

## CSE 331/EEE 332 (Microprocessor Interfacing & Embedded System Lab)

**Lab 04** : Library of common functions - emu8086.inc

**Lab Officer** : M. A. Muhiminul Islam

### Loop

The 'Loop' instruction provides a simple way to repeat a block of statements a specific number of times. To do this, first we have to put a value in CX (count register) which will track the number of times the block of instructions will execute.

Instruction	Meaning	Examples
LOOP	Keep executing this instruction including the instruction of the target label until the CX register becomes zero.	MOV CX, 2345H HERE: NOP LOOP HERE

Example:

#### C code

```
int j;  
  
j = 0;  
while ( j < 10 )  
{   j++  
;  
}
```

#### Assembly code

```
MOV AL, 0  
MOV CX, 10  
  
INCREMENT:  
  
ADD AL, 1  
  
LOOP INCREMENT
```

## Macro

- A macro is a named block of assembly language statements.
- Once defined, it can be invoked (called) one or more times.
- During the assembler's preprocessing step, each macro call is expanded into a copy of the macro.
- The expanded code is passed to the assembly step, where it is checked for correctness

Defining macros:

- A macro must be defined before it can be used.
- Parameters are optional.
- Each parameter follows the rules for identifiers. It is a string that is assigned a value when the macro is invoked.

Macroname MACRO [parameter-1, parameter-2, ...]

statement-list

ENDM

Example:

```
INCLUDE 'EMU8086.INC'
```

```
.MODEL SMALL .STACK 100H
```

```
.DATA
```

```
.CODE
```

```
ADD_TWO MACRO R1
```

```
    MOV AX, R1
```

```
ENDM ADD_TWO
```

```
MAIN PROC
```

```
    MOV CX, 5    ADD_TWO CX
```

```
ENDP MAIN
```

```
END MAIN
```

## Library of common functions - emu8086.inc

To make programming easier there are some common functions that can be included in your program. To make your program use functions defined in other file you should use the INCLUDE directive followed by a file name. Compiler automatically searches for the file in the same folder where the source file is located, and if it cannot find the file there it searches in Inc folder.

To use any of the functions in emu8086.inc you should have the following line in the beginning of your source file:

```
include 'emu8086.inc'
```

**emu8086.inc** defines the following **macros**:

- **PUTC char** - macro with 1 parameter, prints out an ASCII char at current cursor position.
- **GOTOXY col, row** - macro with 2 parameters, sets cursor position.
- **PRINT string** - macro with 1 parameter, prints out a string.
- **PRINTN string** - macro with 1 parameter, prints out a string. The same as PRINT but automatically adds "carriage return" at the end of the string.
- **CURSROFF** - turns off the text cursor.
- **CURSORON** - turns on the text cursor.

### Example 1

```
INCLUDE 'EMU8086.INC'
```

```
.MODEL SMALL .STACK 100H
```

```
.DATA
```

```
.CODE
```

```
MAIN PROC
```

```
    PRINT 'HELLO WORLD!'
```

```
    GOTOXY 10, 5
```

```
    PUTC 65      ; 65 - IS AN ASCII CODE FOR 'A'    PUTC 'B'
```

```
ENDP MAIN
```

```
END MAIN
```

emu8086.inc also defines the following procedures:

- **PRINT\_STRING** - procedure to print a null terminated string at current cursor position, receives address of string in DS:SI register. To use it declare: `DEFINE_PRINT_STRING` before `END` directive.
- **PTTHIS** - procedure to print a null terminated string at current cursor position (just as `PRINT_STRING`), but receives address of string from Stack. The ZERO TERMINATED string should be defined just after the `CALL` instruction. For example:

```
CALL PTHIS db
'Hello World!', 0
```

To use it declare: `DEFINE_PTHIS` before `END` directive.

- **GET\_STRING** - procedure to get a null terminated string from a user, the received string is written to buffer at DS:DI, buffer size should be in DX. Procedure stops the input when 'Enter' is pressed. To use it declare: `DEFINE_GET_STRING` before `END` directive.
- **CLEAR\_SCREEN** - procedure to clear the screen, (done by scrolling entire screen window), and set cursor position to top of it. To use it declare: `DEFINE_CLEAR_SCREEN` before `END` directive.
- **SCAN\_NUM** - procedure that gets the multi-digit SIGNED number from the keyboard, and stores the result in CX register. To use it declare: `DEFINE_SCAN_NUM` before `END` directive.
- **PRINT\_NUM** - procedure that prints a signed number in AX register. To use it declare: `DEFINE_PRINT_NUM` and `DEFINE_PRINT_NUM_UN` before `END` directive.
- **PRINT\_NUM\_UN** - procedure that prints out an unsigned number in AX register. To use it declare: `DEFINE_PRINT_NUM_UN` before `END` directive.

To use any of the above procedures you should first declare the function in the bottom of your file (but before the **END** directive), and then use **CALL** instruction followed by a procedure name. For example:

```
INCLUDE 'EMU8086.INC'
```

```
.MODEL SMALL .STACK 100H
```

```
.DATA
```

```
MSG1 DB 'ENTER THE NUMBER: ', 0
```

.CODE

MAIN PROC

MOV AX, @DATA   MOV DS, AX

LEA SI, MSG1   ; ASK FOR THE NUMBER   CALL PRINT\_STRING ;

CALL SCAN\_NUM   ; GET NUMBER IN CX.

MOV AX, CX   ; COPY THE NUMBER TO AX.

; PRINT THE FOLLOWING STRING:

CALL PTHIS   DB 13, 10, 'YOU HAVE ENTERED: ', 0

CALL PRINT\_NUM   ; PRINT NUMBER IN AX.

DEFINE\_SCAN\_NUM   DEFINE\_PRINT\_STRING   DEFINE\_PRINT\_NUM

DEFINE\_PRINT\_NUM\_UN\$ ; REQUIRED FOR PRINT\_NUM.

DEFINE\_PTHIS

ENDP MAIN

END MAIN

## **Task 1**

Take an input and print it in the console.

## **Task 2**

Create an array of five elements and search for an element. If the element exists in the array print 'Value found' otherwise 'Value not found'

## **Task 3**

A palindrome is a word that is same when read from both ends. Example: 'RACECAR'.

Write a program that will take a string from a user and determine whether the word is a palindrome. The output may be a 'Yes' or a 'No'.

Example:

racecar yes

hellyeah

no

## **Task 4**

Take two strings as inputs from the user. Compare the two strings and determine if they are the same or not. If they are not, output the string which is lexicographically larger, else print "They are the same".