Practica 1 - Subrutinas

18 de agosto de 2017

Subrutinas

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 ORG    3000H   ; Subrutina MUL
MUL:   PUSH   BX
       MOV    BX, SP
       PUSH   CX
       PUSH   AX
       PUSH   DX
       ADD    BX, 6
       MOV    CX, [BX]
       MOV    BX, [BX]
       ADD    BX, 2
       MOV    AX, [BX]
SUMA:  ADD    DX, AX
       DEC    CX
       JNZ    SUMA
       SUB    BX, 4
       MOV    AX, [BX]
       MOV    BX, AX
       MOV    [BX], DX
       POP    DX
       POP    AX
       POP    CX
       POP    BX
       RET
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ORG    2000H ; Programa Principal
MOV    AX, NUM1
PUSH   AX
MOV    AX, NUM2
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PUSH   AX
MOV    DX, 0
CALL   MUL
POP    AX
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POP    AX
HLT
END
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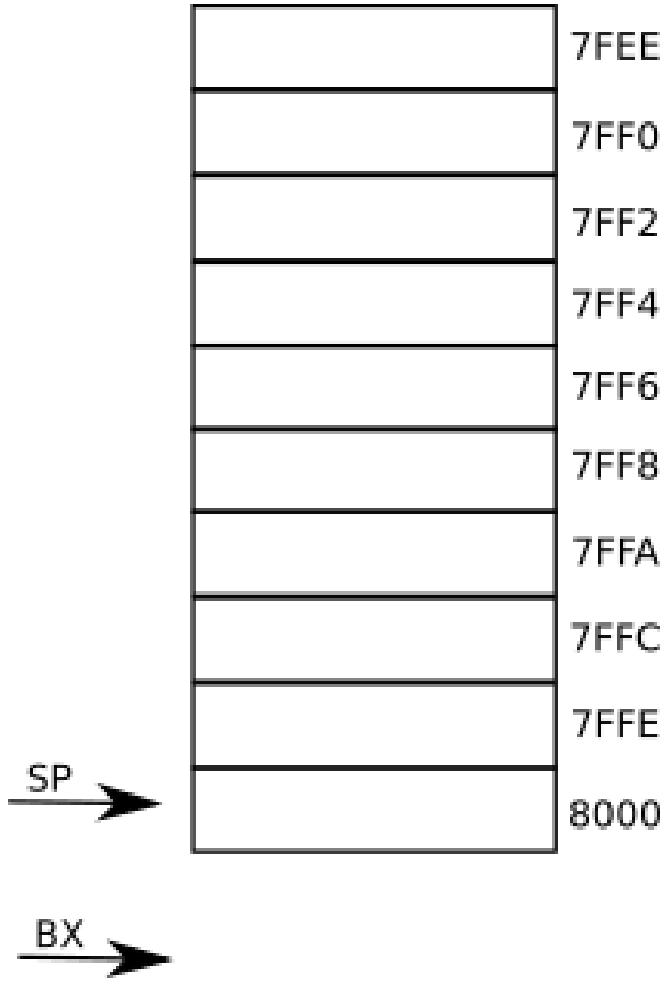

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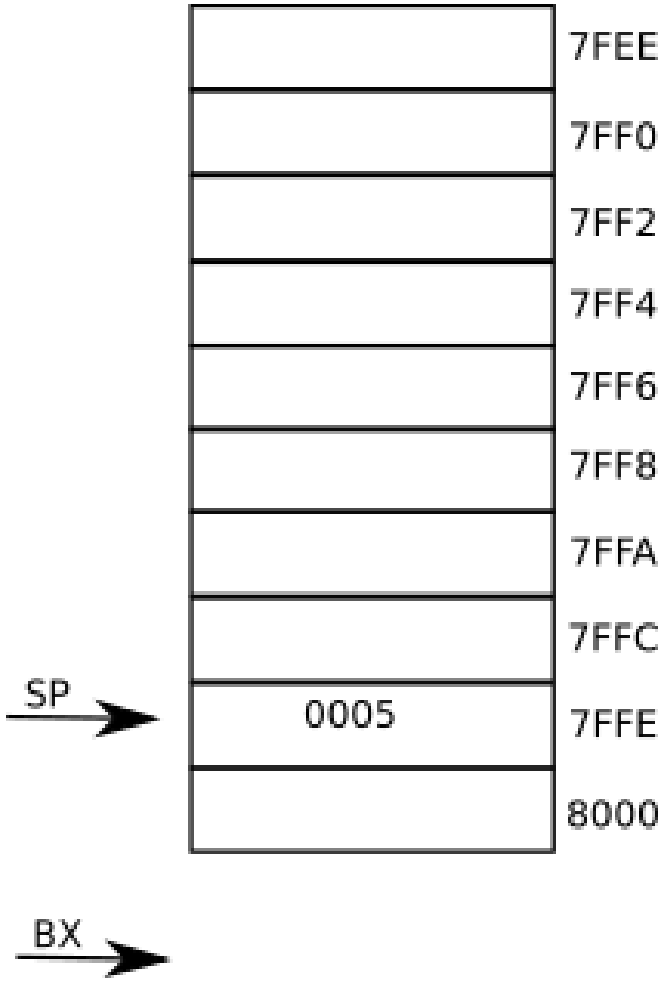

