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Display Mode

Question 1:

Write a string (your name) horizontally and scroll it continuously towards the left. Each letter that disappears from the left end should reappear in the same row from right end. (You might want to use first or last row to ensure that row remains the same)

Answer:

```
ORG 100h

.DATA

    STR1    DB  'MAIZ NADEEM$'
    SIZE    DW  11

.CODE

MAIN PROC

    MOV AH, 0
    MOV AL, 3
    INT 10h

    MOV AX, 0xB800
    MOV ES, AX
    MOV SI, (13-1)*160 + (5-1)*2

    MOV CX, SIZE
    MOV AH, 0x07
    XOR BX, BX

NAMEPRINT: MOV AL, [STR1 + BX]
            MOV ES:SI, AX
            ADD SI, 2
            INC BX
            LOOP NAMEPRINT
```

```

        PROCCALL:  CALL LEFT
                    JMP PROCCALL

                    RET

MAIN ENDP

LEFT PROC

                    MOV CX, SIZE

ERASE:    CMP SI, 1920
                    JLE ERASE2
                    SUB SI, 2
                    MOV ES:SI, 0X0720
                    LOOP ERASE
                    JMP AFTER

ERASE2:    MOV SI, 2078
                    MOV ES:SI, 0X0720
                    JMP ERASE

AFTER:    MOV CX, SIZE
                    MOV BX, 0
                    SUB SI, 2
                    MOV DX, 1920

                    CMP SI, 1918
                    JNE NAMEPRINT2
                    MOV SI, 2078

NAMEPRINT2: CMP SI, 2080
                    JGE NAMEPRINT3
                    MOV AL, [STR1 + BX]
                    MOV ES:SI, AX
                    ADD SI, 2
                    INC BX
                    LOOP NAMEPRINT2
                    RET

NAMEPRINT3: MOV SI, DX
                    SUB DX, 2
                    JMP NAMEPRINT2

                    RET

LEFT ENDP

```

Keyboard Interrupt

Question 2:

Connect KB interrupt such that on each release of 'P' the movement of the string toggles.

Answer:

```
ORG 100h

.DATA

STR1      DB  'MAIZ NADEEM$'
SIZE      DW  11
KFLAG     DB  0
FLAG      DB  0

.CODE

MAIN PROC

        MOV BX, 0
        MOV ES, BX

        CLI
        MOV ES:[0x9*4], OFFSET [KBISR]
        MOV ES:[0x9*4+2], CS
        STI

        MOV AH, 0
        MOV AL, 3
        INT 10h

        MOV AX, 0xB800
        MOV ES, AX
        MOV SI, (13-1)*160 + (5-1)*2

        MOV CX, SIZE
        MOV AH, 0x07
        XOR BX, BX
```

```

NAMEPRINT:  MOV AL, [STR1 + BX]
             MOV ES:SI, AX
             ADD SI, 2
             INC BX
             LOOP NAMEPRINT

PROCCALL:   CMP FLAG, 1
             JNE SKIP
             CALL LEFT
SKIP:       JMP PROCCALL

             RET

MAIN ENDP

KBISR:      PUSH AX
             IN AL, 0x60
             CMP AL, 0x19
             JNE KNEXTCOMP
             MOV KFLAG, 1

KNEXTCOMP:  CMP KFLAG, 1
             JNE KEXIT
             CMP AL, 0x99
             JNE KEXIT
             MOV KFLAG, 0
             CMP FLAG, 1
             JE CHECK2
             MOV FLAG, 1
             JMP KEXIT

CHECK2:     MOV FLAG, 0

KEXIT:      MOV AL, 0x20
             OUT 0x20, AL
             POP AX
             IRET

LEFT PROC

             MOV CX, SIZE

ERASE:      CMP SI, 1920
             JLE ERASE2
             SUB SI, 2

