

4 汇编语言程序设计

- 汇编语言程序格式和伪指令
- 常用 DOS 功能调用
- 汇编语言程序设计

4.1 汇编语言程序格式和伪指令

```
DSEG      SEGMENT
D1         DB  12H
D2         DB  —2      ;Define variable
D3         DB  ?
D4         DB  'Example',0DH,0AH,'$'
DSEG      ENDS
```

```
SSEG      SEGMENT STACK
          DW  100 DUP(?)
SSEG      ENDS
```

```
CSEG      SEGMENT      ;define segment
          ASSUME CS: CSEG, DS: DSEG
          ASSUME SS: SSEG
MAIN      PROC          FAR      ;define Procedure
START:    PUSH          DS      ;return to DOS
          MOV           AX, 0
          PUSH          AX
          MOV           AX, DSEG
          MOV           DS, AX
          MOV           AH, 9
          MOV           DX, OFFSET D4
          INT           21H
          MOV           AL, D1
          ADD           AL, D2
          MOV           D3, AL
          RET
          ENDP
CSEG      ENDS
          END START      ;End program
```

SEGMENT / ENDS

格式:

Name SEGMENT [options] ;Begin segment

.....

Name ENDS ;End segment

options: [定位类型] [组合类型] [分类名]

功能: 段定义.



ASSUME

格式:

ASSUME 段寄存器名:段名符 [, 段寄存器名:段名符, ...]

功能: 段分配, 将段寄存器与段名关联.

ORG

格式: **ORG** Expression

功能: 设置段内偏移地址.



PROC / ENDP

格式:

Name	PROC Type	
	; Instructions
	RET	
Name	ENDP	

Type: NEAR , FAR

功能: 过程定义.



END

格式: **END Expression**

Expression: 第一条指令标号.

功能: 源程序结束.



汇编语言程序结构

```
SSEG    SEGMENT STACK
.....
; Define stack segment
SSEG    ENDS

DSEG    SEGMENT
.....
; define data segment
DSEG    ENDS

ESEG    SEGMENT
.....
; define extra segment
ESEG    ENDS

CSEG    SEGMENT
ASSUME CS: CSEG, DS: DSEG, ES: ESEG, SS: SSEG
MAIN    PROC    FAR
.....
; define code segment
RET
MAIN    ENDP
CSEG    ENDS
END      MAIN
; end of the program
```



DB/DW/DD/DQ/DT

格式: Name Data_Type Expression

Data_Type : DB ——定义字节变量,分配存储单元并赋初值.

 DW ——Define Word .

 DD ——Define Doubleword

 DQ ——Define Quadword

 DT ——Define Ten Bytes

Expression: constant, character string, ?, DUP directive, label

功能: 变量定义.

Example : DSEG SEGMENT

 XB DB 10, —4, 'AB', ?

 XW DW XB+2, 100H, -5, 'AB', \$+2

 XD DD 3*20, 0FFFDH

 XDUP DB 2(1, 2 DUP(2))

 DSEG ENDS

EQU

格式: **Name EQU Expression**

功能: 赋值.



宏指令

宏定义

```
Name    MACRO    <parameters>
.....
;; Instructions
ENDM
```

宏调用

```
Name    real_variable
```

宏展开

宏定义

```
MOVE    MACRO    A, B
        PUSH     AX
        MOV      AX, B
        MOV      A, AX
        POP      AX
ENDM
```

宏调用

```
MOVE VAR1, VAR2
※ 代码段中
```

宏展开

```
1      PUSH     AX
1      MOV      AX ,
VAR2
1      MOV      VAR1 ,
AX
1      POP      AX
```

※ .OBJ和.EXE中已宏展开

※代码段外

汇编语言语句格式

- 伪指令格式

[名字] 助记符 [参数] [[;注释]

- 指令格式

[标号:] [前缀指令] 助记符 操作数 [;注释]

