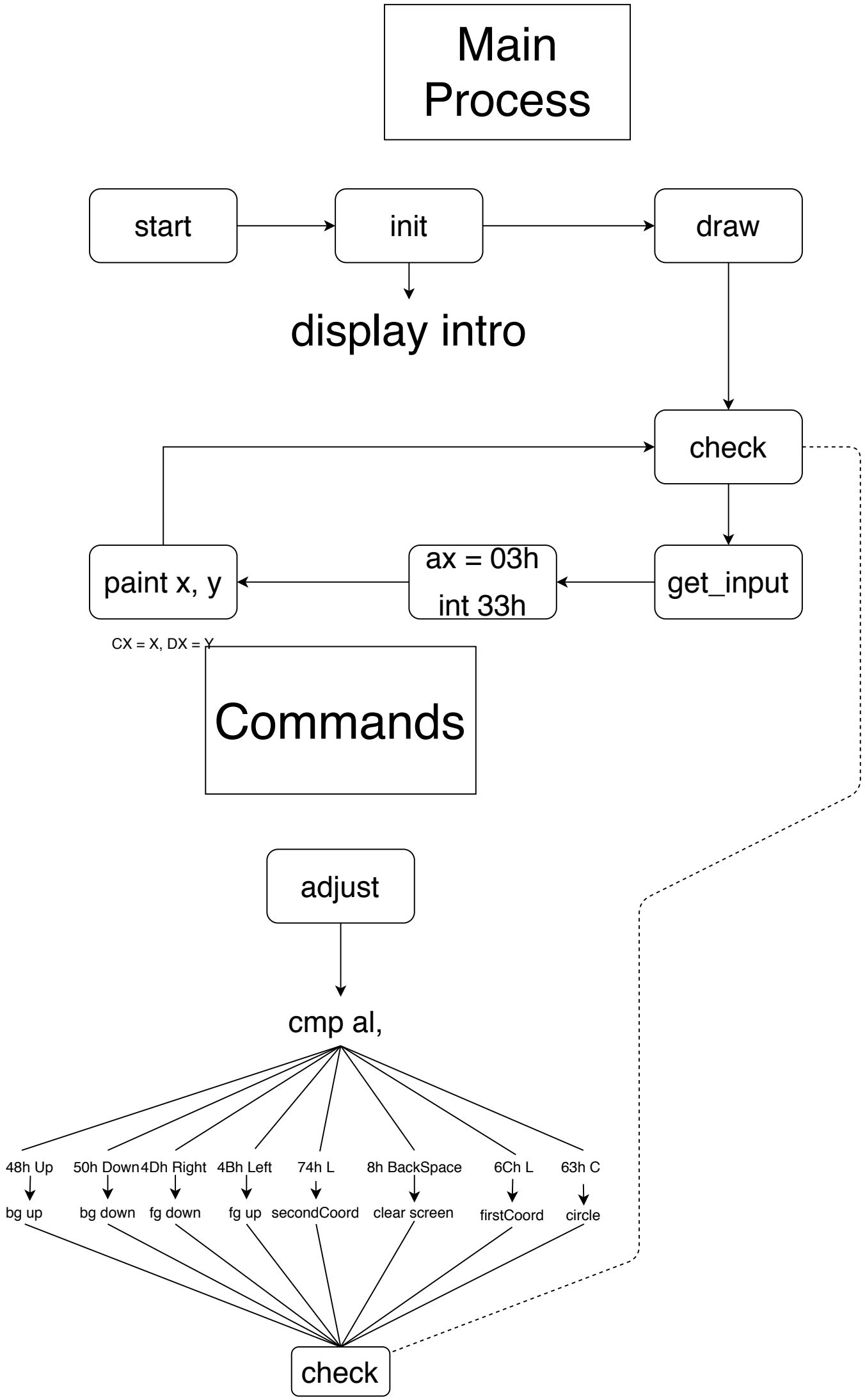
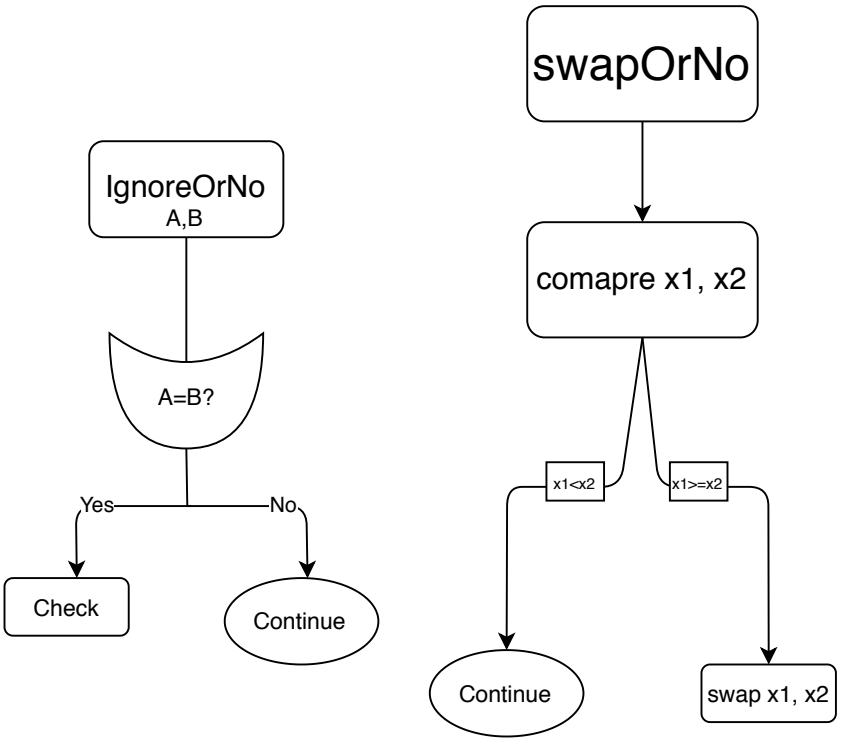
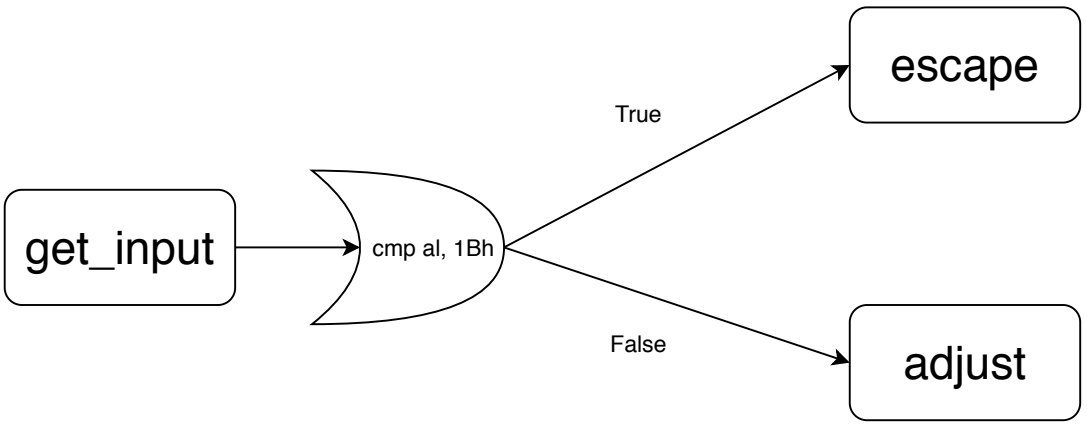
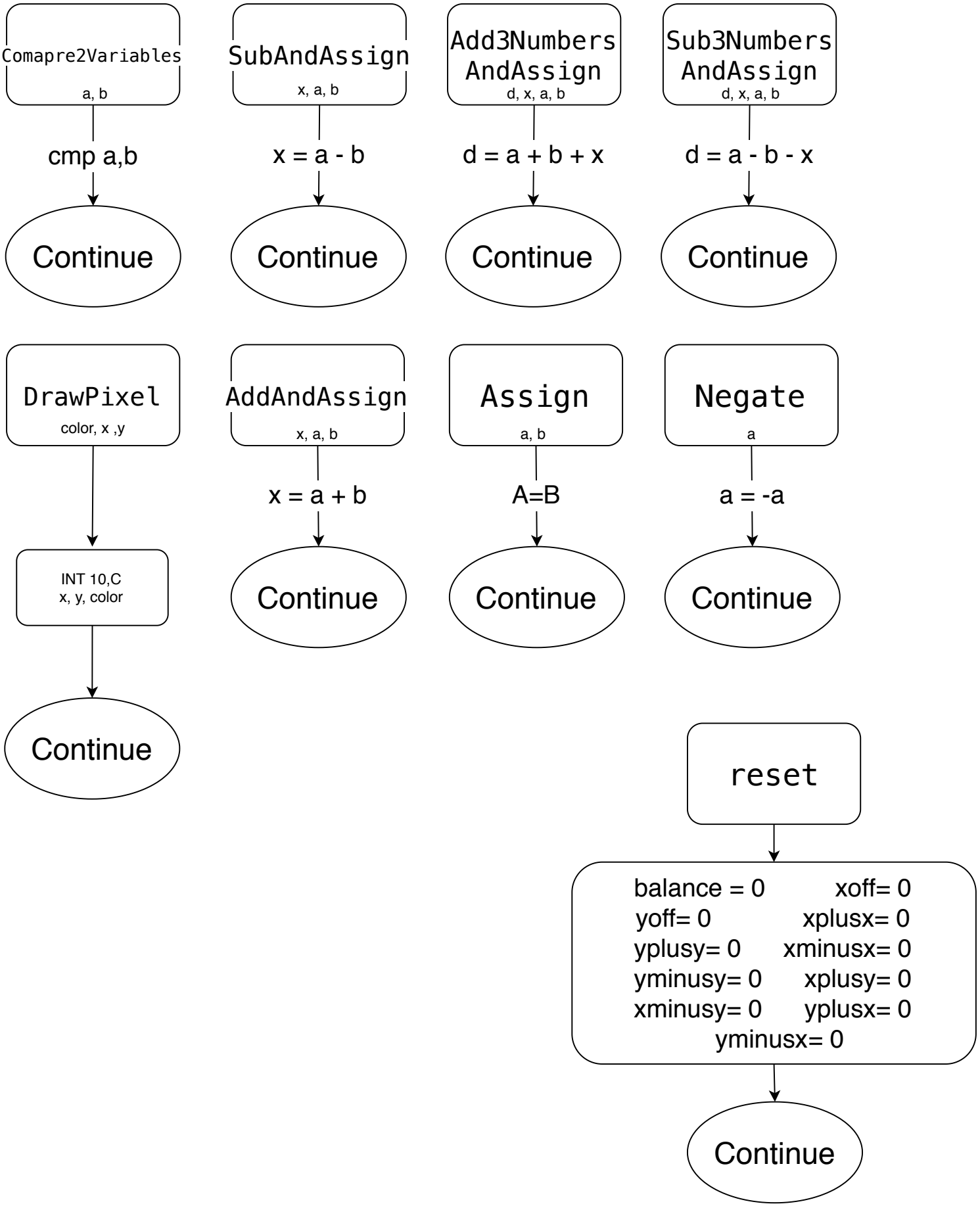
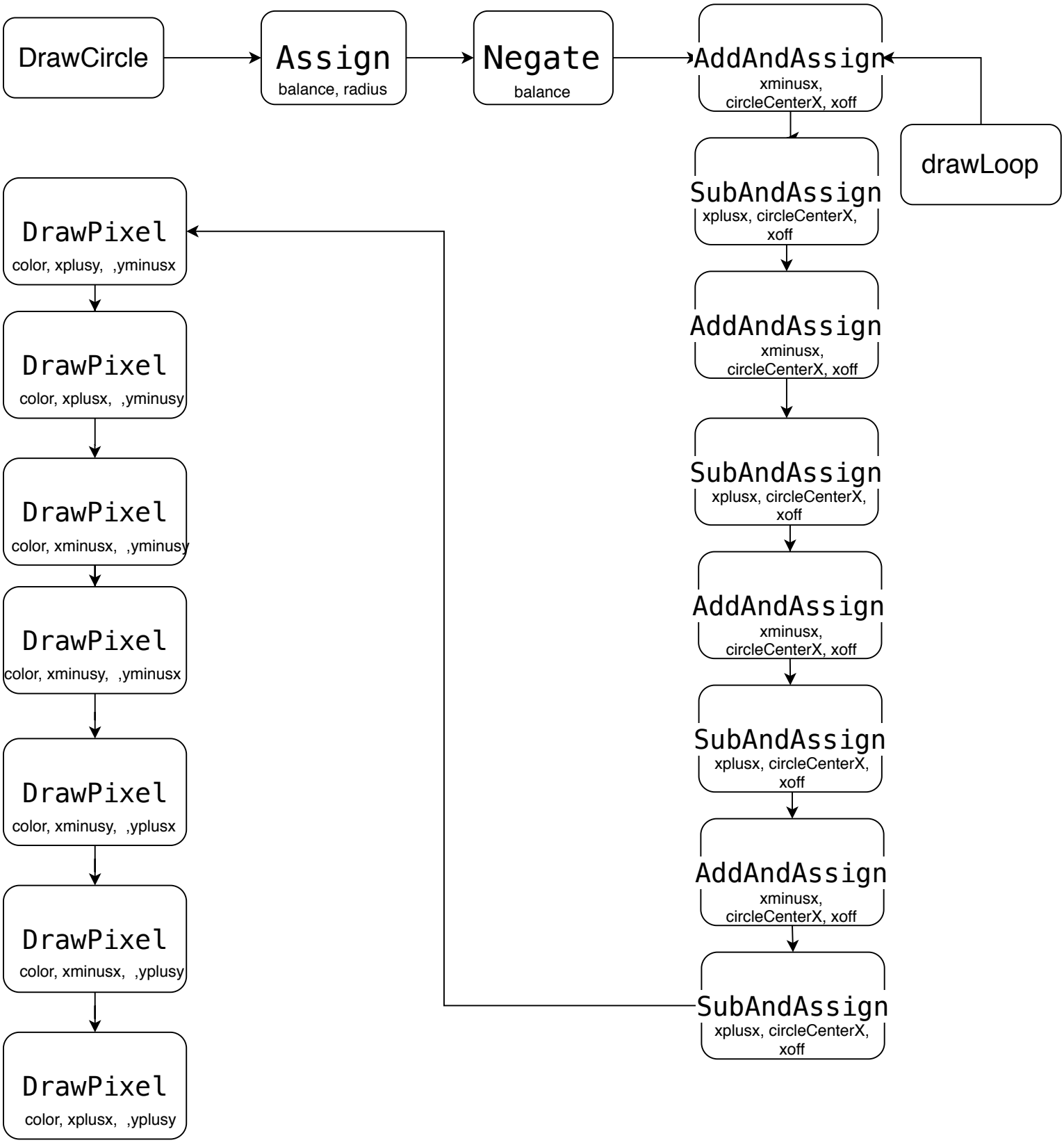
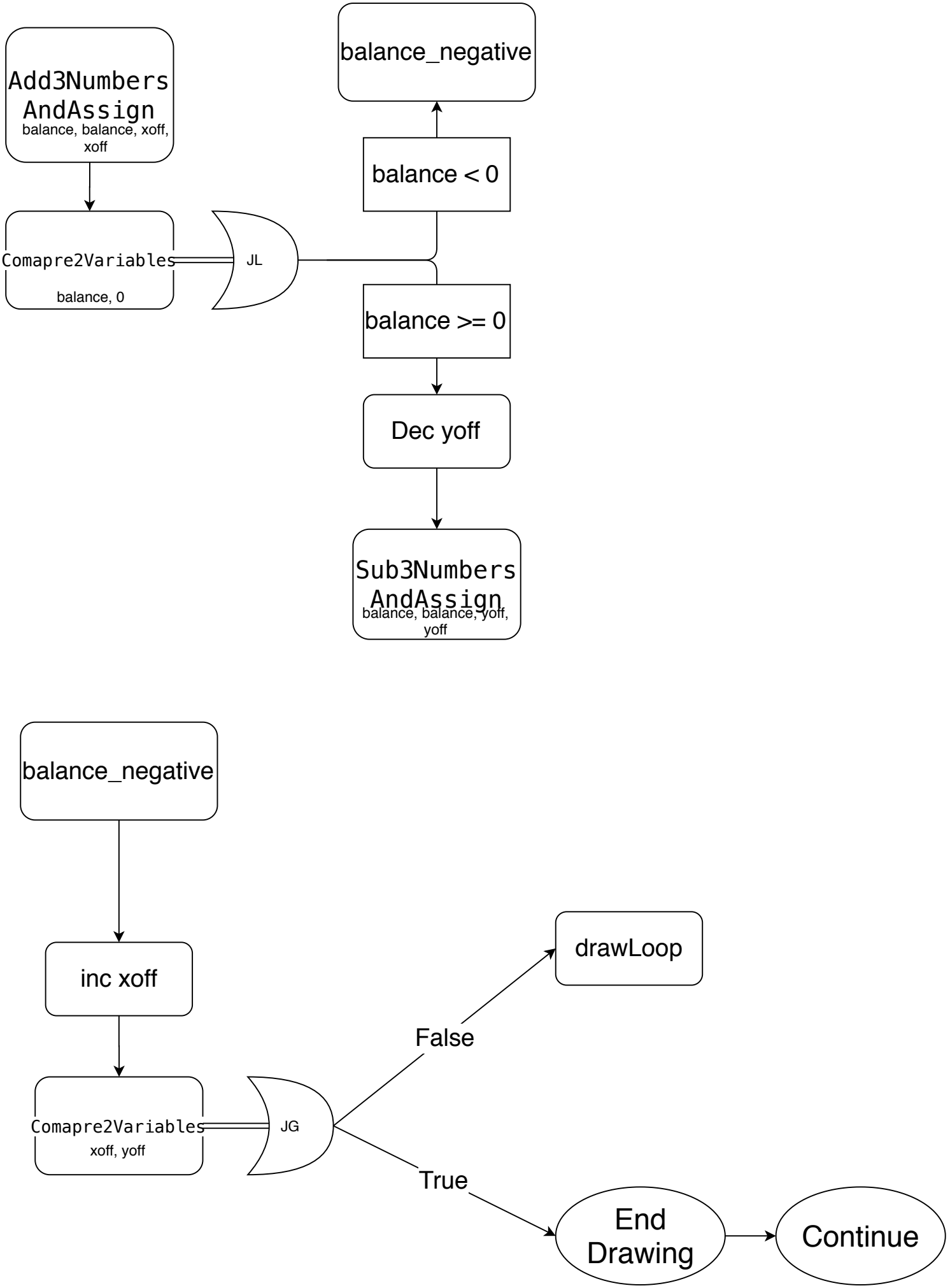

Main Process
start
init
draw
display intro
check
paint x, y
ax = 03h
int 33h
get_input
CX = X, DX = Y
Commands
adjust
cmp al,
48h Up
50h Down
4Dh Right
4Bh Left
