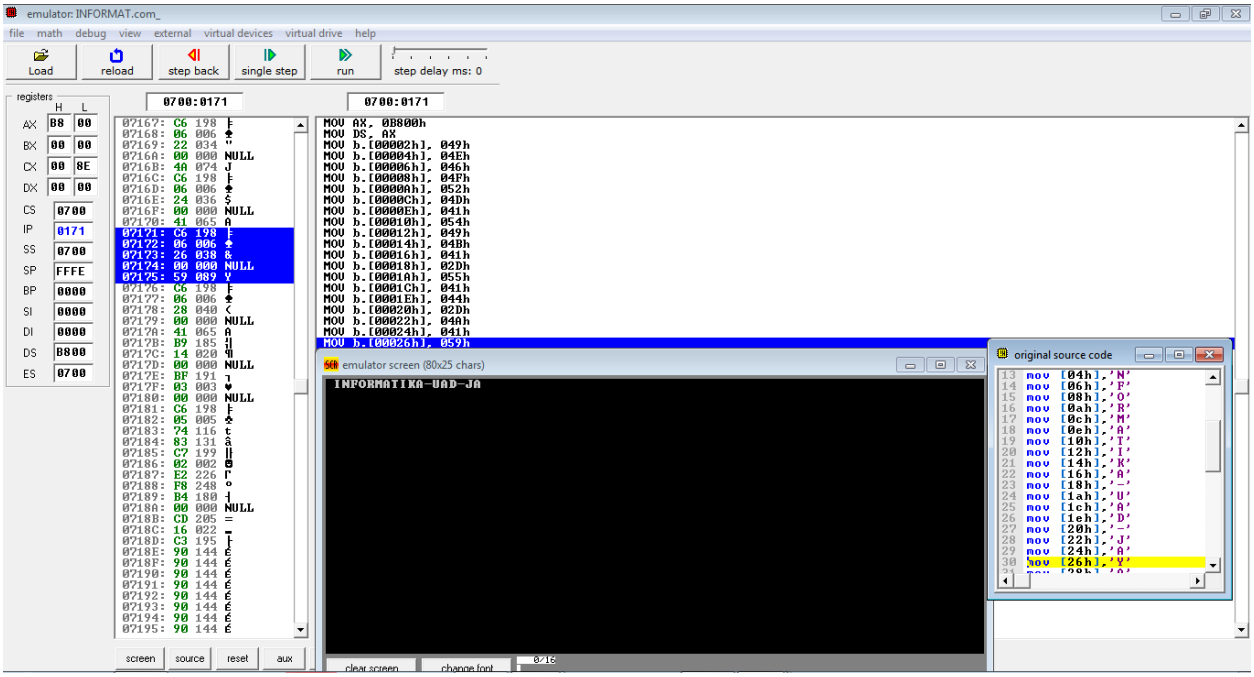
mov [20h],' –'=Memunculkan char D dan memindahkan char – ke 20h



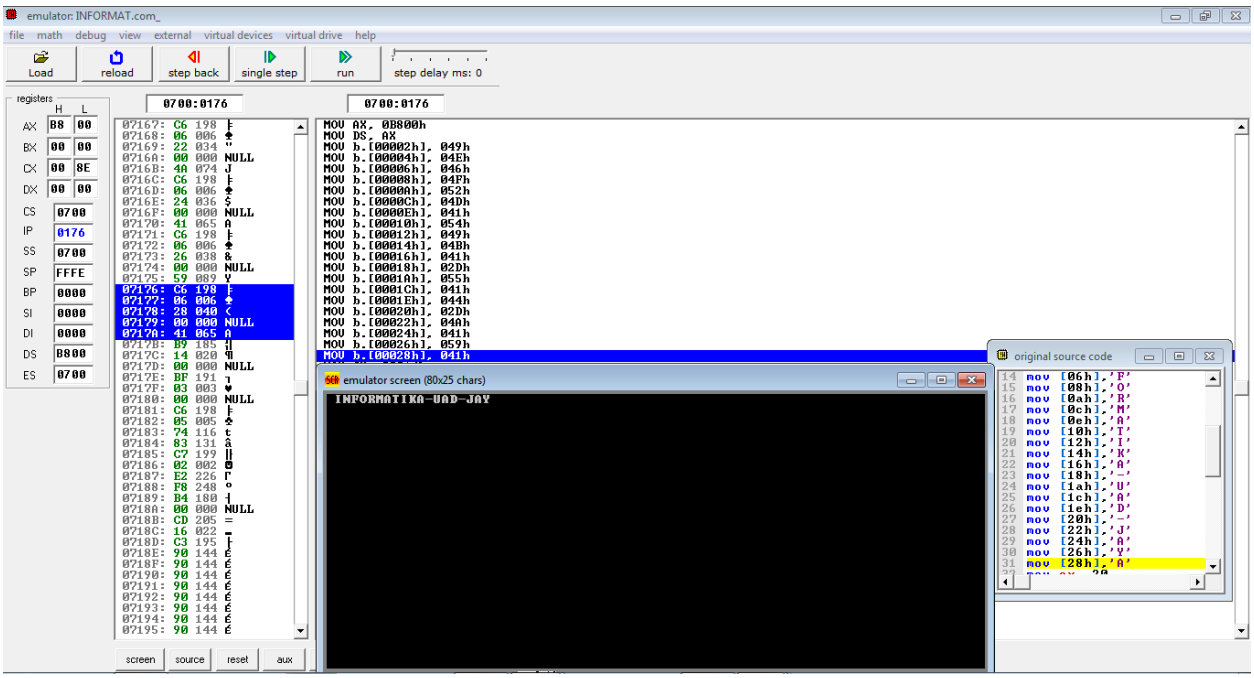
mov [22h],'J'=Memunculkan char – dan memindahkan char J ke 22h



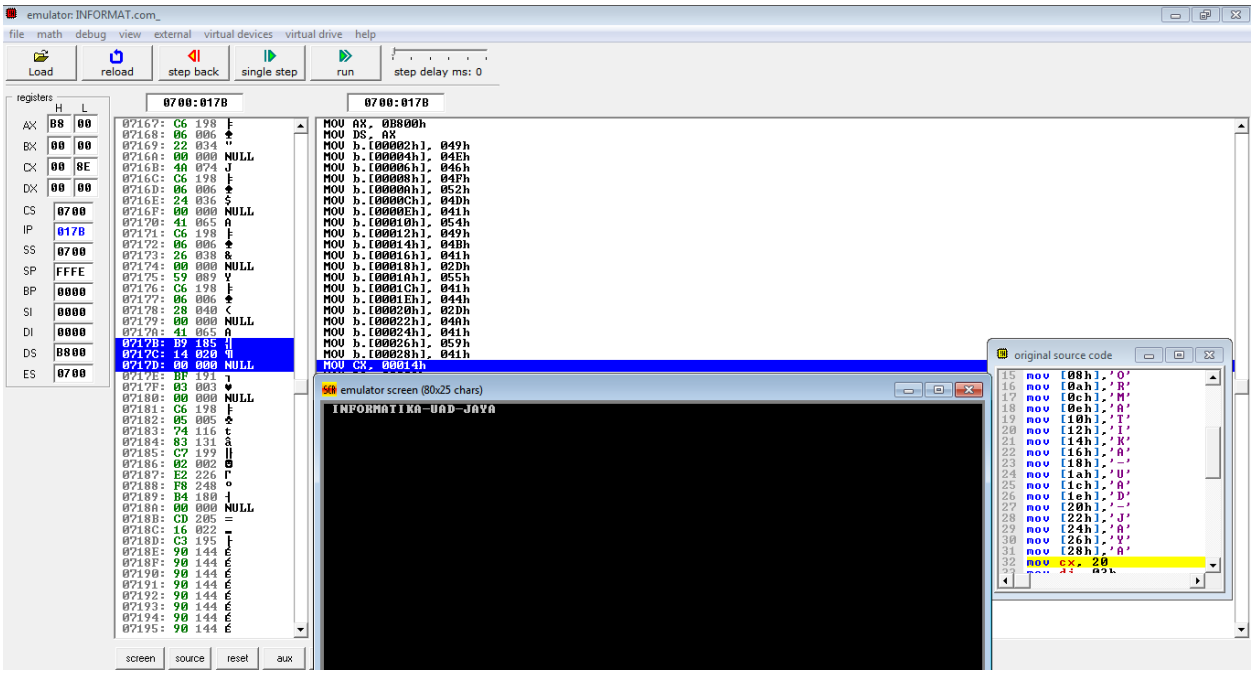
mov [24h],' A'=Memunculkan char J dan memindahkan char A ke 24h



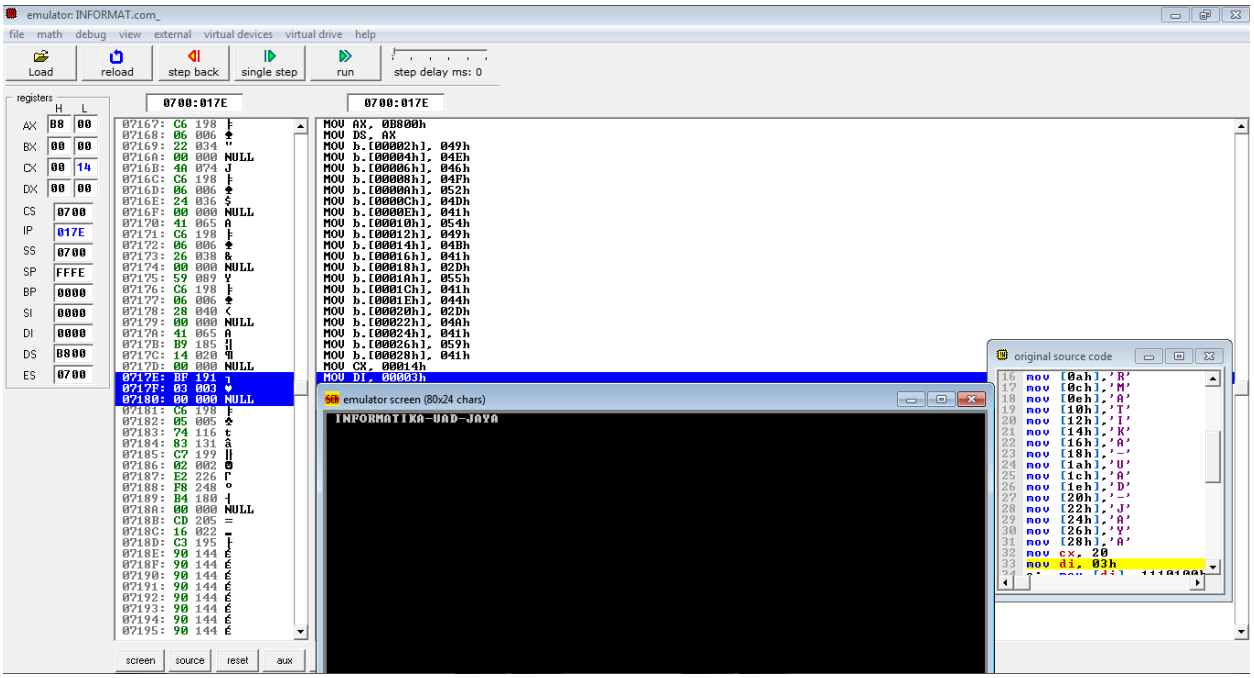