- 参数（操作数）

常数、寄存器、标号、变量、表达式

运算符和操作符

类型	符号	功能
算术运算符	+, -, ×, /, MOD	加, 减, 乘, 除, 模除
逻辑运算符	AND, OR, XOR, NOT	与, 或, 异或, 非运算
关系运算符	EQ, NE, LT, LE, GT, GE	=, ≠, <, ≤, >, ≥ (结果为真输出全1, 为假输出全0)
分析运算符	OFFSET	返回偏移地址.
	SEG	返回段基址.
	TYPE	变量类型, 返回元素字节数.
	LENGTH	返回元素个数. (DUP前重复次数)
	SIZE	返回变量总字节数 (SIZE=TYPE * LENGTH)
合成运算符	PTR	修改类型属性.
	SHORT	短转移说明.
其它运算符	()	改变运算符优先级.
	[]	下标或间接寻址.



Example

数据段定义如下：

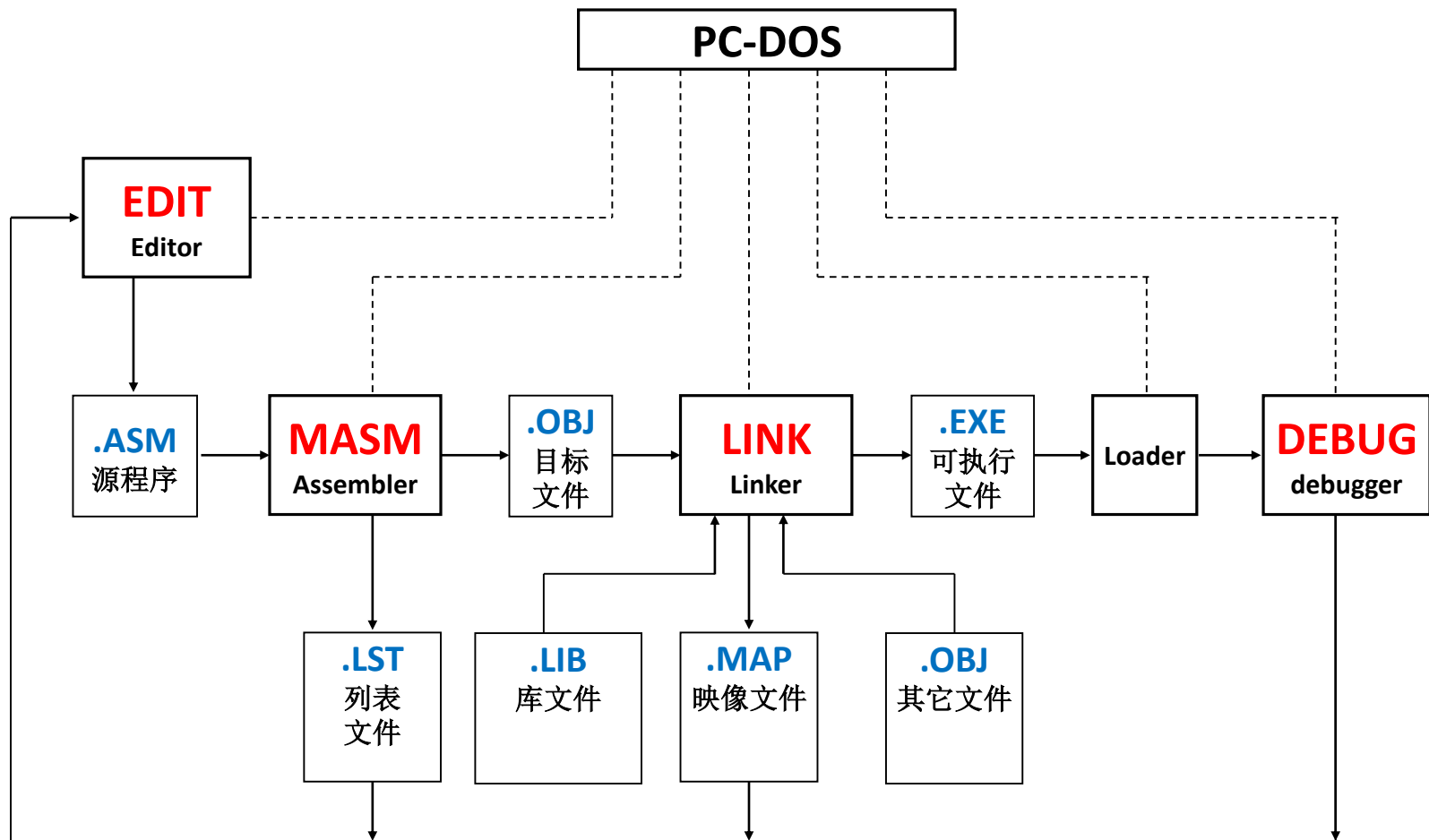
```
DATA    SEGMENT
        ORG    100H
DA1     DB      'ABC', 42H
DA2     DW      03H, 'BC', $+2
DA3     DW      DA2
AA1     EQU     $-DA1
        ORG     $+4
BB1     DB      10 DUP(2, 2 DUP(?))
DATA    ENDS
```