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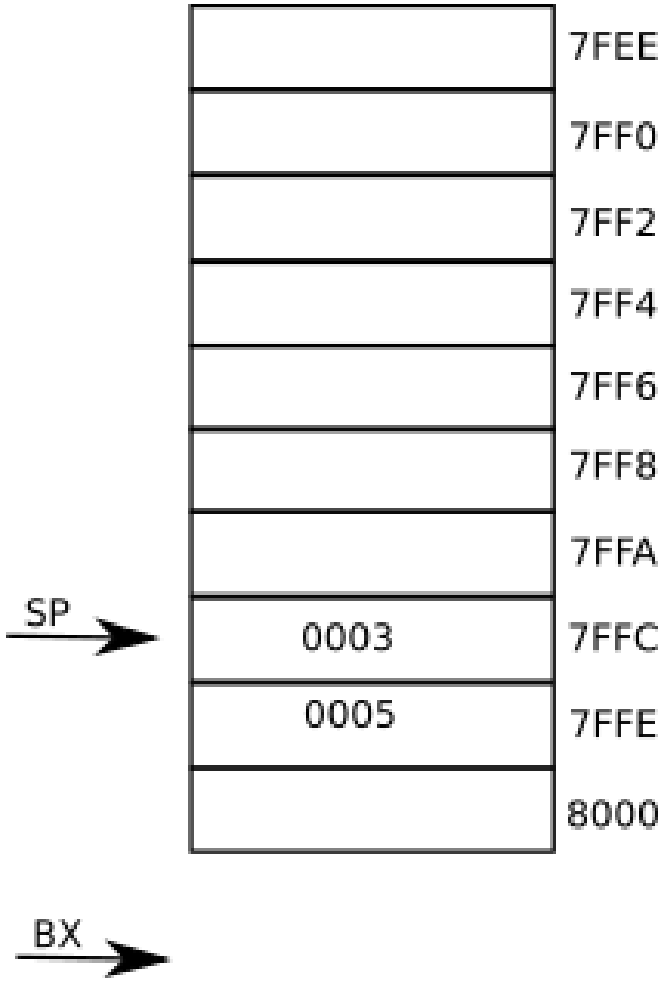

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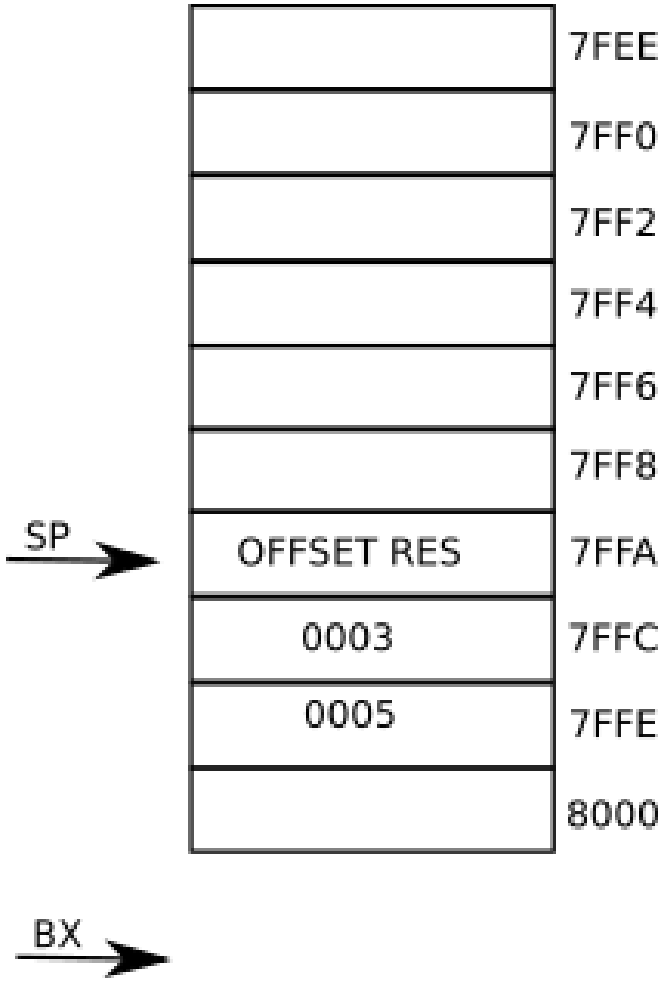

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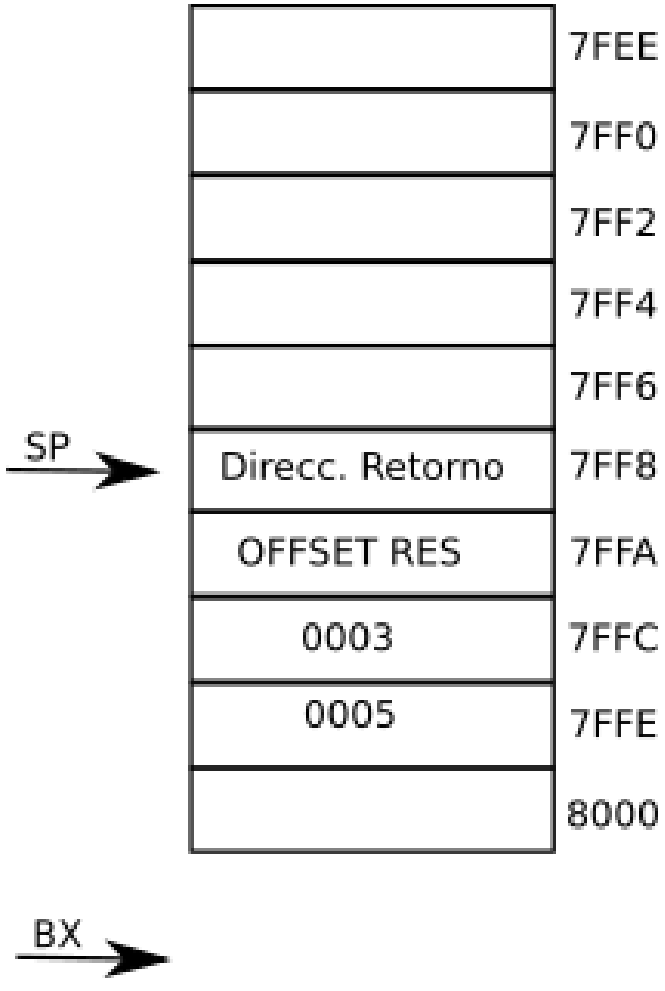

