Lab #14

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Section B

Task1

```
.model small
.stack 100h
.data
       number dw 0
       regdx dw 0
       count db 0
       newline db 10,13,'$'
.code
displaynumbers proc
mov cx,0
mov dx,0
mov count,0
mov ax, number
mov bl,10
div bl
 inc count
 mov dl,ah
mov dh,0
 push dx
mov ah,0
mov number, ax
 cmp number,cx
 jne l1
 diplay:
 pop dx
 add d1,48
mov ah,02h
 int 21h
 dec count
 cmp count, ch
 jne diplay
mov dx,offset newline
mov ah,09h
 int 21h
displaynumbers endp
main proc
mov ax,@data
mov ds,ax
mov ah,0
mov al,12h
```

```
int 10h

mov ax,1
int 33h

mov ax,3
int 31h

mov number,cx
mov regdx,dx

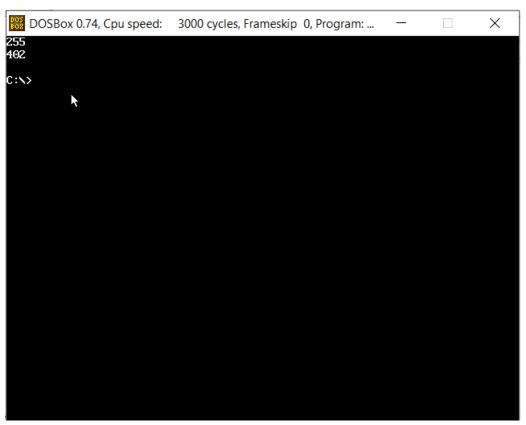
call displaynumbers

mov dx,regdx
mov number,dx

call displaynumbers

mov da,4ch
int 21h

main endp
end main
```



```
Task2
.model small
.stack 100h
.data
number dw 0
regdx dw 0
count db 0
newline db 10,13,'$'
.code
main proc
    mov ax,@data
    mov ds,ax
    mov ah,0
    mov al,12h
    int 10h
    mov ax,1
    int 33h
    mov ax,3; read mouse
    int 33h
    mov number, cx;x-axis
    mov regdx,dx ;y-axis
   call display_number
    mov dx,regdx
```

mov ax,3; read mouse

```
int 33h
    mov number,bx
    call display_number
   mov ah,4ch
    int 21h
main endp
display_number proc
   mov cx,0
   mov dx,0
    mov count, 0
    L1:
    mov ax, number
    mov bl,10
    div bl
    inc count
    mov dl,ah
    mov dh,0
    push dx
    mov ah,0
    mov number,ax
    cmp number,cx
    jne L1
    display:
    pop dx
    add dl,48
   mov ah,02
    int 21h
```

```
dec count
cmp count, 0
jne display

mov dx,offset newline
mov ah,09
int 21h
ret
display_number endp
```

end main

```
DOSBox 0.74, Cpu speed: 3000 cycles, Frameskip 0, Program: ... — X

320
0
C:N>S
```

Task3

.model small

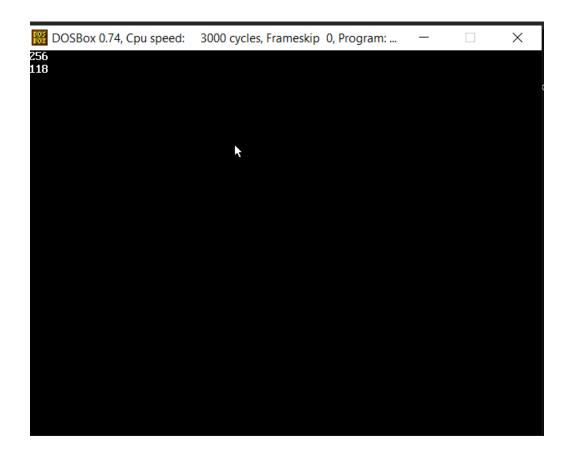
.stack 100h

```
.data
   number dw 0
   regdx dw 0
   count db 0
   newline db 10,13,'$'
   blreg db 0
.code
   main proc
   mov ax,@data
   mov ds,ax
   mov ah,0
   mov al,12h
   int 10h
   mov ax,1
   int 33h
   again:
   mov ax,3; mouse reading
   int 33h
   mov number, cx;x-axis
   mov regdx,dx ;y-axis
   call display_number
   mov dx,regdx
   mov ax,3; read mouse
   int 33h
   mov number,dx
```

```
call display_number
    mov cx, 0h
   mov dx, 0fffh
    mov ah,86h
    int 15h
    mov ah,0
   mov al,12h
    int 10h
    mov ax,1
    int 33h
    cmp blreg,1
    jne again
    mov ah,4ch
    int 21h
main endp
display_number proc
   mov cx,0
   mov dx,0
    mov count, 0
    L1:
    mov ax, number
    mov bl,10
    div bl
```

inc count

```
mov dl,ah
    mov dh,0
    push dx
    mov ah,0
    mov number,ax
    cmp number,cx
    jne L1
    display:
    pop dx
    add dl,48
    mov ah,02
    int 21h
    dec count
    cmp count, 0
    jne display
    mov dx, offset newline
   mov ah,09
    int 21h
    ret
display_number endp
end main
```



Task4

```
.model small
.stack 100h
.data
.code
main proc
mov ax,@data
mov ds,ax
mov ah,00h
mov al,13
int 10h
again:
mov ax,1
int 33h
mov ax,3
int 33h
mov ah,0ch
mov al,0fh
```

mov bh, 0h int 10h

mov ax,04 int 33h mov ax,5 mov bx,0 cmp ax,1 jne again

mov ah,4ch int 21h main endp end main

