

COAL LAB MANUAL

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LAB 1

TASK: Take a character input from keyboard and display it on screen

The description inside the “// ‘ ‘ // “ are the comments to make the code more clear. These are not the part of program.

// PROGRAM //

// Taking input from Key Board //

Org 100

// by moving 1 in AH interrupt will produce a character input prompt on screen //

MOV AH, 1

INT 21H

// Displaying it on screen //

MOV DL, AL

MOV AH, 2

INT 21H

ret

Commands :

Org 100 : Set offset of the segment originated at 100hex

MOV: moves the contents of source instruction in destination and the syntax is as follows:

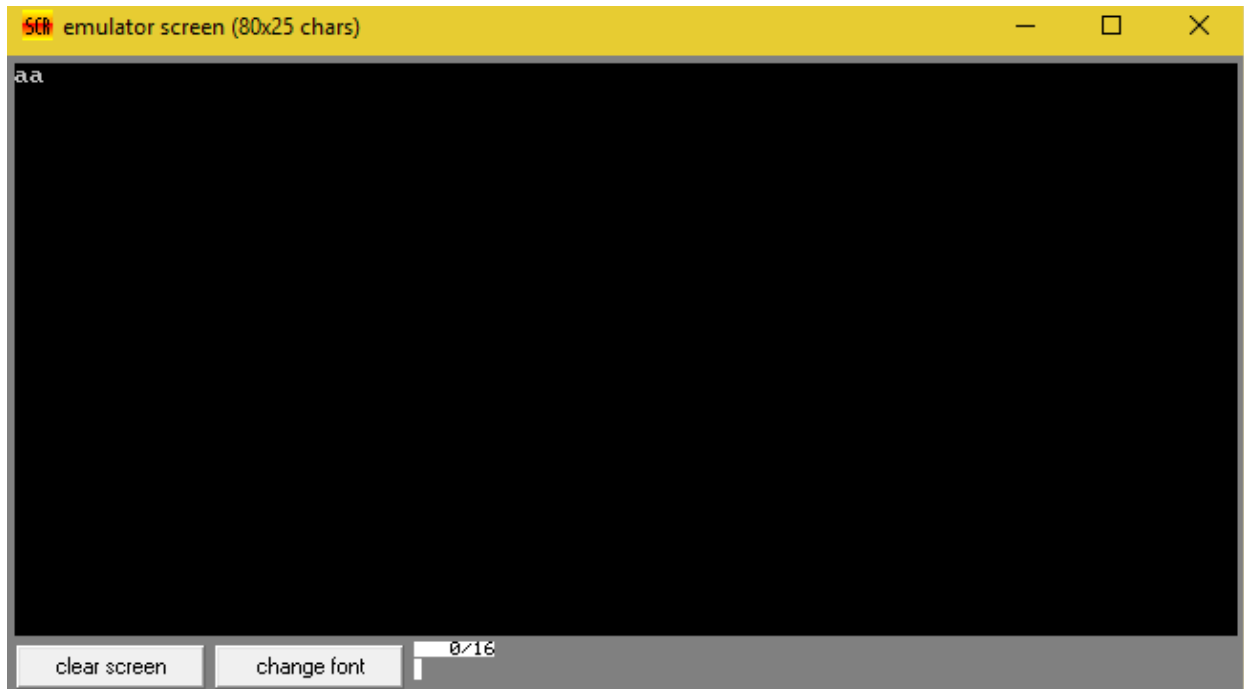
Mov Destination, Source

INT 21H: Call to DOS interrupt Handler

Ret: return statement to end the program

OUTPUT:

When the above program is run following output screen is displayed first 'a' is input character and 2nd 'a' is the output character.



Description:

In this lab task we are taking a character input from keyboard and displaying it on screen. For this purpose we have used interrupts after moving certain values in AH, AL and DL register

By moving 1 in AH register interrupt prompt screen to take character input from screen and that input will be saved in AL register automatically. So further we have moved 2 in AH register to display the character stored in DL register so move the AL contents in DL register and then produce interrupt so the input character would be displayed on screen.