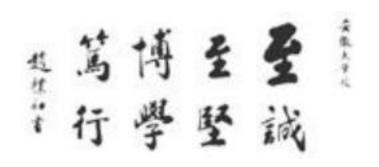
## 安徽大学人工智能学院 实验报告



 课程名称:
 《计算机组成原理与汇编语言》

 专业:
 人工智能

 学号:
 WA2214014

 姓名:
 杨跃浙

 指导老师:
 杜库

实验项目	实验 6-第六次上机实验			实验次序	6
实验地点	笃行南楼 A104	参与人员	杨跃浙	实验日期	5.15

## 一、实验目的

1、汇编语言编程

## 二、实验环境

Windows 2011, DOSBox

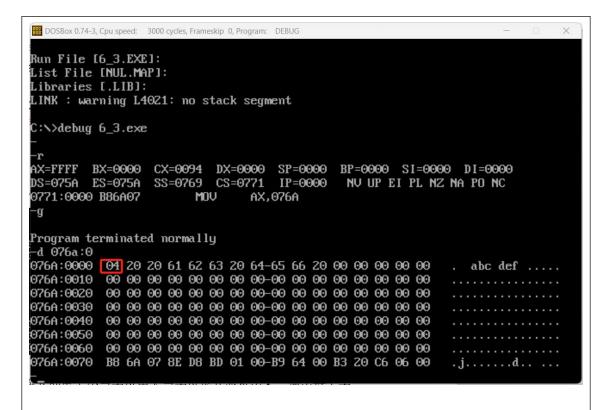
```
三、实验内容
1. 将数组 x 复制到数组 Y 中。
   本题练习循环语句 loop。
data segment
 x db 1,2,3,4,5,6,7,8,9,'ABCDEFG'
  Y db 16 dup (0)
data ends
. . . . . . . . . . . . .
📙 5_6. asm 🗵 📙 6_1. asm 🗵 📒 新文件 1 🗵
  1 DATA SEGMENT
  2 x db 1,2,3,4,5,6,7,8,9,'ABCDEFG'
3 Y db 16 dup (0)
4 DATA ENDS
  6 CODE SEGMENT
  7 assume cs:CODE, ds:DATA
  8 Start:
  9
         mov ax, DATA
  10
         mov ds, ax
  11
         mov bx, offset x
  12
         mov bp, offset Y
 13
 14
         mov cx, 10h
 15
 16 copy:
  17
         mov al, [bx]
         mov [bp], al
inc bx
  18
  19
         inc bp
  20
 21
         loop copy
 22
         mov ah, 09h
 23
         mov dx, offset Y
         int 21h
 24
 25
         mov ah, 4ch
          int 21h
  26
  27 CODE ENDS
  28
  29 END Start
  30
```

```
DOSBox 0.74-3, Cpu speed: 3000 cycles, Frameskip 0, Program: DOSBO
Microsoft (R) Macro Assembler Version 5.00
Copyright (C) Microsoft Corp 1981-1985, 1987. All rights reserved.
Object filename [6_1.OBJ]:
Source listing [NUL.LST]:
Cross-reference [NUL.CRF]:
  51688 + 464856 Bytes symbol space free
      0 Warning Errors
      0 Severe Errors
C:\>link 6_1.obj
Microsoft (R) Overlay Linker Version 3.60
Copyright (C) Microsoft Corp 1983-1987. All rights reserved.
Run File [6_1.EXE]:
List File [NUL.MAP]:
Libraries [.LIB]:
LINK : warning L4021: no stack segment
C:\>6_1.exe
        ABCDEFGŢÓΘÄĦŢ ♣ Å èêF CEΓ≈↓ ► =!-L=!V-^+&ïG+eF∎♂Lt∢ïĦŢπï6f
₩+¢
C:\>_
BOSBox 0.74-3, Cpu speed: 3000 cycles, Frameskip 0, Program: DEBUG
                         MOV
076C:0017 B409
 -t
AX=0947 BX=0010 CX=0000 DX=0000 SP=0000 BP=0020 SI=0000 DI=0000
DS=076A ES=075A SS=0769 CS=076C IP=0019 NV UP EI PL NZ AC PO NC
                                 DX.0010
076C:0019 BA1000
                         MOV
-d 076a:0010
.j.....
076A:0020 B8 6A 07 8E D8 BB 00 00-BD 10 00 B9 10 00 8A 07
                                                               076A:0030 88 46 00 43 45 E2 F7 B4-09 BA 10 00 CD 21 B4 4C
076A:0040 CD 21 50 E8 EA 48 83 C4-04 50 E8 7B 0E 83 C4 04 076A:0050 3D FF FF 74 03 E9 ED 00-C4 5E FC 26 8A 47 0C 2A 076A:0060 E4 40 50 8B C3 8C C2 05-0C 00 52 50 E8 C1 48 83
                                                                .@P......RP...H.
076A:0070 C4 04 50 8D 86 FA FE 50-E8 17 73 83 C4 06 8B B6
                                                                ..P....P..s.....
076A:0080 FA FE 81 E6 FF 00 C6 82-FB FE 00 2B C0 50 8D 86
                                                                ......................+.P...
-d 076a:0000
076A:0000 01 02 03 04 05 06 07 08-09 41 42 43 44 4<u>5</u> 46 47
                                                                .....ABCDEFG
. j. . . . . . . . . . . . . . .
076A:0030 88 46 00 43 45 E2 F7 B4-09 BA 10 00 CD 21 B4 4C
                                                                076A:0040 CD 21 50 E8 EA 48 83 C4-04 50 E8 7B 0E 83 C4 04
                                                                . \, !P \ldots H \ldots P \ldots \{ \ldots \ldots
                                                                =..t....^.&.G.*
076A:0050   3D FF FF 74 03 E9 ED 00-C4 5E FC 26 8A 47 0C 2A
                                                                .0P.....RP..H.
076A:0060 E4 40 50 8B C3 8C C2 05-0C 00 52 50 E8 C1 48 83
076A:0070 C4 04 50 8D 86 FA FE 50-E8 17 73 83 C4 06 8B B6
                                                                ..P....P..s....
2. 用循环移位指令或 xchg 指令将 AX 的高 8 位和低 8 位交换。例如(AX)=1234H, 交换后
