Lab 8 Report

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## Overview

In this lab we write out first program for DOSBox. We practice using interrupts to get keyboard input, change the cursor position, and print characters. In addition, we observe the syntactic differences between DOS Assembly and x86 Assembly.

## Obstacles

* Using the DOSBox debugger was difficult simply because of the interface. Thankfully, we did not have to actually debug our program, but using the debugger in the future will take some practice.

## Results

We successfully completed all of the lab instructions.

DOS Assembly code has several syntactic differences from x86 Assembly. The main differences were the bits specification at the top of the file (16 for DOS and 32 for x86), the org 0x100 line in DOS Assembly, the difference in code entry points (x86 starts in \_main while DOS starts at the first line of the .text section), the use of interrupts in DOS, and DOS’s line endings in string variables (13, 10 in DOS, as opposed to just 10 in x86).

Programming for DOS wasn’t too shocking of a change from x86 Assembly. Using interrupts was new, but easy to get used to. Also, passing arguments to functions through registers rather than via the stack was different, but mainly a details change.