# Microprocessor and Interfacing Lab Experiment 3

Name: Om Ashish Mishra

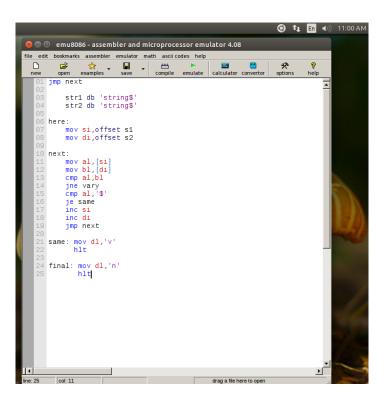
Registration Number: 16BCE0789

Slot: B2

Write an ALP to perform the following string operations length, reverse and compare.

This question I have divided into 3 parts.

(i) Compare



Aim: Compare two strings

Algorithm:

Step 1: First we store the value f two strings one in si and other in di using offset.

Step 2: Then we compare them using cmp instruction.

Step 3: If it varies we go to vary and stop else we continue.

Step 4: Then we check whether we reached the end if yes we go to same and stop.

Step 5: Inorder go back into the loop we use increase of si and di.

Step 6: We get the result same or not.

| Memory Address | Instruction            | Hex code |
|----------------|------------------------|----------|
| 1000 1001      | Jmp next               | B0,05    |
| 1002 1003      | Str1 db 'string\$'     | 8A,D8    |
| 1004 1005      | Str2 db 'string\$'     | FE,CB    |
| 1006 1007      | Here: mov si,offset s1 | F6,E3    |
| 1008 1009 100A | Mov di, offset s2      | 80,FB,02 |
| 100B 100C      | Next: mov al,[si]      | 75,F7    |
| 100D           | Mov bl, [di]           | F4       |
| 1016 1017      | Cmp al,bl              | 74 1A    |
| 1018 1019      | Jne vary               | 3C 61    |
| 101A 101B      | Cmp al,'\$'            | 74 0B    |
| 101C 101D      | Je same                | 3C 65    |
| 101E 101F      | Inc si                 | 74 0E    |
| 1020 1021      | Inc di                 | 3C 69    |
| 1022 1023      | Jmp next               | 74 0A    |
| 1024 1025      | Same: mov dl, 'v'      | 3C 6F    |
| 1026 1027      | hlt                    | 74 06    |
| 1028 1029      | Final: mov dl,'n'      | 3C 75    |
| 102A 102B      | hlt                    | 74 02    |

Sample Input: Ram,Ram

Sample Output: Equal

#### Result:

The result is both the strings are equal.

#### (ii) Length

```
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         *
                                           >
                                                   =
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  examples
        open
                                  compile
                                         emulate
                                                 calculator convertor
   01 jmp next
          str1 db 'abcd1234$'
   04 next: mov al,00h
   05
            mov si, offset str1
   06
   07 count: cmp [si],'$'
   08
             je ex
   09
             inc al
   10
             inc si
             jmp count
   13 ex: hlt
```

Aim: Length of the string

Algorithm:

Step 1: First we store the value of the string

Step 2: Then we run a loop check if we have reached the end.

Step 3: In the process the value of counter keeps on increasing and thus the program ends

Step 4: We get the result.

| Memory Address | Instruction          | Hex code |
|----------------|----------------------|----------|
| 1000 1001      | Jmp next             | B0,05    |
| 1002 1003      | Str1 db 'abcd1234\$' | 8A,D8    |
| 1004 1005      | Next: mov al,00h     | FE,CB    |

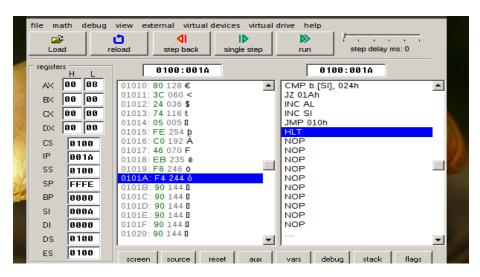
| 1006 1007      | mov si,offset s1      | F6,E3    |
|----------------|-----------------------|----------|
| 1008 1009 100A | Count: cmp [si], '\$' | 80,FB,02 |
| 100B 100C      | Je ex                 | 75,F7    |
| 100D           | Inc al                | F4       |
| 1016 1017      | Inc si                | 74 1A    |
| 1018 1019      | Jmp count             | 3C 61    |
| 101A 101B      | Ex: hlt               | 74 0B    |

Sample Input: God is Great!!

Sample Output: Dh

Result:

The length of the string is Dh.(14 latters long in decimal).