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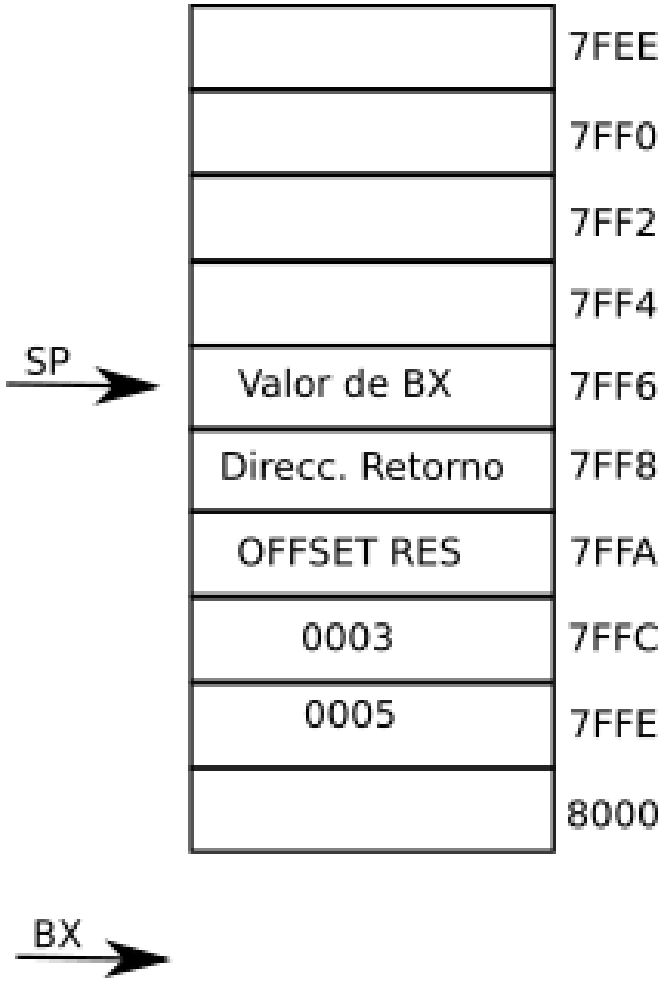

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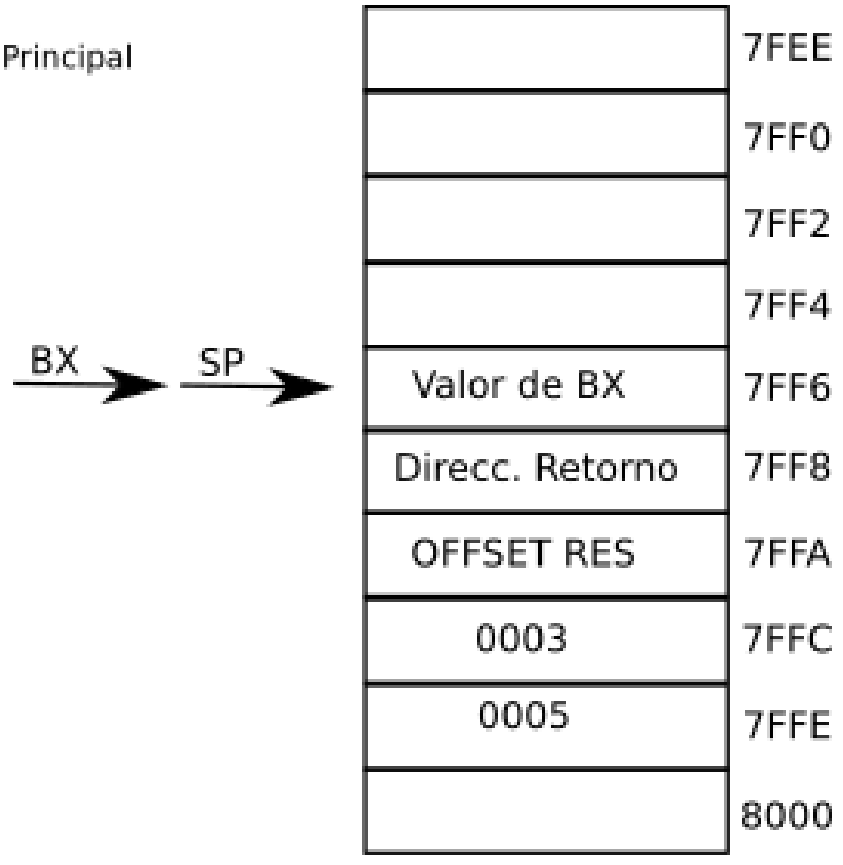

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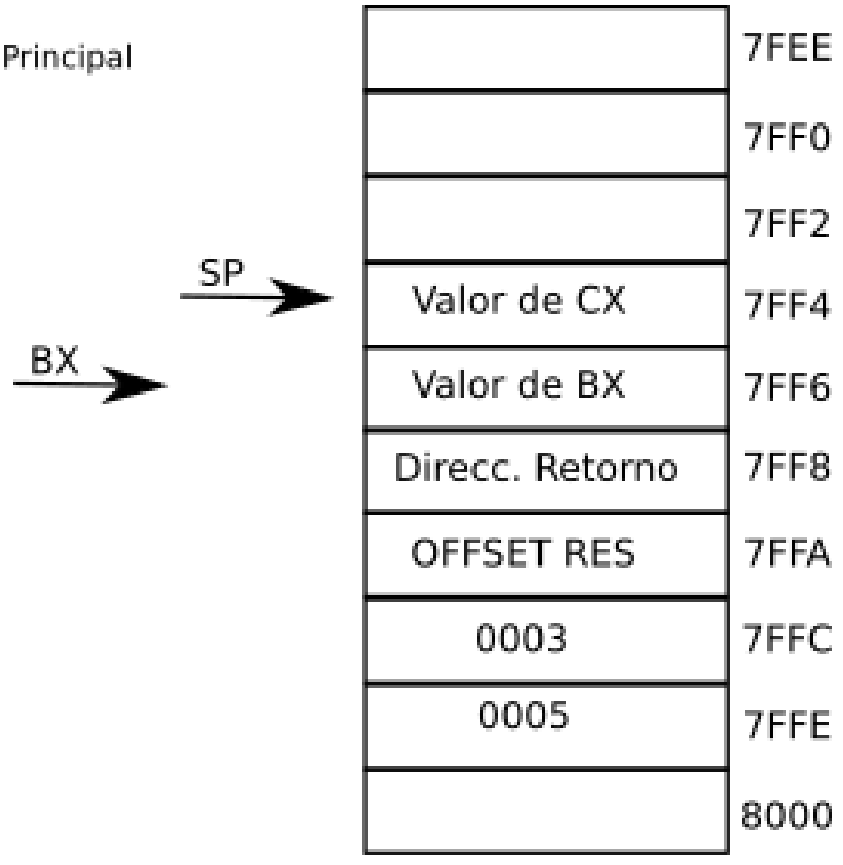

