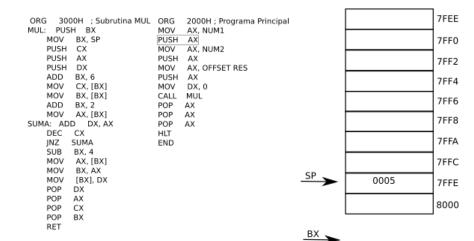
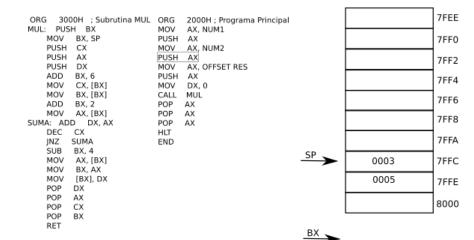
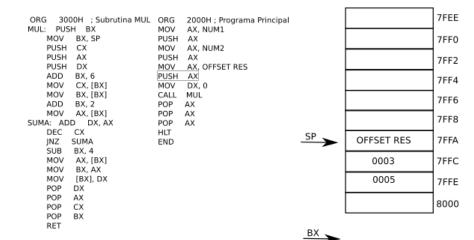
Practica 1 - Subrutinas

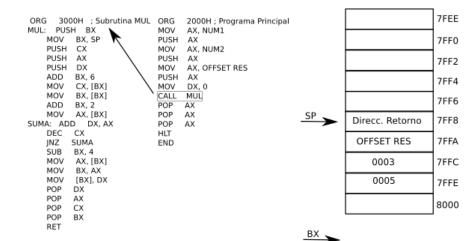
19 de agosto de 2016

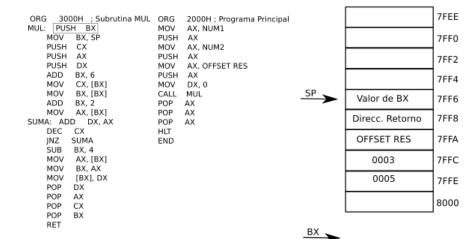
```
7FEE
ORG
     3000H ; Subrutina MUL
                            ORG
                                  2000H: Programa Principal
MUL:
     PUSH BX
                            MOV
                                  AX. NUM1
    MOV
          BX, SP
                            PUSH
                                  AX
                                                                                        7FF0
    PUSH
          CX
                            MOV
                                  AX, NUM2
    PUSH
          AX
                            PUSH
                                  AX
                                                                                        7FF2
    PUSH
          DX
                            MOV
                                  AX, OFFSET RES
    ADD
          BX, 6
                            PUSH
                                  AX
                                                                                        7FF4
    MOV
         CX, [BX]
                            MOV
                                  DX. 0
    MOV
         BX, [BX]
                            CALL
                                  MUL
                                                                                        7FF6
    ADD
         BX, 2
                            POP
                                 AX
    MOV
          AX, [BX]
                                 AX
                            POP
                                                                                        7FF8
SUMA: ADD DX, AX
                            POP
                                 AX
    DEC
        CX
                            HLT
                                                                                        7FFA
    INZ
         SUMA
                            END
    SUB
         BX, 4
    MOV
         AX, [BX]
                                                                                        7FFC
    MOV
         BX. AX
    MOV
         [BX], DX
                                                                                        7FFE
    POP
         DX
    POP
         AX
                                                                                        8000
    POP
         CX
    POP
         BX
    RET
                                                           BX 👡
```