目的操作数=?

```
LEA     BX, DA2
MOV     DI, OFFSET BB1
MOV     AL, TYPE DA1
MOV     AX, AA1
MOV     AL, LENGTH BB1
MOV     AL, BYTE PTR DA2
MOV     AX, DA2+2
MOV     AX, DA3
MOV     AL, SIZE BB1
```

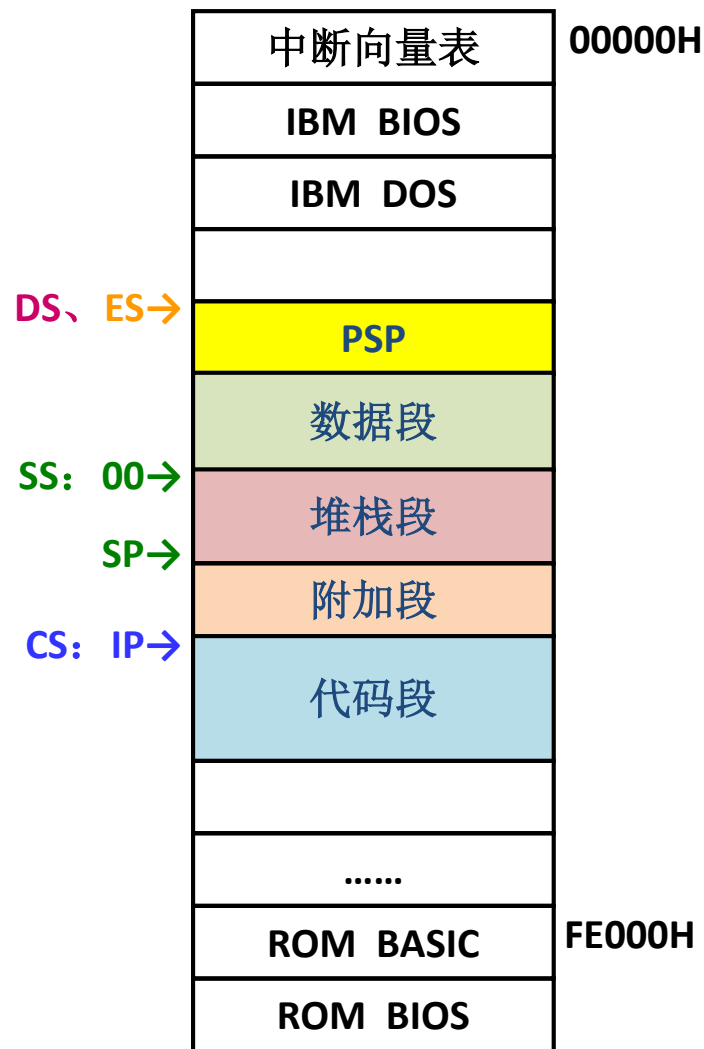


4.2 汇编语言程序的运行过程



程序装入与运行（汇编语言和DOS接口）

- ✓ 建立程序前缀区PSP
- ✓ 程序装入到内存中并定位
- ✓ 设置段寄存器值
- ✓ 执行程序



汇编语言主程序格式

```
MAIN      PROC FAR
START:    PUSH DS
          MOV AX, 0
          PUSH AX
          MOV AX, DSEG
          MOV DS, AX
          ..... ; instructions
          RET
MAIN      ENDP
```