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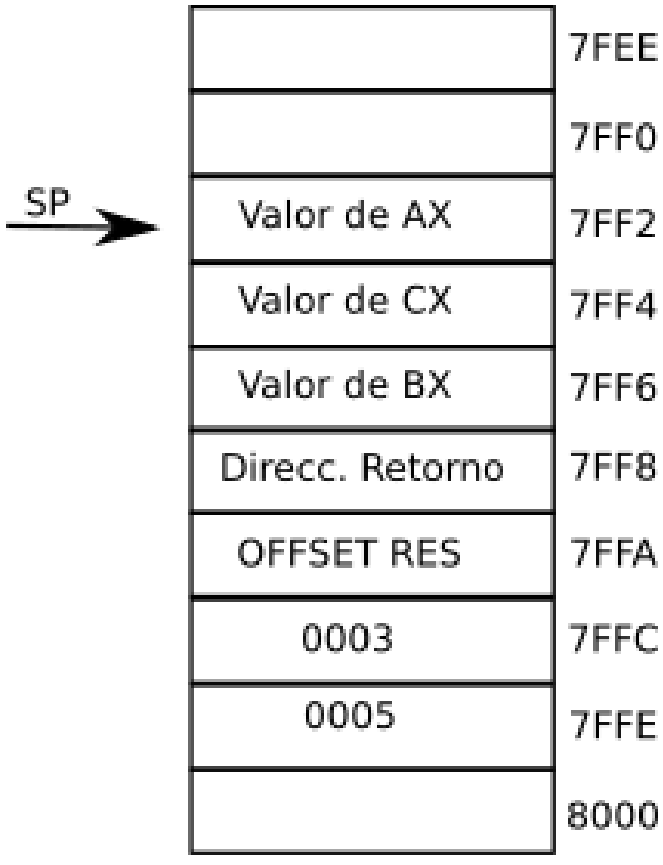

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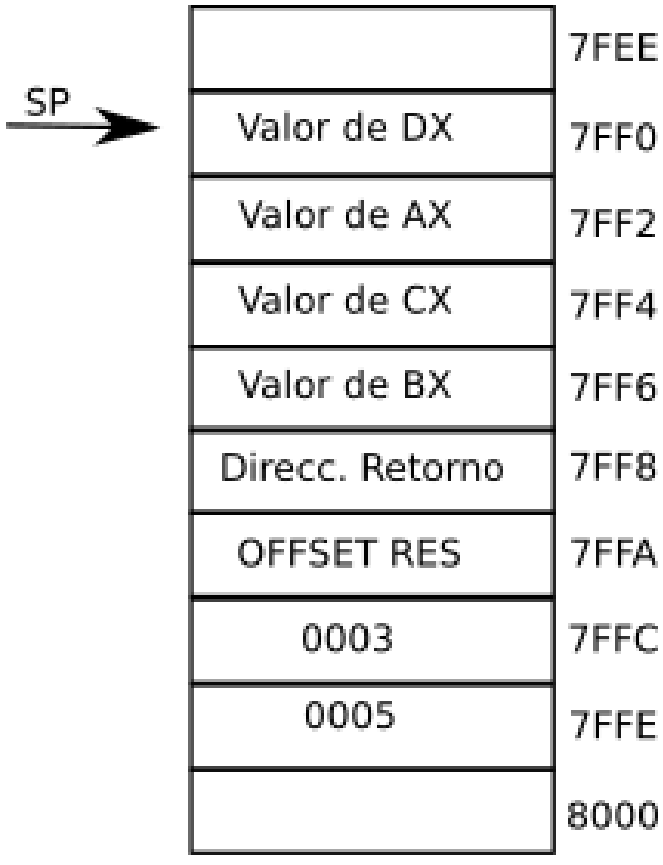

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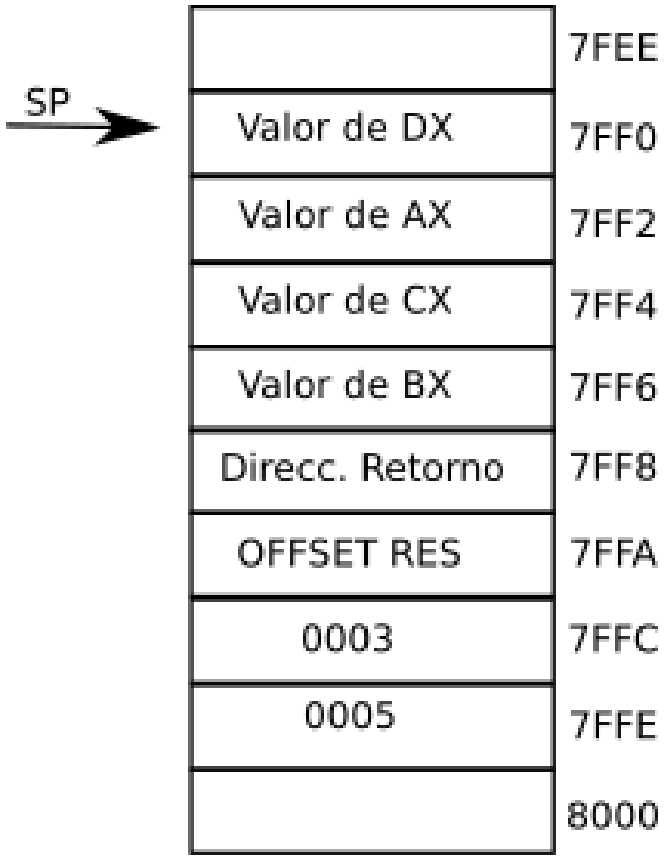