mov [26h],’Y’=Memunculkan char A dan memindahkan char Y ke 26h



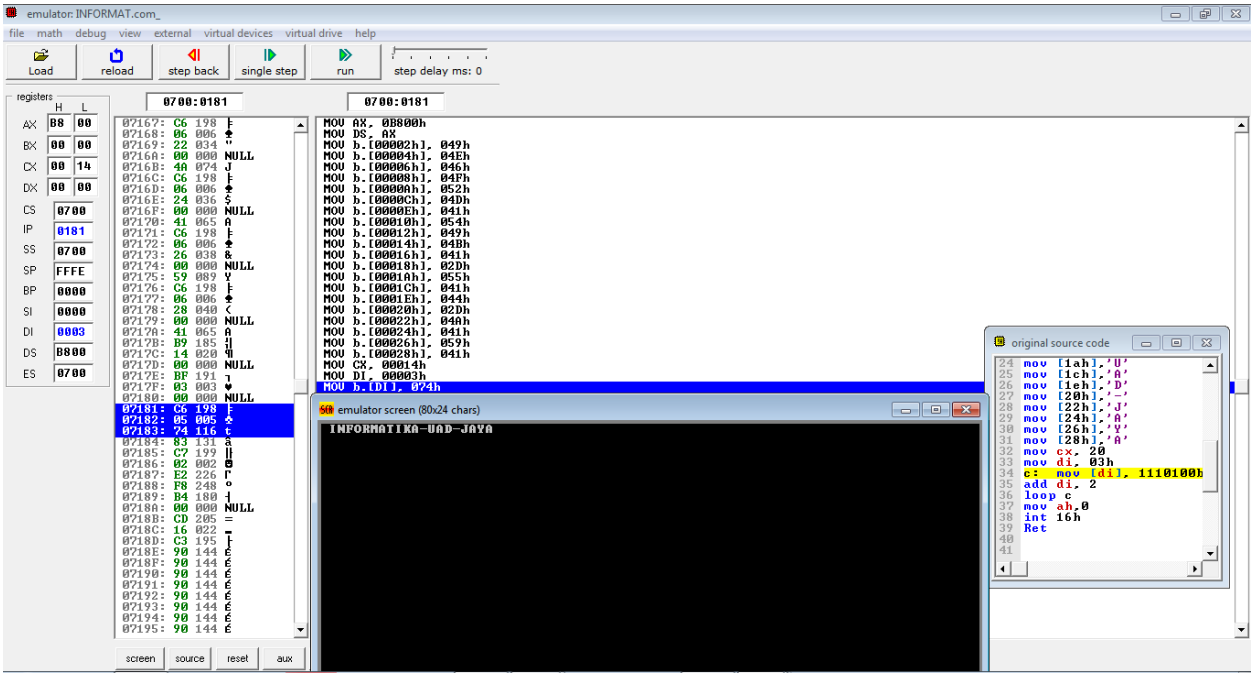
mov [28h],’A’=Memunculkan char Y dan memindahkan char A ke 28h