   为 (AX)=3412H
   注意:必须用移位指令,不能用 MOV
   1100 1001 0011
做法 1:使用循环移位指令 ROL (即高位被移掉的位又循环补充到低位上)
```

```
📑 5_6. asm 🖾 🔚 6_1. asm 🖾 📒 6_2. asm 🔀
       Code
              segment
       Assume cs:code
        Mov AX, 1234h
        Mov CL, 8
   4
   5
        ROL
               ax, CL
   6
        MOV ah, 4ch
   7
             21h
        Int
   8
       Code
             ends
        End
BOSBox 0.74-3, Cpu speed: 3000 cycles, Frameskip 0, Program: DEBUG
                                                              .^_..1..U..V.v..
^1...^.....G.
....^1...P+.P.
..P."b...U....
075A:1260 07 5E 5F 8B E5 5D C3 90-55 8B EC 56 FF 76 04 E8 075A:1270 5E C2 83 C4 02 8B 5E 04-80 7F 02 3A 74 06 8B C3
075A:1290 8B C3 05 02 00 5E 5D C3-B8 00 04 50 2B C0 50 B8
075A:12B0 57 56 8B 5E
-Q
C:\>debug 6_2.exe
-T
AX=1234 BX=0000 CX=000B DX=0000 SP=0000 BP=0000 SI=0000 DI=0000
DS=075A ES=075A SS=0769 CS=076A IP=0003 NV UP EI PL NZ NA PO NC
076A:0003 B108
                        MOV
                                CL,08
-T
AX=1234 BX=0000 CX=0008 DX=0000 SP=0000 BP=0000 SI=0000 DI=0000
DS=075A ES=075A SS=0769 CS=076A IP=0005 NV UP EI PL NZ NA PO NC
                        ROL
076A:0005 D3C0
                                AX,CL
-T
AX=3412 BX=0000 CX=0008 DX=0000 SP=0000 BP=0000 SI=0000 DI=0000
DS=075A ES=075A SS=0769 CS=076A IP=0007 NV UP EI PL NZ NA PO NC
076A:0007 B44C
                        MOV
                                AH,4C
做法 2: 使用 xchg 交换指令
```

```
📙 5_6. asm 🔀 🔡 6_1. asm 🔀 🔡 6_2. asm 🗵 🔡 6_2_2. asm 🗵
        Code segment
       Assume cs:code
   3
        Mov AX, 1234h
   4
         Xchg ah, al
   5
       MOV ah, 4ch
        Int 21h
   6
   7
        Code ends
   8
         end
BOSBox 0.74-3, Cpu speed: 3000 cycles, Frameskip 0, Program: DEBUG
      0 Warning Errors
      0 Severe Errors
C:\>link 6_2_2.OBJ
Microsoft (R) Overlay Linker Version 3.60
Copyright (C) Microsoft Corp 1983–1987. All rights reserved.
Run File [6_2_2.EXE]:
List File [NUL.MAP]:
Libraries [.LIB]:
LINK: warning L4021: no stack segment
C:\>debug 6_2_2.exe
-T
AX=1234 BX=0000 CX=0009 DX=0000 SP=0000 BP=0000 SI=0000 DI=0000
DS=075A ES=075A SS=0769 CS=076A IP=0003 NV UP EI PL NZ NA PO NC
076A:0003 86E0
                          XCHG
                                    AH,AL
-T
AX=3412 BX=0000 CX=0009 DX=0000 SP=0000 BP=0000 SI=0000 DI=0000
DS=075A ES=075A SS=0769 CS=076A IP=0005 NV UP EI PL NZ NA PO NC
076A:0005 B44C
                           MOV
                                    AH,4C
3. 字符串 STR 中保存着 100 个字节的 ASCII 码, 试编写一个程序统计该字符串中空格的个
数(空格的 ASCII 码为 20H)。将统计结果保存在 count 变量中。
    count db 0
   str db
              20h,20h, 'abc def',20h, 90 dup (0)
本例练习 cmp, jnz, loop 等语句
参考代码如下:
```

```
📑 5_6. asm 🗷 블 6_1. asm 🗵 😸 6_2. asm 🗵 📙 6_2_2. asm 🗵 🗎 6_3. ASM 🗵
       DATA SEGMENT
   1
       count db 0
       str db 20h,20h,'abc def',20h,90 dup (0)
      DATA ENDS
      CODE SEGMENT
       assume cs:CODE, ds:DATA
   8
      Start:
   9
           mov ax, DATA
  10
           mov ds, ax
  11
  12
          mov bp, offset str
           mov cx, 100
  13
           mov bl, 20h
  14
  15
          mov count, 0
  16
  17
      count loop:
           mov al, [bp]
  18
           cmp al, bl
  19
  20
           jnz not space
  21
           inc count
      not space:
  22
  23
           inc bp
  24
           loop count loop
  25
  26
           MOV ah, 4ch
           Int 21h
  27
  28
      CODE ENDS
  29
  30
      END Start
  31
按上面的测试数据, str 中有 4 个空格符, 所以测试结果如下。
X:\>debug y3.exe
AX=FFFF BX=0000 CX=0090 DX=0000 SP=0000 BP=0000 SI=0000 DI=0000
DS=075A ES=075A SS=0769 CS=0771 IP=0000 NV UP EI PL NZ NA PO NC
0771:0000 B86A07 MOV AX,076A
Program terminated normally
-d 076a:0
. abc def
```