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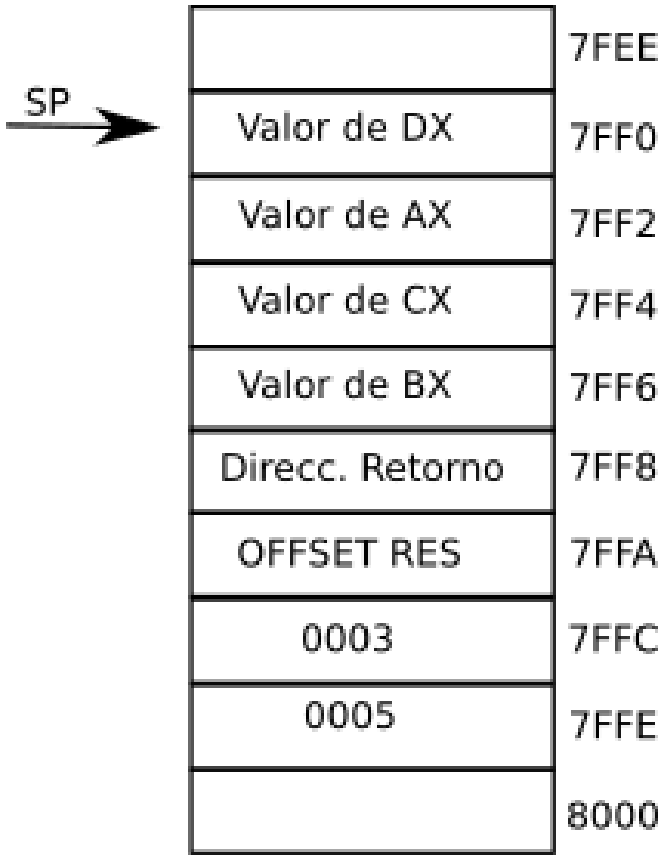

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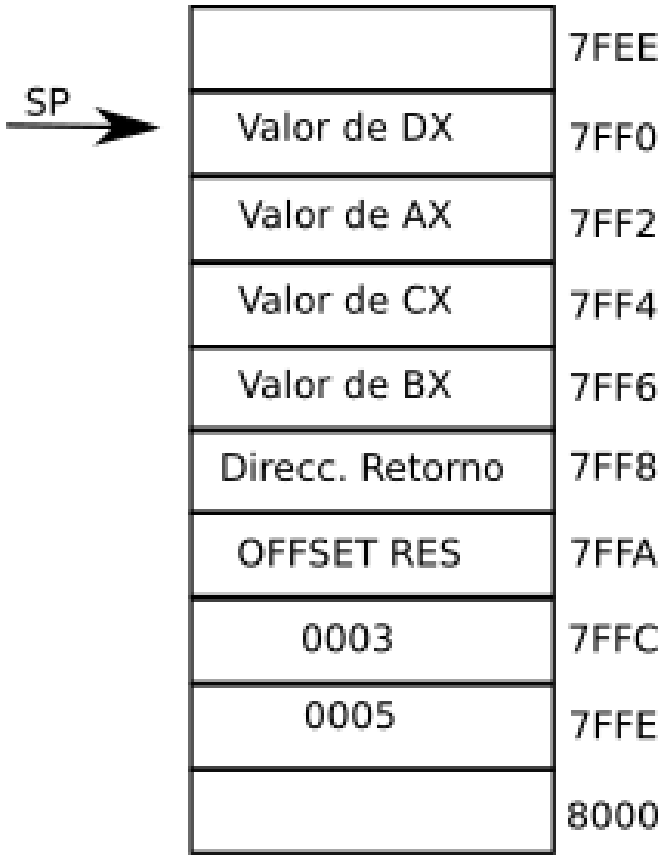

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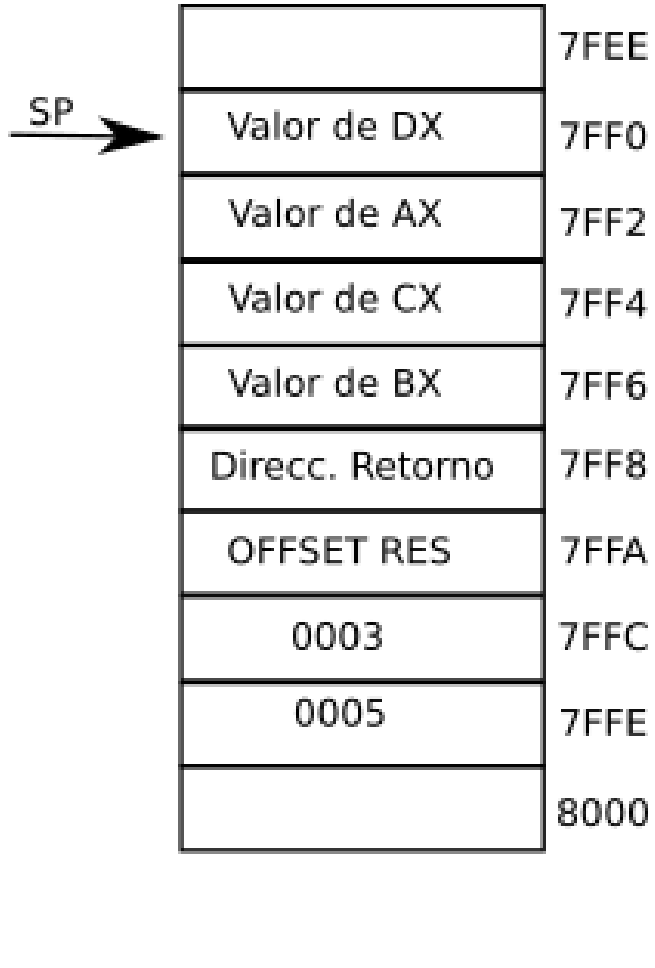