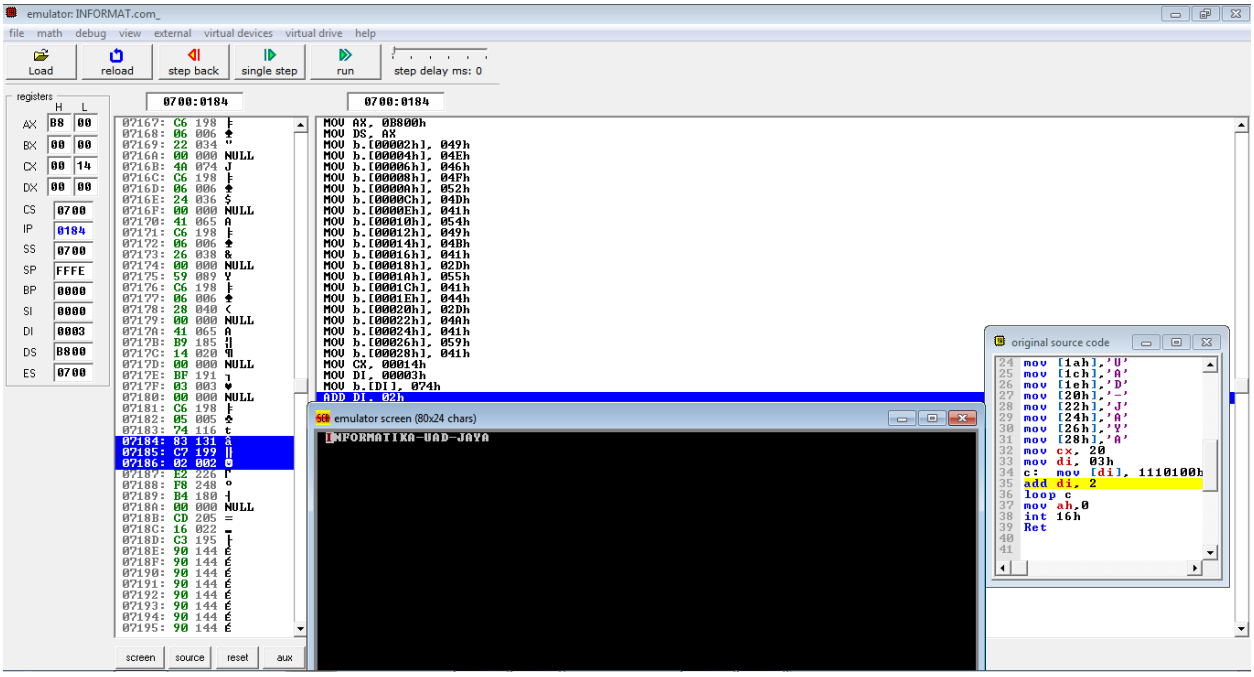
Mov cx,20= Memunculkan char A dan memindahkan 20 ke register cx



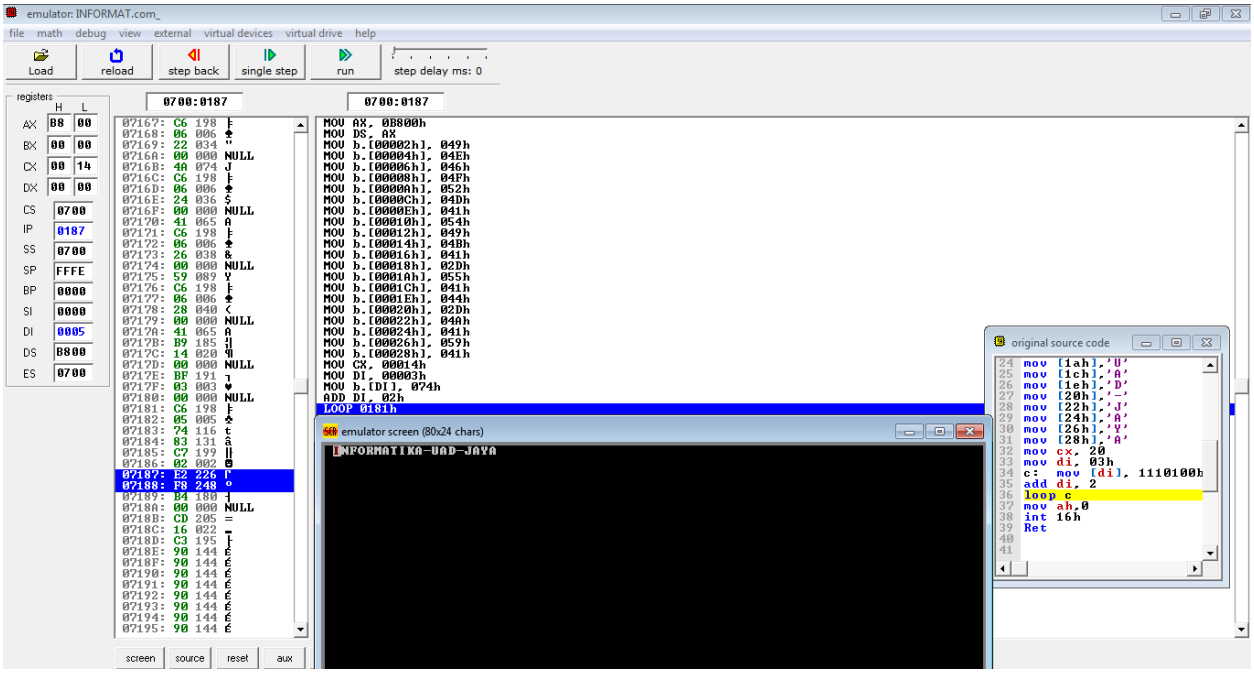
mov di, 03h=memindahkan 03h ke register di