Debug 调试命令

Command	Command Syntax	Description
Dump	-D [range]	Displays a portion of memory in hex and ASCII.
Enter	-E address [list]	Places individual bytes in memory.
Register	-R [register]	Displays the register contents on the screen.
Go	-G [=address] [addresses]	Executes the program in memory.
Trace	-T [=address] [value]	Executes one or more instructions from the current CS:IP location or optional address, if specified.
Proceed	-P [=address] [number]	Traces the program without entering the subroutine or interrupt.
Unassemble	-U [range]	Translates memory into assembly language mnemonics.
Quit	-Q	Quit from debug.



FR标志位含义

标志位	置位	显示	含义	复位	显示	含义
溢出标志	OF=1	OV	<i>Overflow</i>	OF=0	NV	<i>Not Overflow</i>
方向标志	DF=1	DN	<i>Down</i>	DF=0	UP	<i>Up</i>
中断标志	IF=1	EI	<i>Enable Interrupt</i>	IF=0	DI	<i>DI—Disable Interrupt</i>
符号标志	SF=1	NG	<i>Negative</i>	SF=0	PL	<i>Plus</i>
零标志	ZF=1	ZR	<i>Zero</i>	ZF=0	NZ	<i>Not Zero</i>
辅助进位	AF=1	AC	<i>Auxiliary Carry</i>	AF=0	NA	<i>Not Auxiliary Carry</i>
奇偶标志	PF=1	PE	<i>Parity Even</i>	PF=0	PO	<i>Parity Odd</i>
进位标志	CF=1	CY	<i>Carry</i>	CF=0	NC	<i>Not Carry</i>



4.3 DOS系统功能调用

- 系统功能调用方法

- ✓ 功能号→ **AH**

- ✓ 入口参数

- ✓ **INT 21H**

- ✓ 出口参数

常用DOS功能调用

功能号	功能	入口参数	出口参数
01H	等待从键盘输入一字符,并在屏幕上显示,检查Ctrl+Break		AL=输入字符
02H	显示单个字符	DL=字符ASCII码	
06H	键盘输入一字符（不等待,不判断,不回显）或屏幕显示一字符	DL=0FFH（输入） DL=字符（输出）	ZF (=0时 AL=输入字符)
08H	等待从键盘输入一字符,无回显,检查Ctrl+Break		AL=输入字符
09H	显示以'\$'结尾的字符串	DS:DX=字符串首地址	
0AH	输入字符串到内存缓冲区	DS:DX=缓冲区首地址	
4CH	程序终止		

4CH号调用

```
MAIN      PROC    FAR
START:    PUSH    DS
          MOV     AX, 0
          PUSH    AX
          MOV     AX, DSEG
          MOV     DS, AX
          ..... ;instructions

          RET

MAIN      ENDP
```



```
MAIN      PROC
START:    MOV     AX, DSEG
          MOV     DS, AX

          ..... ;instructions

          MOV     AX, 4C00H
          INT     21H

MAIN      ENDP
```

4.4 汇编语言程序设计

- 程序结构

- ✓ 顺序结构
- ✓ 分支结构
- ✓ 循环结构
- ✓ 子程序结构

- Examples

- ✓ 查找并统计负数个数
- ✓ 字符串传送
- ✓ ASCII→Binary
- ✓ 查找字符
- ✓ 查找最大值
- ✓ 排序
- ✓ 统计数字,字母,其它字符
- ✓ 回文判断

Example: 字数据的二进制显示.

CSEG	SEGMENT	DISPBX2	PROC
	ASSUME CS: CSEG		PUSH CX
MAIN	PROC FAR		PUSH DX
	PUSH DS		PUSH AX
	XOR AX, AX		MOV CX, 16
	PUSH AX		ROL BX, 1
	MOV CX, 16	L1:	MOV DX, BX
L1:	ROL BX, 1		AND DL, 1
	MOV DX, BX		ADD DL, 30H
	AND DL, 1		MOV AH, 02H
	ADD DL, 30H		INT 21H
	MOV AH, 02H		LOOP L1
	INT 21H		POP AX
	LOOP L1		POP DX
	RET		POP CX
MAIN	ENDP		RET
CSEG	ENDS	DISPBX2	ENDP
	END MAIN		

Example: 字数据的十六进制显示.