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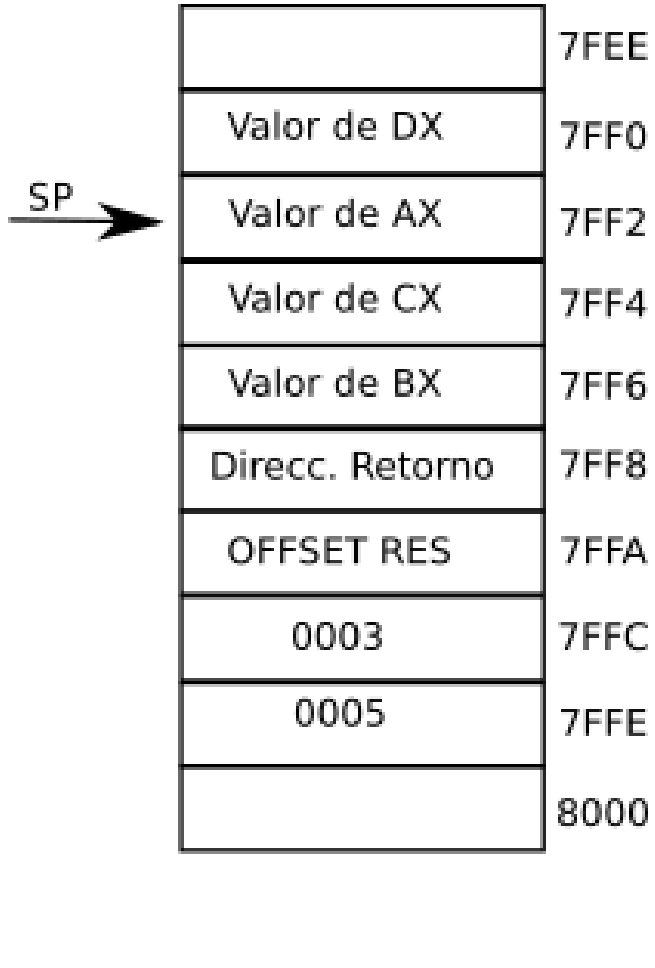

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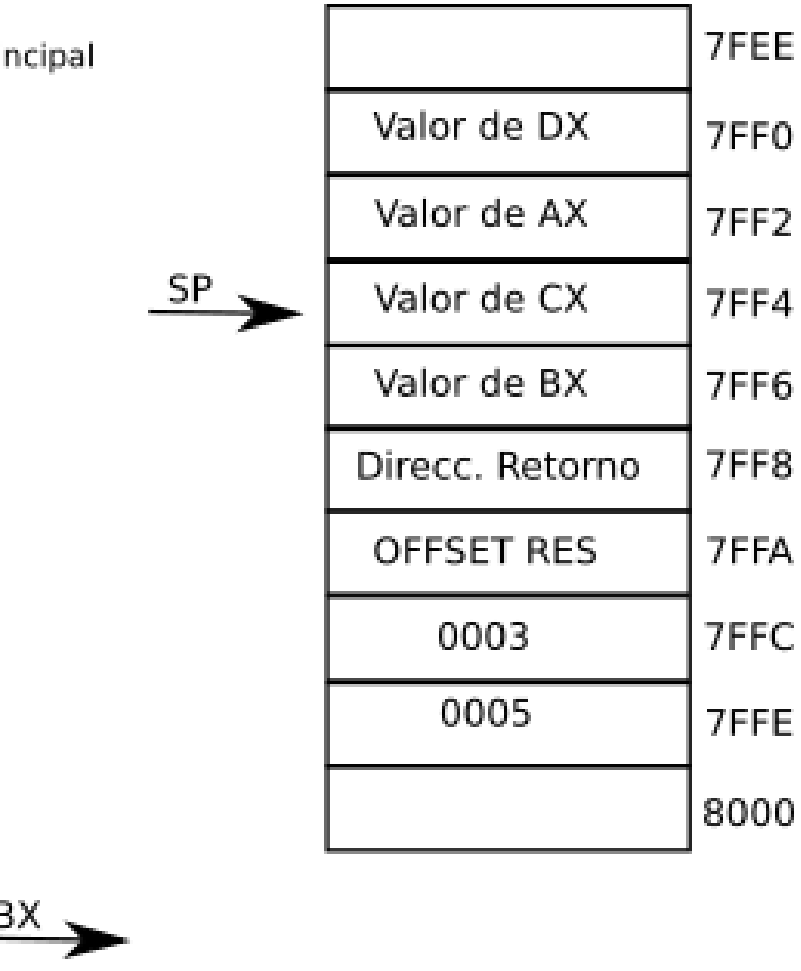

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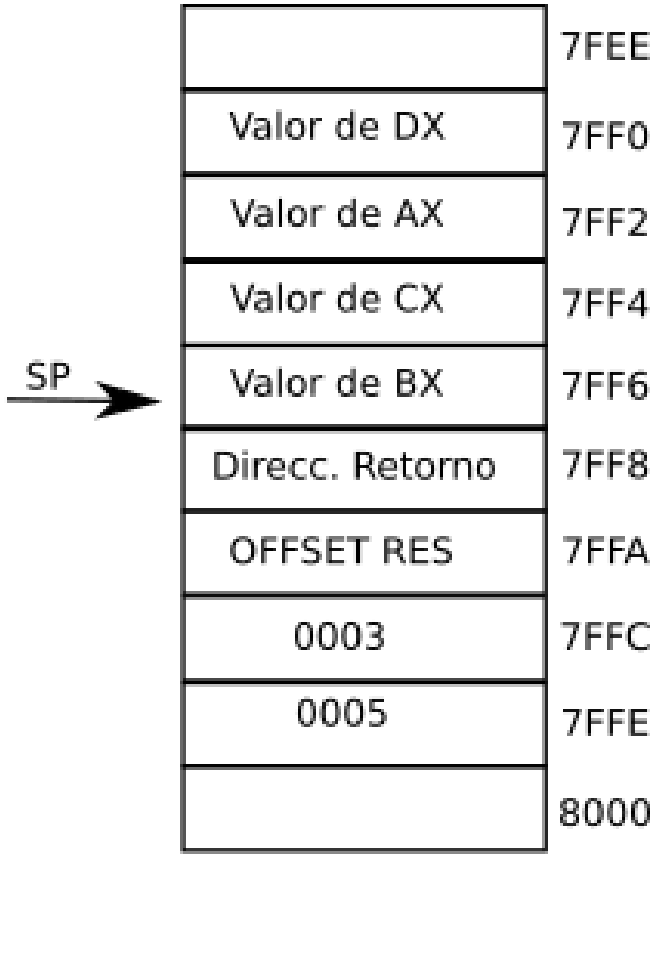