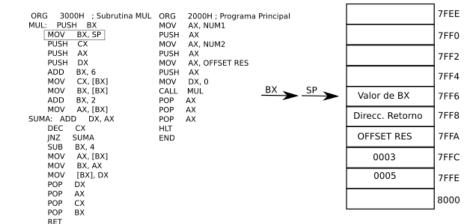


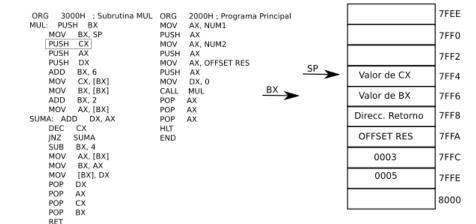


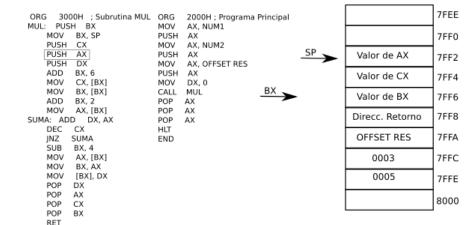


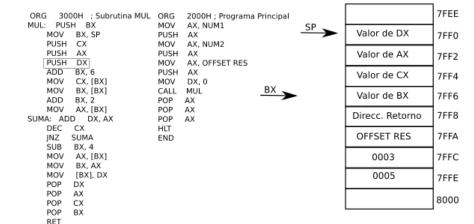


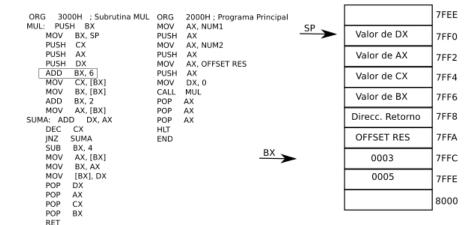


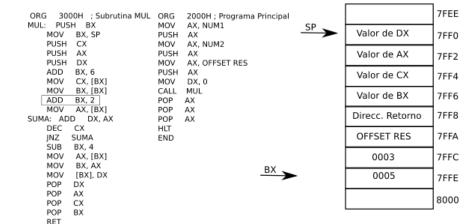


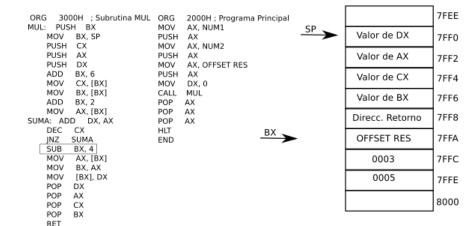


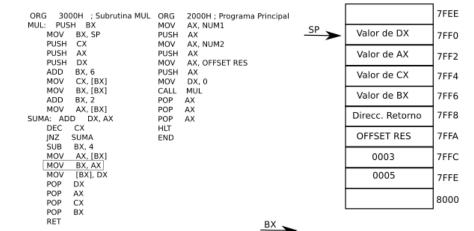


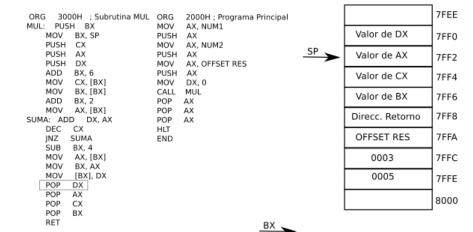


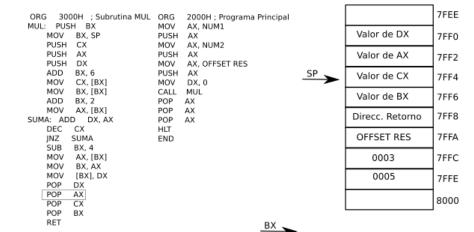


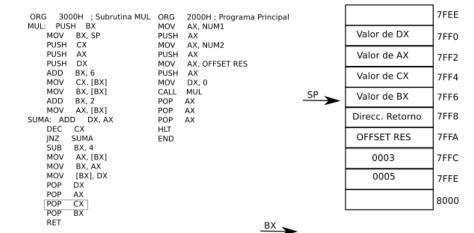


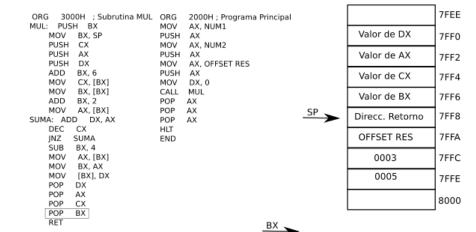


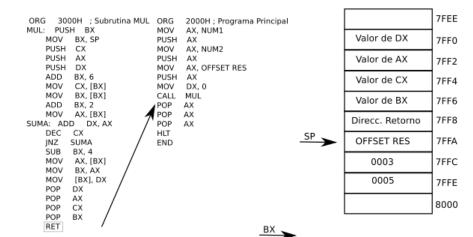








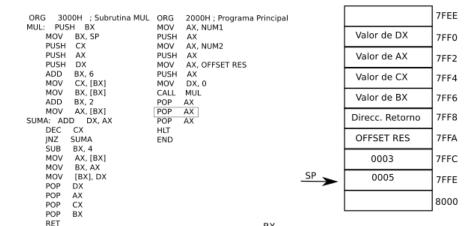




RET

```
7FEE
ORG
      3000H ; Subrutina MUL
                            ORG
                                  2000H; Programa Principal
MUL: PUSH BX
                            MOV
                                  AX. NUM1
                                                                       Valor de DX
    MOV
          BX. SP
                            PUSH
                                  AX
                                                                                        7FF0
    PUSH
          CX
                            MOV
                                  AX, NUM2
    PUSH
          AX
                            PUSH
                                  AX
                                                                       Valor de AX
                                                                                        7FF2
    PUSH
          DX
                            MOV
                                  AX, OFFSET RES
    ADD
         BX, 6
                            PUSH
                                  AX
                                                                       Valor de CX
                                                                                        7FF4
    MOV
         CX, [BX]
                            MOV
                                  DX. 0
    MOV
         BX, [BX]
                            CALL
                                  MUL
                                                                       Valor de BX
                                                                                        7FF6
    ADD
          BX, 2
                            POP
                                  AX
    MOV
          AX, [BX]
                            POP
                                  AX
                                                                                        7FF8
                                                                      Direcc. Retorno
SUMA: ADD
            DX, AX
                            POP
                                  AX
    DEC
         CX
                            HIT
                                                                       OFFSET RES
                                                                                        7FFA
    INZ
         SUMA
                            END
         BX, 4
    SUB
                                                           SP >
    MOV
         AX, [BX]
                                                                          0003
                                                                                        7FFC
    MOV
         BX, AX
    MOV
         [BX], DX