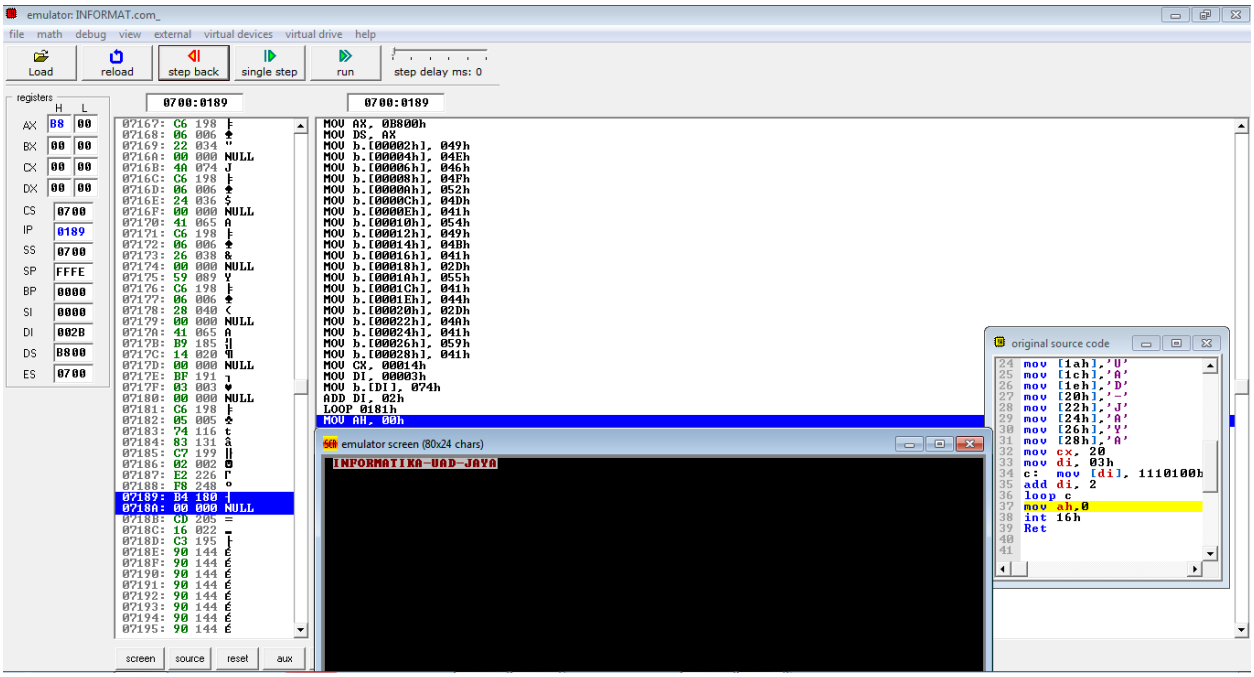
c: mov [di], 1110100b=memindahkan 074h ke register di



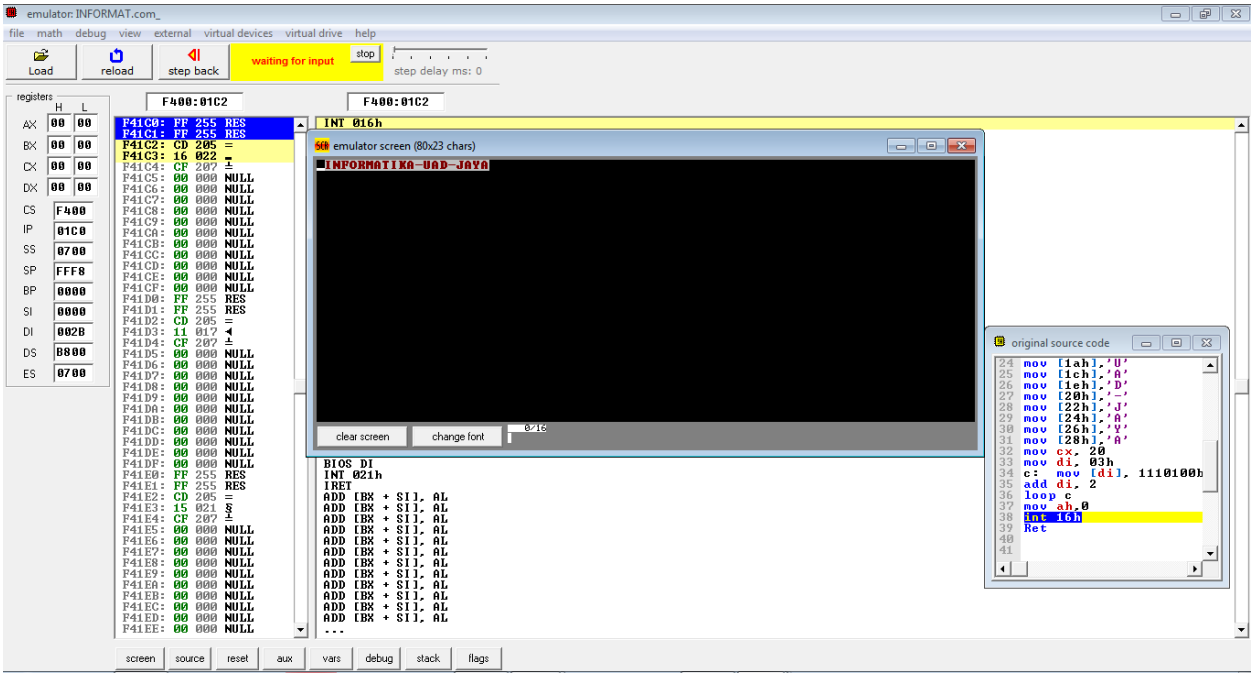
add di,2= Menambahkan 2 ke register di dan memberi warna



