OPERATING SYSTEMS PRACTICUM 1



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 The American Standard Code for Information Interchange is an international standard in letter codes and symbols such as Hex and Unicode but ASCII is more universal.

Dec Hx Oct Char	Dec Hx Oct Html Chr	Dec Hx Oct Html Chr Dec Hx Oct Html Chr
0 0 000 NUL (null)	32 20 040 Space	64 40 100 6#64; 0 96 60 140 6#96;
l 1 001 SOH (start of heading)	33 21 041 @#33; !	65 41 101 @#65; A 97 61 141 @#97; a
2 2 002 STX (start of text)	34 22 042 4#34; "	66 42 102 4#66; B 98 62 142 4#98; b
3 3 003 ETX (end of text)	35 23 043 4#35; #	67 43 103 @#67; C 99 63 143 @#99; C
4 4 004 EOT (end of transmission)	36 24 044 \$ \$	68 44 104 D D 100 64 144 d d
5 5 005 ENQ (enquiry)	37 25 045 % %	69 45 105 E E 101 65 145 e e
6 6 006 <mark>ACK</mark> (acknowledge)	38 26 046 & &	70 46 106 F F 102 66 146 f f
7 7 007 BEL (bell)	39 27 047 4#39; '	71 47 107 6#71; G 103 67 147 6#103; g
8 8 010 <mark>BS</mark> (backspace)	40 28 050 ((72 48 110 6#72; H 104 68 150 6#104; h
9 9 011 TAB (horizontal tab)	41 29 051))	73 49 111 6#73; I 105 69 151 6#105; i
10 A 012 LF (NL line feed, new line		74 4A 112 6#74; J 106 6A 152 6#106; j
ll B 013 VT (vertical tab)	43 2B 053 + +	75 4B 113 6#75; K 107 6B 153 6#107; k
12 C 014 FF (NP form feed, new page		76 4C 114 L L 108 6C 154 l L
13 D 015 CR (carriage return)	45 2D 055 @#45; -	77 4D 115 6#77; M 109 6D 155 6#109; M
14 E 016 <mark>SO</mark> (shift out)	46 2E 056 . .	78 4E 116 N № 110 6E 156 n n
15 F 017 SI (shift in)	47 2F 057 @#47; /	79 4F 117 6#79; 0 111 6F 157 6#111; 0
16 10 020 DLE (data link escape)	48 30 060 0 0	80 50 120 6#80; P 112 70 160 6#112; P
17 11 021 DC1 (device control 1)	49 31 061 @#49; 1	81 51 121 6#81; Q 113 71 161 6#113; q
18 12 022 DC2 (device control 2)	50 32 062 4#50; 2	82 52 122 6#82; R 114 72 162 6#114; r
19 13 023 DC3 (device control 3)	51 33 063 3 3	83 53 123 4#83; 5 115 73 163 4#115; 5
20 14 024 DC4 (device control 4)	52 34 064 4 4	84 54 124 T T 116 74 164 t t
21 15 025 NAK (negative acknowledge)	53 35 065 5 <mark>5</mark>	85 55 125 6#85; U 117 75 165 6#117; u
22 16 026 SYN (synchronous idle)	54 36 066 6 6	86 56 126 V V 118 76 166 v V
23 17 027 ETB (end of trans. block)	55 37 067 7 <mark>7</mark>	87 57 127 6#87; ₩ 119 77 167 6#119; ₩
24 18 030 CAN (cancel)	56 38 070 8 8	88 58 130 6#88; X 120 78 170 6#120; X
25 19 031 EM (end of medium)	57 39 071 9 9	89 59 131 6#89; Y 121 79 171 6#121; Y
26 1A 032 SUB (substitute)	58 3A 072 @#58; :	90 5A 132 6#90; Z 122 7A 172 6#122; Z
27 1B 033 ESC (escape)	59 3B 073 ;;	91 5B 133 [[123 7B 173 { {
28 1C 034 FS (file separator)	60 3C 074 < <	92 5C 134 6#92; \ 124 7C 174 6#124;
29 1D 035 <mark>GS</mark> (group separator)	61 3D 075 = =	93 5D 135 6#93;] 125 7D 175 6#125; }
30 1E 036 RS (record separator)	62 3E 076 >>	94 5E 136 @#94; ^ 126 7E 176 @#126; ~
31 1F 037 <mark>US</mark> (unit separator)	63 3F 077 ? ?	95 5F 137 6#95; _ 127 7F 177 6#127; DEL

2. List of Assembly Directives:

Assembly Directive	Information
EQU	Defining constants
DB	Defining data with 1 byte unit size
DW	Defining data with 1 word unit size
DBIT	Defining data with 1 bit unit size
DS	Reserving data storage in RAM
ORG	Initialize the program's start address
END	End of program marker
CSEG	Placement marker in the code segment
XSEG	Placement markers in the external data segment
DSEG	Placement markers in the internal direct data segment
ISEG	Placement markers in the internal indirect data segment
BSEG	Placement marker in the segment data bit
CODE	The marker starts defining the program
XDATA	Defining external data
DATA	Defining internal direct data

IDATA	Defining internal indirect data
BIT	Defining data bits
#INCLUDE	Include other program files

List of Instructions

Instructions	Abbreviation Description
ACALL	Absolute Call
ADD	Add
ADDC	Add with Carry
AJMP	Absolute Jump
ANL	AND Logic
CJNE	Compare and Jump if Not Equal
CLR	Clear
CPL	Complement
DA	Decimal Adjust
DEC	Decrement
DIV	Divide
DJNZ	Decrement and Jump if Not Zero
INC	Increment
JB	Jump if Bit Set
JBC	Jump if Bit Set and Clear Bit

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JC	Jump if Carry Set
JMP	Jump to Address
JNB	Jump if Not Bit Set
JNC	Jump if Carry Not Set
JNZ	Jump if Accumulator Not Zero
JZ	Jump if Accumulator Zero
LCALL	Long Call
LJMP	Long Jump
MOV	Move from Memory
MOVC	Move from Code Memory
MOVX	Move from Extended Memory
MUL	Multiply
NOP	No Operation
ORL	OR Logic
POP	Pop Value From Stack
PUSH	Push Value Onto Stack
RET	Return From Subroutine
RETI	Return From Interrupt
RL	Rotate Left
RLC	Rotate Left through Carry
RR	Rotate Right
RRC	Rotate Right through Carry
SETB	Set Bit

SJMP	Short Jump
SUBB	Subtract With Borrow
SWAP	Swap Nibbles
XCH	Exchange Bytes
XCHD	Exchange Digits
XRL	Exclusive OR Logic