74h L
8h BackSpace
6Ch L
63h C
bg up
bg down
fg down
fg up
secondCoord
clear screen
firstCoord
circle
check


swapOrNo
comapre x1, x2
x1<x2
x1>=x2
Continue
swap x1, x2
IgnoreOrNo
A,B
A=B?
Yes
No
Check
Continue


get_input
cmp al, 1Bh
True
False
escape
adjust


Comapre2Variables
a, b
cmp a,b
Continue
SubAndAssign
x, a, b
x = a - b
Continue
Add3Numbers
AndAssign
d, x, a, b
d = a + b + x
Continue
Sub3Numbers
AndAssign
d, x, a, b
d = a - b - x
Continue
DrawPixel
color, x ,y
INT 10,C
x, y, color
Continue
AddAndAssign
x, a, b
x = a + b
Continue
Assign
a, b
A=B
Continue
Negate
a
a = -a
Continue
reset
balance = 0
xoff= 0
yoff= 0
xplusx= 0
yplusy= 0
xminusx= 0
yminusy= 0
xplusy= 0
xminusy= 0
yplusx= 0
yminusx= 0
Continue


DrawCircle
Assign
balance, radius
Negate
balance
AddAndAssign
xminusx, circleCenterX, xoff
drawLoop
SubAndAssign
xplusx, circleCenterX, xoff
AddAndAssign
xminusx, circleCenterX, xoff
SubAndAssign
xplusx, circleCenterX, xoff
AddAndAssign
xminusx, circleCenterX, xoff
SubAndAssign
xplusx, circleCenterX, xoff
AddAndAssign
xminusx, circleCenterX, xoff
SubAndAssign
xplusx, circleCenterX, xoff
DrawPixel
color, xplusy, ,yminusx
DrawPixel
color, xplusx, ,yminusy
DrawPixel
color, xminusx, ,yminusy
DrawPixel
color, xminusy, ,yminusx
DrawPixel
color, xminusy, ,yplusx
DrawPixel
color, xminusx, ,yplusy
DrawPixel
color, xplusx, ,yplusy


Add3Numbers AndAssign
balance, balance, xoff, xoff
Comapre2Variables
balance, 0
JL
balance_negative
balance < 0
balance >= 0
Dec yoff
Sub3Numbers AndAssign
balance, balance, yoff, yoff
balance_negative
inc xoff
Comapre2Variables
xoff, yoff
JG
False
drawLoop
True
End Drawing
Continue