

Laboratory Exercise 1

Write an C++ language program that animates given colored text in 80x25 text mode. The program should use 0x60 keyboard port and `inportb(...)` function to get keyboard input. Arrow keys should be used to move the text up, down, left and right. `Esc` key should be used to exit the application. Program should use `pokeb(...)` function to write colored text directly to video memory in order for it to appear on the screen. The foreground and background text color should be switched by using '+' and '-' keys respectively. Use example programs for accomplishing the exercise.