		DISPBX16	PROC
DSEG	SEGMENT		PUSH CX
DATA	DW 0a12H		PUSH DX
DSEG	ENDS		MOV CH, 04H
SSEG	SEGMENT STACK	L1:	MOV CL, 04H
	DW 100 DUP(?)		ROL BX, CL
SSEG	ENDS		MOV DX, BX
CSEG	SEGMENT		AND DL, 0FH
	ASSUME CS:CSEG,DS:DSEG,SS:SSEG		CMP DL, 9H
MAIN	PROC FAR		JBE L2
	PUSH DS	L2:	ADD DL, 07H
	XOR AX, AX		ADD DL, 30H
	PUSH AX		MOV AH, 02H
	MOV AX, DSEG		INT 21H
	MOV DS, AX		DEC CH
	MOV BX, 26	JNZ	L1
	CALL DISPBX16		POP DX
	MOV BX, DATA		POP CX
	CALL DISPBX16	DISPBX16	RET
	RET	CSEG	ENDP
MAIN	ENDP		ENDS
			END MAIN



Example: 从ARRAY中查找负数,并统计负数的个数.

DSEG **SEGMENT**

ARRAY DB 92H,23H,96H,0A3H,25H,.....

COUNT EQU \$-ARRAY

MES1 DB 'Negative numbers are:\$'

MES2 DB 0DH, 0AH, 'Negative number count is:\$'

DSEG **ENDS**

SSEG **SEGMENT** **STACK**

DW 100 DUP(?)

