

FR. Conceicao Rodrigues College of Engineering
Department of Computer Engineering

3. TO IMPLEMENT BLOCK TRANSFER

1. Course, Subject & Experiment Details

Academic Year	2023-24	Estimated Time	Experiment No. 3– 02 Hours
Course & Semester	S.E. (Comps) – Sem. IV	Subject Name	Microprocessor
Chapter No.	2	Chapter Title	Instruction Set and Programming
Experiment Type	Software	Subject Code	CSC405

Rubrics

Timeline (2)	Practical Skill & Applied Knowledge (2)	Output (3)	Postlab (3)	Total (10)	Sign

2. Aim & Objective of Experiment

Aim: Write a program to transfer a block of data from one location to another.

Objective : Program involves transferring source string from a particular location in source segment (Data Segment) to the desired location in destination segment (Extra Segment). The objective of this program is to give an overview of the String instructions of 8086.

3. Software Required

TASM Simulator

- 4. Pre-Requisites:**
1. Knowledge of TASM directives.
 2. Knowledge of String Instructions of 8086.

- 5. Algorithm:**
1. Initialize the data segment.
 2. Store the source string in consecutive memory location
 3. Initialize the extra segment.
 4. Allocate consecutive memory locations for transfer.
 5. Load the effective address of source string in SI register.
 6. Load the effective address of destination string in DI register.
 7. Initialize the Direction flag for Auto increment or Auto Decrement.
 8. Store number of bytes to be transferred in any of the general Purpose registers.
 9. Transfer the source string using appropriate string instructions (MOVSB / MOVSW)
 10. Decrement count
 11. Check if count = 0. If yes then stop else repeat steps 9 - 11.
 12. Stop

6. Conclusion:

The image shows a TASM assembly editor window titled 'Block.asm' with the following code:

```

1 .8086
2 .model small
3 .data
4     loc1 db 1AH,1BH,2CH,3DH,52H,3CH,21H,7EH,6AH,5EH
5     loc2 db ?
6 .code
7 start:
8     MOV AX,@DATA
9     MOV DS,AX
10    MOV ES,AX
11
12    LEA SI, loc1
13    LEA DI, loc2
14    CLD
15    MOV CX, 000AH
16    REP MOVSB
17    INT 03H
18 end start
  
```

Below the editor is a DOSBox 0.74-3 window titled 'DOSBox 0.74-3, Cpu speed: max 100% cycles, Frameskip 0, Program: TD'. It displays the execution of the assembly code. The CPU is 80486. The memory dump shows the source string 'AHBHCHDH52H3CH21H7EH6AH5EH' being transferred to the destination memory location.

Address	Disassembly	Comment
cs:0000	B87D08	mov ax,087D
cs:0003	8ED8	mov ds,ax
cs:0005	8EC0	mov es,ax
cs:0007	BE0100	mov si,0001
cs:000A	BF0E00	mov di,000E
cs:000D	FC	cld
cs:000E	B90A00	mov cx,000A
cs:0011	F3A4	rep movsb
cs:0013	CC	int3

The memory dump shows the source string 'AHBHCHDH52H3CH21H7EH6AH5EH' being transferred to the destination memory location. The destination memory location is at address 0000:0000.

Postlab:

1. What is the advantage of segmentation?

In the context of microprocessors, segmentation refers to a technique used to **divide the program's memory space into smaller, more manageable sections**. This technique offers several advantages:

i) Improved Memory Management: By dividing memory into segments, the microprocessor can track and protect different parts of the program more effectively. This prevents one program section from accidentally overwriting another, enhancing program stability and security.

ii) Increased Efficiency: Segmentation allows the microprocessor to translate logical addresses (used by the program) to physical addresses (used by memory) more efficiently. This is because the segment table helps map logical segment addresses to physical memory locations, reducing the number of memory accesses needed.

2. Explain the significance of REP Prefix

The REP (Repeat) prefix is an x86 instruction prefix that is used to repeat certain string and memory operations. It plays a crucial role in repetitive operations where the same operation needs to be performed multiple times on a sequence of data. The significance of the REP prefix lies in its ability to simplify and optimize repetitive string operations in x86 assembly language.