2. To Count the number of vowels in a given string.

```
01 jmp next
       str db 'Education$'
04
       lea si,str
       mov bl,000h
07 next:
08
      mov al,[si]
09
       inc si
       cmp al,'$'
       je final
11
12
       cmp al, 'a'
       je count
14
        cmp al, 'e'
15
       je count
        cmp al,'i'
17
       ie count
        cmp al,'o'
18
19
       je count
        cmp al, 'u'
       je count
       jmp next
24 count: inc bl
          jmp next
27 final: hlt
```

Aim: Count number of vowels.

## Algorithm:

- Step 1: First we take a string and store it (here the string is Education)
- Step 2: Then we change the value of bl as 0h as we are going to use it for counter.
- Step 3: Then we run a loop where we check if it is a vowel ('a', 'e'; 'i', 'o', 'u').
- Step 4: If vowel the value of bl is increased else we check the next element by increasing si and going back to the loop.
- Step 5: On every count the value of count increases
- Step 6: Thus we get the value no of vowels and we stop.

| Memory Address | Instruction          | Hex code |
|----------------|----------------------|----------|
| 1000 1001      | Jmp next             | EB,0F    |
| 1002 1003      | Str db 'education\$' | 8A,D8    |

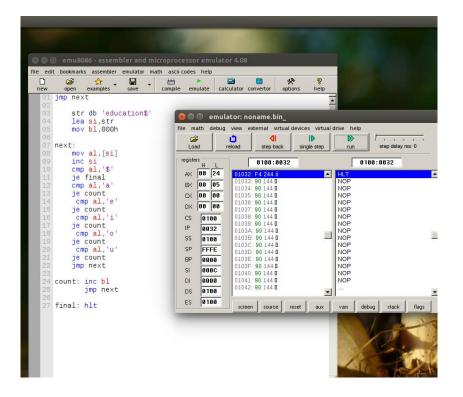
| 1004 1005 | Lea si,str        | FE,CB |
|-----------|-------------------|-------|
| 1006 1007 | Mov bl,000h       | 8A,4F |
| 1011 1012 | Next: mov al,[si] | 8A,4f |
| 1013      | Inc si            | 46    |
| 1014 1015 | Cmp al,'\$'       | 3C,24 |
| 1016 1017 | Je final          | 74 1A |
| 1018 1019 | Cmp al,'a'        | 3C 61 |
| 101A 101B | Je final          | 74 0B |
| 101C 101D | Cmp al,'e'        | 3C 65 |
| 101E 101F | Je final          | 74 0E |
| 1020 1021 | Cmp al,'i'        | 3C 69 |
| 1022 1023 | Je final          | 74 0A |
| 1024 1025 | Cmp al,'o'        | 3C 6F |
| 1026 1027 | Je final          | 74 06 |
| 1028 1029 | Cmp al,'u'        | 3C 75 |
| 102A 102B | Je count          | 74 02 |
| 102C 102D | Jmp next          | EF E4 |
| 102E 102F | Count: inc bl     | EB E3 |
| 1030 1031 | Jmp next          | FE E3 |
| 10321033  | Final: hlt        | F4    |

Sample Input: Education

Sample Output: 05h

Result:

The result of number of vowels is 05h.



#### (iii) Reverse

Aim: Reverse the given string

## Algorithm:

Step 1: First we get the string in the data segment.

Step 2: Then we store it in accumulator

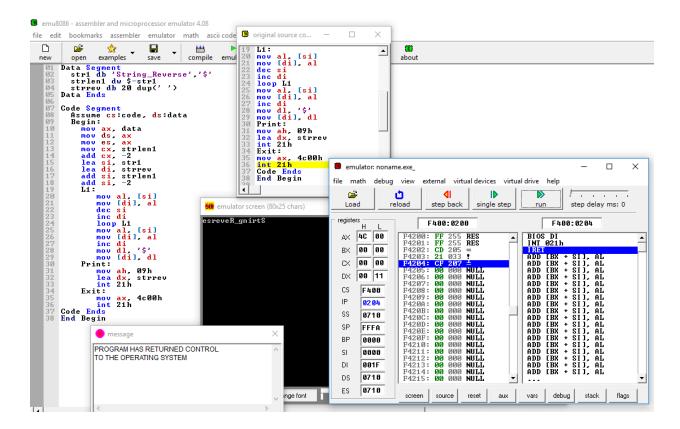
Step 3: Then we run a loop to check the rotate the text.(this is done by store the string in another string in opposite direction.