SSEG **ENDS**

CSEG **SEGMENT**

ASSUME CS:CSEG, DS:DSEG

ASSUME SS:SSEG

MAIN **PROC** **FAR**

MOV **AX, DSEG**

MOV **DS, AX**

MOV **DX, OFFSET MES1**

MOV **AH, 9**

INT **21H**

MOV **CX, COUNT**

MOV **BH, 0 ;负数个数**

LEA **SI, ARRAY**

BACK: **MOV** **AL, [SI]**

TEST **AL, 80H**

JZ **NEXT**

MOV **BL, AL**

CALL **DISPBL16**

INC **BH**

NEXT: **INC** **SI**

LOOP **BACK**

MOV **DX, OFFSET MES2**

MOV **AH, 9**

INT **21H**

MOV **BL, BH**

CALL **DISPBL16**

EXIT: **MOV** **AX, 4C00H**

INT **21H**

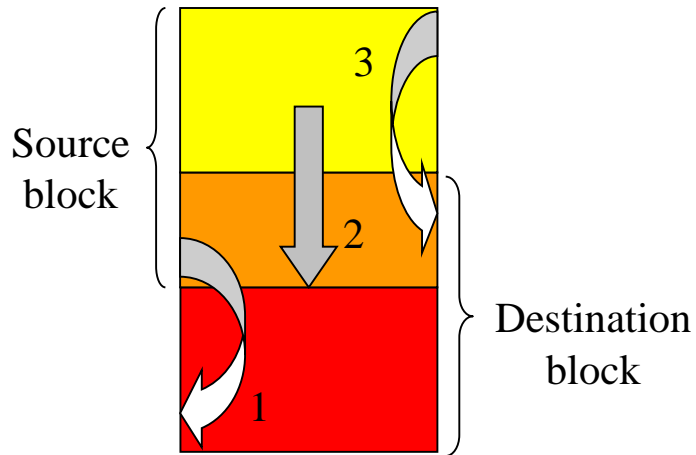
MAIN **ENDP**

CSEG **ENDS**

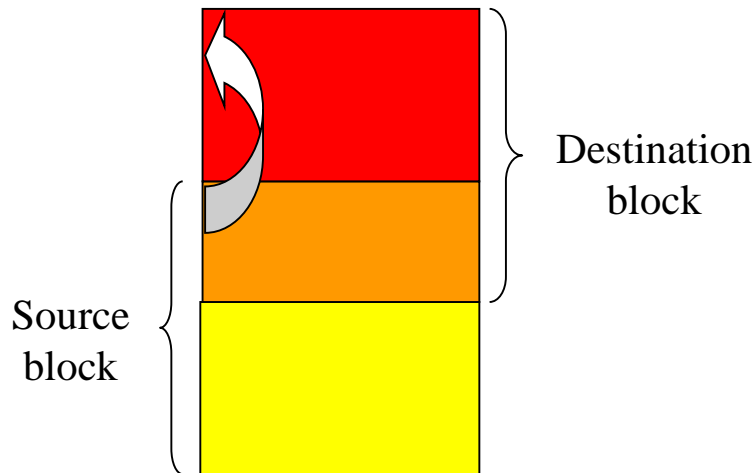
END **MAIN**



Example: 字符串传送.



(a) Decrement mode



(b) Increment mode

```

DSEG      SEGMENT
STRG      DB 100 DUP ( ? )
DSEG      ENDS

MIAIN     PROC  FAR
MOV       AX, DSEG
MOV       DS, AX
MOV       ES, AX
MOV       CX, 8
LEA       SI, STRG
LEA       DI, STRG+4
CMP       SI, DI
JA        DOWN
JB        UP
JMP       EXIT

UP:
STD
MOV       AX, CX
DEC       AX
ADD       SI, AX
ADD       DI, AX
JMP       TRANS

DOWN:
CLD
TRANS:
REP       MOVSB
EXIT:
MOV       AX, 4C00H
INT       21H

MAIN      ENDP
    
```



Example: ASCII→Binary

```
DSEG    SEGMENT
ASCD    DB    '3756'
BIND    DW    0
MULD    DW    1
DSEG    ENDS
```

```
MAIN    PROC    FAR
START:  PUSH    DS
        MOV     AX, 0
        PUSH    AX
        MOV     AX, DSEG
        MOV     DS, AX
        MOV     CX, 10
        LEA     SI, ASCD
        MOV     BX, 4    ;计数+指针
NEXT:   MOV     AL, [SI+BX-1]
        AND     AX, 000FH
        MUL     MULD
        ADD     BIND, AX
        MOV     AX, MULD
        MUL     CX
        MOV     MULD, AX
        DEC     BX
        JNZ     NEXT
        RET
MAIN    ENDP
```



Example: 查找字符.

```
DSEG    SEGMENT
X1      DB 100 DUP ( ? )
X2      DB 'FOUND$'
X3      DB 'NOT FOUND$'
DSEG    ENDS
```

```
MAIN    PROC    FAR
START:  MOV     AX, DSEG
        MOV     DS, AX
        MOV     AH, 1
        INT     21H
        MOV     DI, OFFSET X1
        MOV     CX, 100
AGAIN:  CMP     AL, [DI]
        JE      FOUND
        INC     DI
        LOOP    AGAIN
        MOV     DX, OFFSET X3
        MOV     AH, 9
        INT     21H
        JMP     EXIT
FOUND:  MOV     DX, OFFSET X2
        MOV     AH, 9
        INT     21H
EXIT:   MOV     AX, 4C00H
        INT     21H
MAIN    ENDP
```



Example: 查找最大值.

DSEG SEGMENT

MAX DB ?

NUM DB -1,2,10,-128,6

COUNTEQU \$-NUM

DSEG ENDS

MAIN	PROC	FAR
	MOV	AX, DSEG
	MOV	DS, AX
	MOV	CX, COUNT-1
	MOV	SI, OFFSET NUM
	MOV	AL, [SI]
NEXT1:	INC	SI
	CMP	AL, [SI]
	JG	NEXT
	MOV	AL, [SI]
NEXT:	LOOP	NEXT1
	MOV	MAX, AL
	MOV	AX, 4C00H
	INT	21H
MAIN	ENDP	