                                                                          0005
                                                                                        7FFE
    POP
         DX
    POP
         AX
                                                                                        8000
    POP
         CX
    POP
         BX
```

BX 🔪



BX 🔪

RET

```
7FEE
ORG
      3000H ; Subrutina MUL
                            ORG
                                  2000H; Programa Principal
MUL: PUSH BX
                            MOV
                                  AX. NUM1
                                                                       Valor de DX
    MOV
          BX. SP
                            PUSH
                                  AX
                                                                                         7FF0
    PUSH
          CX
                            MOV
                                  AX, NUM2
    PUSH
          AX
                            PUSH
                                  AX
                                                                       Valor de AX
                                                                                         7FF2
    PUSH
          DX
                            MOV
                                  AX, OFFSET RES
    ADD
          BX, 6
                            PUSH
                                  AX
                                                                       Valor de CX
                                                                                         7FF4
    MOV
         CX, [BX]
                            MOV
                                  DX. 0
    MOV
         BX, [BX]
                            CALL
                                  MUL
                                                                       Valor de BX
                                                                                         7FF6
    ADD
          BX, 2
                            POP
                                  AX
    MOV
          AX, [BX]
                            POP
                                  AX
                                                                                         7FF8
                                                                      Direcc. Retorno
SUMA: ADD
            DX, AX
                            POP
                                  AX
    DEC
          CX
                            HLT
                                                                       OFFSET RES
                                                                                         7FFA
    INZ
         SUMA
                            END
         BX, 4
    SUB
    MOV
         AX, [BX]
                                                                          0003
                                                                                         7FFC
    MOV
         BX, AX
    MOV
         [BX], DX
                                                                           0005
                                                                                         7FFE
    POP
         DX
    POP
         AX
                                                                                        8000
    POP
         CX
    POP
         BX
```

BX 🔪