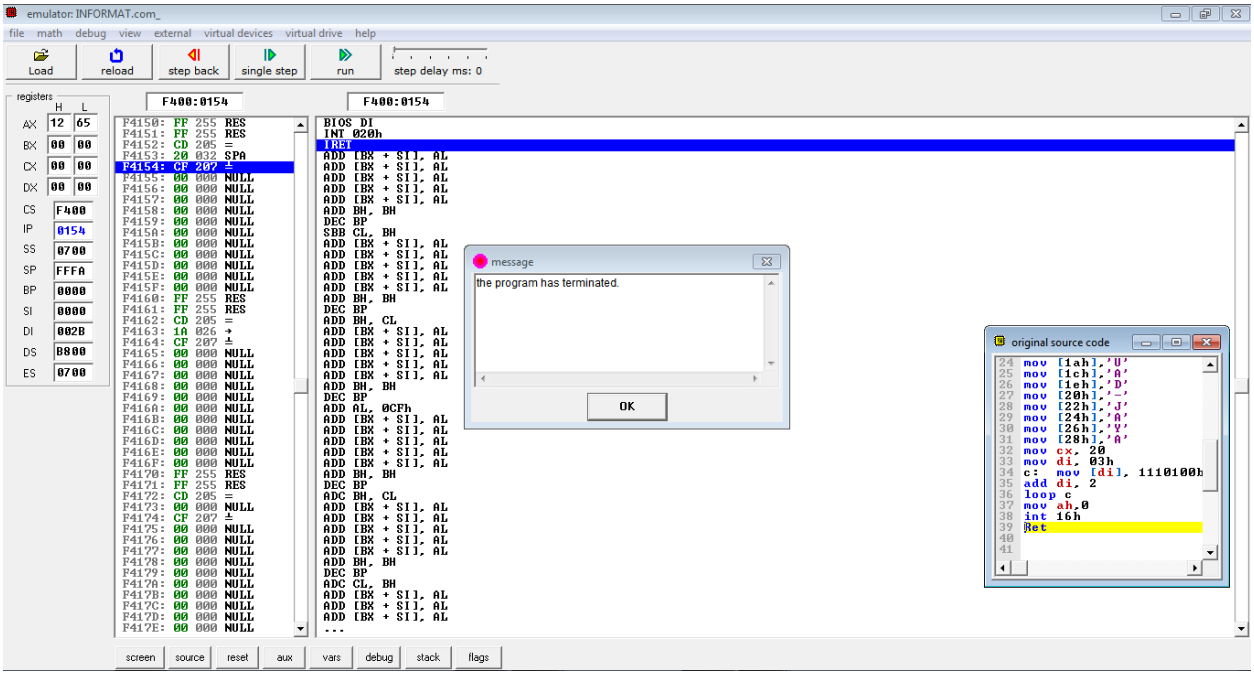
Loop c=mengulang pada dimulai pada c: dan kebawah (hingga loop) sebanyak 20 kali(mengacu pada mov cx,20)(INFORMATIKA-UAD-JAYA)



Mov ah,0=memindahkan nilai 0 ke ah



Int 16h=mengatur keyboard(mengacu ke mov ah,0)



Ret=program akan terminated apabila kita menekan tombol di keyboard(mengacu int 16h)