4. 试编写一个程序实现从键盘输入的单个小写字母用大写字母形式显示出来,输出每个字母后都要求换行,最后输入!退出。

提示: 输入单个字母用 01 号子功能,输出用 02 号子功能。连续输出回车换行符 0DH, 0AH 即可实现换行。

MOV AH, 01 ;调用 1 号子功能,输入单个字符

INT 21H ; 输入字符放在 AL 中

MOV DL, 'A' ; 待输出字符放在 DL 中

MOV AH, 02 ; 调用 2 号子功能, 输出 DL 中的字符

INT 21H

参考代码如下:

```
🚆 5_6, asm 🔀 💾 6_1. asm 🔀 🔡 6_2. asm 🔀 🔚 6_2_2. asm 🔀 🔚 6_3. ASM 🔀 🔚 6_4. asm 🗵
     DATA SEGMENT
     input db 'Enter a lowercase letter: $'
output db ODH, OAH, 'The uppercase letter is: $'
    DATA ENDS
     CODE SEGMENT
     assume cs:CODE, ds:DATA
     Start:
         mov ax, DATA
 9
10
         mov ds, ax
11
12
    input_loop:
13
         mov ah, 09h
mov dx, offset input
14
15
         int 21h
16
17
18
19
         mov ah, 01h
20
         int 21h
21
         cmp al, '!'
22
23
         je exit_program
24
25
         cmp al, 'a'
         jl input_loop
cmp al, 'z'
26
27
          jg input_loop
28
29
          sub al, 20h
30
31
         mov ah, 09h
mov dx, offset output
32
33
34
         int 21h
35
         mov dl, al
36
         mov ah, 02h
37
         int 21h
38
39
40
         mov ah, 02h
         mov dl, ODH
41
         int 21h
42
43
          mov dl, OAH
44
         int 21h
45
46
         jmp input_loop
47
48
     exit_program:
         mov ah, 4ch
int 21h
49
50
     CODE ENDS
51
52
53
     END Start
```