```

```

                                MOV ES:SI, 0X0720
                                LOOP ERASE
                                JMP AFTER

ERASE2:                        MOV SI, 2078
                                MOV ES:SI, 0X0720
                                JMP ERASE

AFTER:                          MOV CX, SIZE
                                MOV BX, 0
                                SUB SI, 2
                                MOV DX, 1920

                                CMP SI, 1918
                                JNE NAMEPRINT2
                                MOV SI, 2078

NAMEPRINT2:                     CMP SI, 2080
                                JGE NAMEPRINT3
                                MOV AL, [STR1 + BX]
                                MOV ES:SI, AX
                                ADD SI, 2
                                INC BX
                                LOOP NAMEPRINT2
                                RET

NAMEPRINT3:                     MOV SI, DX
                                SUB DX, 2
                                JMP NAMEPRINT2

                                RET
LEFT ENDP

```

Timer Interrupt

Question 3:

Connect Timer interrupt such that the each shift in string occurs after 2 seconds.

Answer:

```

ORG 100h

```

.DATA

```
STR1      DB  'MAIZ NADEEM$'  
SIZE      DW  11  
KFLAG     DB  0  
TFLAG     DB  0  
FLAG      DB  0  
COUNT    DB  0
```

.CODE

MAIN PROC

```
MOV BX, 0  
MOV ES, BX
```

```
CLI  
MOV ES:[0x8*4], OFFSET [TISR]  
MOV ES:[0x8*4+2], CS  
MOV ES:[0x9*4], OFFSET [KBISR]  
MOV ES:[0x9*4+2], CS  
STI
```

```
MOV AH, 0  
MOV AL, 3  
INT 10h
```

```
MOV AX, 0xB800  
MOV ES, AX  
MOV SI, (13-1)*160 + (5-1)*2
```

```
MOV CX, SIZE  
MOV AH, 0x07  
XOR BX, BX
```

```
NAMEPRINT: MOV AL, [STR1 + BX]  
            MOV ES:SI, AX  
            ADD SI, 2  
            INC BX  
            LOOP NAMEPRINT
```

```
PROCCALL:  CMP TFLAG, 1  
            JNE NEXTCOMP  
            MOV TFLAG, 0  
            CALL LEFT
```

```

NEXTCOMP:  CMP FLAG, 1
            JNE SKIP
            CALL LEFT

SKIP:      JMP PROCCALL

            RET

MAIN ENDP

KBISR:     PUSH AX
            IN AL, 0x60
            CMP AL, 0x19
            JNE KNEXTCOMP
            MOV KFLAG, 1

KNEXTCOMP: CMP KFLAG, 1
            JNE KEXIT
            CMP AL, 0x99
            JNE KEXIT
            MOV KFLAG, 0
            CMP FLAG, 1
            JE  CHECK2
            MOV FLAG, 1
            JMP KEXIT

CHECK2:    MOV FLAG, 0

KEXIT:     MOV AL, 0x20
            OUT 0x20, AL
            POP AX
            IRET

TISR:      PUSH AX
            INC COUNT
            CMP COUNT, 36
            JNE EXIT
            MOV TFLAG, 1
            MOV COUNT, 0

EXIT:      MOV AL, 0x020
            OUT 0x20, AL
            POP AX
            IRET

```

LEFT PROC

MOV CX, SIZE

ERASE: CMP SI, 1920
JLE ERASE2
SUB SI, 2
MOV ES:SI, 0X0720
LOOP ERASE
JMP AFTER

ERASE2: MOV SI, 2078
MOV ES:SI, 0X0720
JMP ERASE

AFTER: MOV CX, SIZE
MOV BX, 0
SUB SI, 2
MOV DX, 1920

CMP SI, 1918
JNE NAMEPRINT2
MOV SI, 2078

NAMEPRINT2: CMP SI, 2080
JGE NAMEPRINT3
MOV AL, [STR1 + BX]
MOV ES:SI, AX
ADD SI, 2
INC BX
LOOP NAMEPRINT2
RET

NAMEPRINT3: MOV SI, DX
SUB DX, 2
JMP NAMEPRINT2

RET

LEFT ENDP