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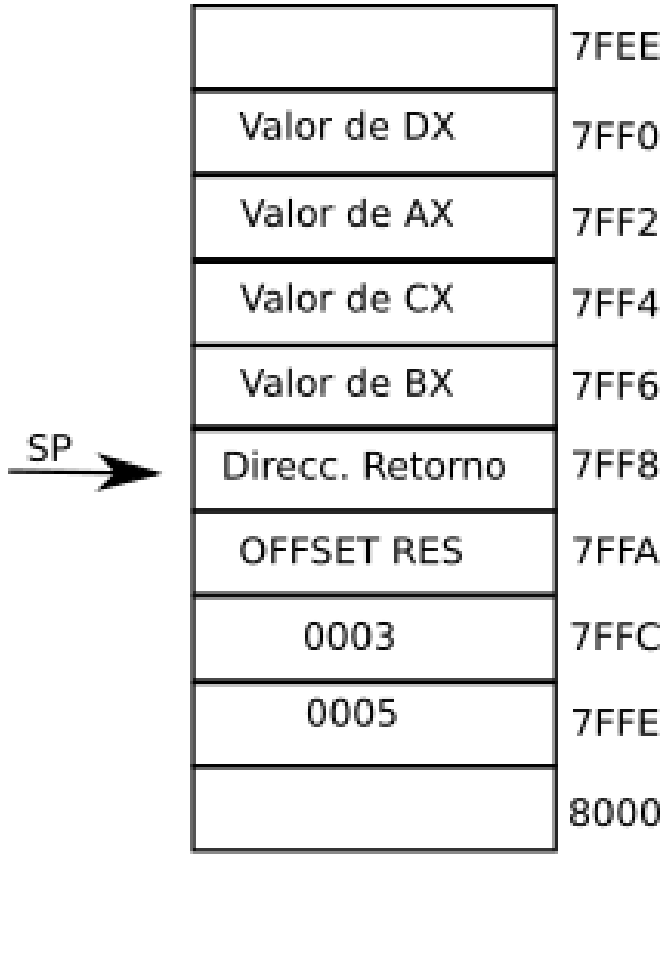
       MOV    [BX], DX
       POP    DX
       POP    AX
       POP    CX
       POP    BX
       RET
```

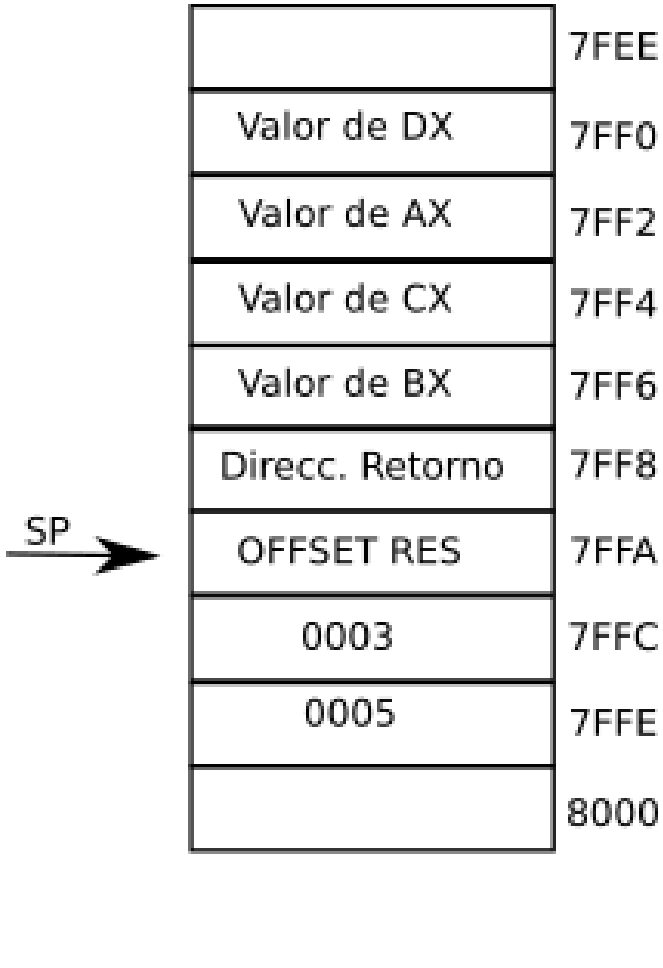
```
ORG    2000H ; Programa Principal
MOV    AX, NUM1
PUSH   AX
MOV    AX, NUM2
PUSH   AX
MOV    AX, OFFSET RES
PUSH   AX
MOV    DX, 0
CALL   MUL
POP    AX
POP    AX
POP    AX
HLT
END
```



Subrutinas

```
 ORG    3000H   ; Subrutina MUL
MUL:   PUSH   BX
       MOV    BX, SP
       PUSH   CX
       PUSH   AX
       PUSH   DX
       ADD    BX, 6
       MOV    CX, [BX]
       MOV    BX, [BX]
       ADD    BX, 2
       MOV    AX, [BX]
SUMA:  ADD    DX, AX
       DEC    CX
       JNZ    SUMA
       SUB    BX, 4
       MOV    AX, [BX]
       MOV    BX, AX
       MOV    [BX], DX
       POP    DX
       POP    AX
       POP    CX
       POP    BX
       RET
```

```
ORG    2000H ; Programa Principal
MOV    AX, NUM1
PUSH   AX
MOV    AX, NUM2
PUSH   AX
MOV    AX, OFFSET RES
PUSH   AX
MOV    DX, 0
CALL   MUL
POP    AX
POP    AX
POP    AX
HLT
END
```



Subrutinas