Example: 升序排序.

```
DSEG    SEGMENT
BUF     DB  65, 12, 13, —39
DSEG    ENDS
```

```
MAIN    PROC    FAR
        MOV     AX, DSEG
        MOV     DS, AX
        MOV     CX, 4
        DEC     CX
        MOV     DX, CX
L1:      MOV     CX, DX
        MOV     BX, 0
L2:      MOV     AL, [BUF+BX]
        CMP     AL, [BUF+BX+1]
        JLE     CONT
        XCHG    AL, [BUF+BX+1]
        MOV     [BUF+BX], AL
CONT:    INC     BX
        LOOP    L2
        DEC     DX
        JNZ     L1
        MOV     AX, 4C00H
        INT     21H
MAIN    ENDP
```



Example:

统计数字、字母、
其它字符个数。

```
DSEG  SEGMENT
BUF    DB 80
        DB ?
        DB 80 DUP(?)
STR     DB 0AH, 0DH
        DB 'Enter the ',
        DB 'string:$'
STR1    DB 0AH, 0DH
        DB 'Total number:$'
STR2    DB 0AH, 0DH
        DB 'Total alphabet:$'
STR3    DB 0AH, 0DH
        DB 'Special '
        DB ' character:$'
NUM     DB ?
ALPHA   DB ?
SPC     DB ?
DSEG    ENDS
```

```
MAIN  PROC  FAR
      MOV  AX, DSEG
      MOV  DS, AX
      MOV  AH, 9
      LEA  DX, STR
      INT  21H
      LEA  DX, BUF
      MOV  AH, 10
      INT  21H
      MOV  CL, BUF+1
      MOV  CH, 0
      MOV  BX, 2
      MOV  DX, 0
LP:    MOV  AH, BUF[BX]
      CMP  AH, 30H
      JB   NEXT
      CMP  AH, 39H
      JA   ABCS
      INC  DH ;numbers
      JMP  NEXT
ABCS:  CMP  AH, 41H
      JB   NEXT
      CMP  AH, 5AH
      JA   ABCB
      INC  DL ;alphabets
      JMP  NEXT
```

```
ABCB:  CMP  AH, 61H
      JB   NEXT
      CMP  AH, 7AH
      JA   NEXT
      INC  DL ;alphabets
NEXT:  INC  BX
      LOOP LP
      MOV  NUM, DH
      MOV  ALPHA, DL
      MOV  AH, BUF+1
      SUB  AH, DH
      SUB  AH, DL
      MOV  SPC, AH
      MOV  AH, 9
      LEA  DX, STR1
      INT  21H
      MOV  BL, NUM
      CALL DISPBL16
      MOV  AH, 9
      LEA  DX, STR2
      INT  21H
      MOV  BL, ALPHA
      CALL DISPBL16
      MOV  AX, 4C00H
      INT  21H
MAIN  ENDP
```



Example: 回文判断.

DSEG SEGMENT

```
M1 DB 10,13,'ENTER THE STRING: $'
M2 DB 10,13,'STRING IS PALINDROME$'
M3 DB 10,13,'STRING IS NOT PALINDROME:$'
BUFF DB 80
      DB ?
      DB 80 DUP(0)
```

DSEG ENDS

MAIN PROC FAR

```
MOV AX, DSEG
MOV DS, AX
MOV AH, 9
MOV DX, OFFSET M1
INT 21H
MOV AH, 0AH
MOV DX, OFFSET BUFF
INT 21H
MOV BX, OFFSET BUFF+2
MOV CH, 0
MOV CL, BUFF+1
```

```
MOV DI, CX
DEC DI
SAR CL, 1
MOV SI, 0
BACK: MOV AL, [BX+DI]
      MOV AH, [BX+SI]
      CMP AL, AH
      JNZ LAST
      DEC DI
      INC SI
      DEC CL
      JNZ BACK
      LEA DX, M2
      MOV AH, 9
      INT 21H
      JMP EXIT
LAST:  LEA DX, M3
      MOV AH, 9
      INT 21H
EXIT:  MOV AX, 4C00H
      INT 21H
MAIN  ENDP
```