```
 ORG    3000H   ; Subrutina MUL
MUL:   PUSH   BX
       MOV    BX, SP
       PUSH   CX
       PUSH   AX
       PUSH   DX
       ADD    BX, 6
       MOV    CX, [BX]
       MOV    BX, [BX]
       ADD    BX, 2
       MOV    AX, [BX]
SUMA:  ADD    DX, AX
       DEC    CX
       JNZ    SUMA
       SUB    BX, 4
       MOV    AX, [BX]
       MOV    BX, AX
       MOV    [BX], DX
       POP    DX
       POP    AX
       POP    CX
       POP    BX
       RET
```

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ORG    2000H ; Programa Principal
MOV    AX, NUM1
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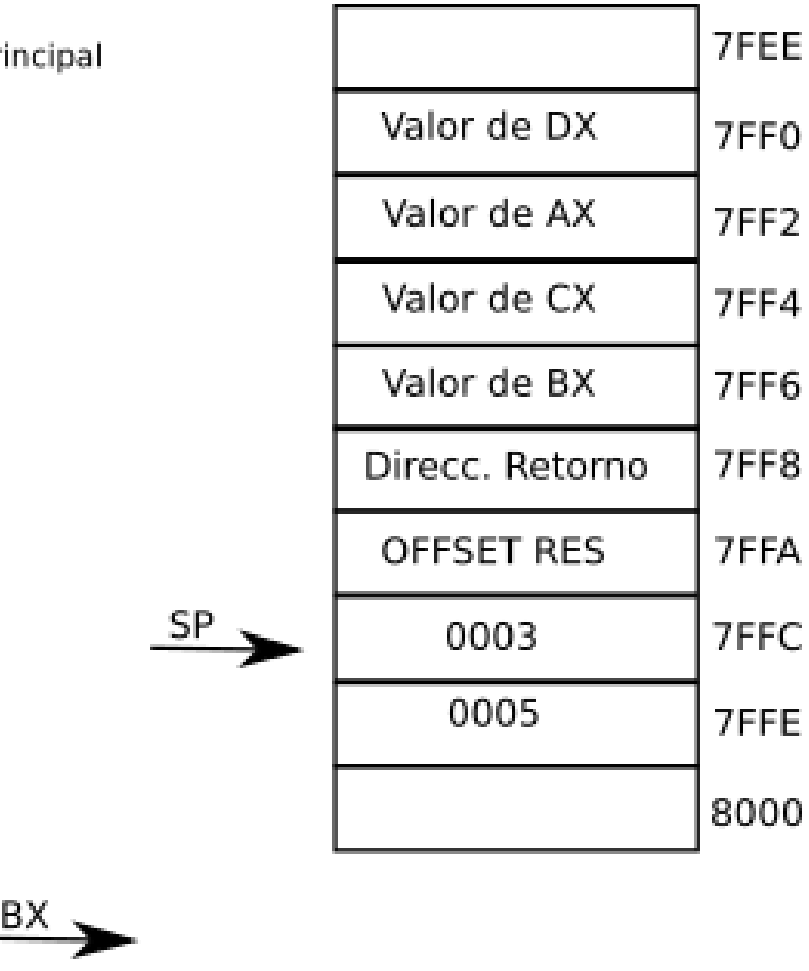
PUSH   AX
MOV    AX, OFFSET RES
PUSH   AX
MOV    DX, 0
CALL   MUL
POP    AX
POP    AX
POP    AX
HLT
END
```



Subrutinas

```
 ORG    3000H   ; Subrutina MUL
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       MOV    BX, SP
       PUSH   CX
       PUSH   AX
       PUSH   DX
       ADD    BX, 6
       MOV    CX, [BX]
       MOV    BX, [BX]
       ADD    BX, 2
       MOV    AX, [BX]
SUMA:  ADD    DX, AX
       DEC    CX
       JNZ    SUMA
       SUB    BX, 4
       MOV    AX, [BX]
       MOV    BX, AX
       MOV    [BX], DX
       POP    DX
       POP    AX
       POP    CX
       POP    BX
       RET
```

```
ORG    2000H ; Programa Principal
MOV    AX, NUM1
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CALL   MUL
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POP    AX
POP    AX
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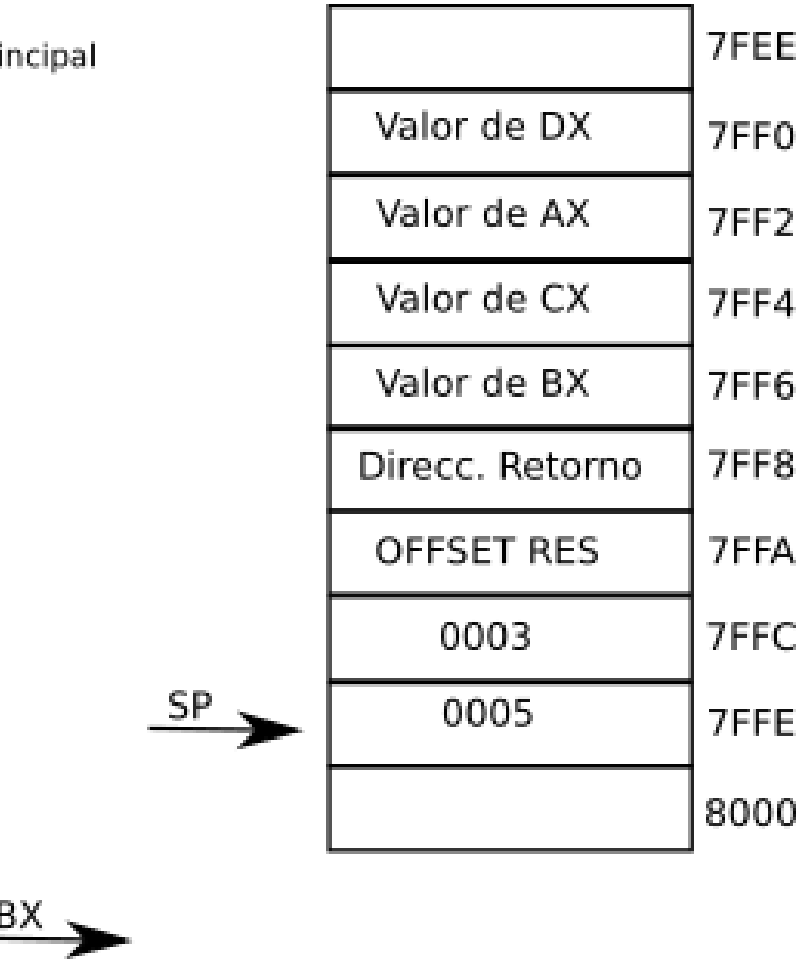
END
```



Subrutinas

```
 ORG    3000H   ; Subrutina MUL
MUL:   PUSH   BX
       MOV    BX, SP
       PUSH   CX
       PUSH   AX
       PUSH   DX
       ADD    BX, 6
       MOV    CX, [BX]
       MOV    BX, [BX]
       ADD    BX, 2
       MOV    AX, [BX]
SUMA:  ADD    DX, AX
       DEC    CX
       JNZ    SUMA
       SUB    BX, 4
       MOV    AX, [BX]
       MOV    BX, AX
       MOV    [BX], DX
       POP    DX
       POP    AX
       POP    CX
       POP    BX
       RET
```

```
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POP    AX
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END
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