Step 4: Then we print the reversed string

Step 5: Halt the code

| Memory Address | Instruction           | Hex code |
|----------------|-----------------------|----------|
|                |                       |          |
| 1000           | Data Segment          | B0       |
| 1002 1003      | str1 db               | 8A,D8    |
|                | 'String_Reverse','\$' |          |
| 1004 1005      | strlen1 dw \$-str1    | FE,CB    |
| 1006 1007      | strrev db 20 dup(' ') | F6,E3    |
| 1008           | Data Ends             | 80       |

| 1009      | Code Segment            | F4,6E |
|-----------|-------------------------|-------|
| 100A 100B | Assume cs:code, ds:data | 8A,D8 |
| 100C 100D | Begin:                  | FE,CB |
| 100C 100D | mov ax, data            | FE,CB |
| 100E 100F | mov ds, ax              | 80,FB |
| 1010 1012 | mov es, ax              | B0,05 |
| 1013 1014 | mov cx, strlen1         | 8A,D8 |
| 1015 1016 | add cx, -2              | FE,CB |
| 1017 1018 | lea si, str1            | F6,E3 |
| 1019 101A | lea di, strrev          | 80,FB |
| 101B 101C | add si, strlen1         | B0,05 |
| 101D 101E | add si, -2              | 8A,D8 |
| 101F 1020 | L1:                     | FE,7C |
| 101F 1020 | mov al, [si]            | FE,7C |
| 1021 1022 | mov [di], al            | 80,FB |
| 1023      | dec si                  | B5    |
| 1024      | inc di                  | 4A    |
| 1025      | loop L1                 | E8    |
| 1026 1027 | mov al, [si]            | F6,E3 |
| 1028 1029 | mov [di], al            | 80,FB |
| 102A      | inc di                  | D3    |
| 102B 102C | mov dl, '\$'            | 8A,D8 |
| 102D 102E | mov [di], dl            | FE,CB |
| 102F 1030 | Print:                  | F6,E3 |
| 102F 1030 | mov ah, 09h             | F6,E3 |
| 1031 1032 | lea dx, strrev          | B0,05 |
| 1033      | int 21h                 | 8A,D8 |
| 1034 1035 | Exit:                   | F6,CB |
| 1034 1035 | mov ax, 4c00h           | F6,CB |
| 1036      | int 21h                 | 80    |
| 1037      | Code Ends               | B9    |
| 1038      | End Begin               | 8B    |



Sample Input: we are here

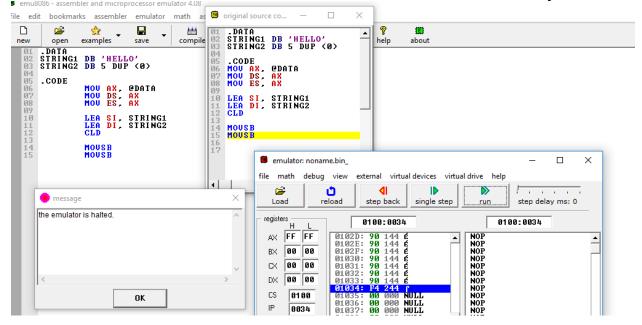
Sample Output: ereh era ew

Result:

The reverse string is given of the input.

3. Analyse the string Instruction MOVSB, CMPS, SCAS etc.

MOVSB: The MOVSB instruction tells the assembler to move data as bytes.

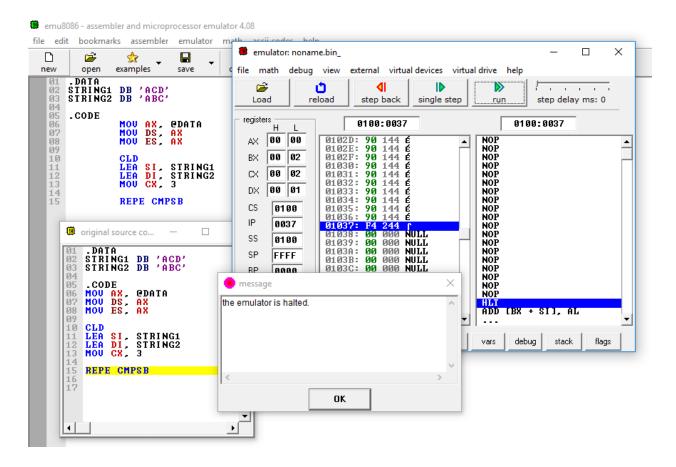


CMPS: This is used to compare the strings, words and double words

CMPSB - compares BYTE at ES:DI with BYTE at DS:SI and sets flags.

CMPSW - compares WORD at ES:DI with WORD at DS:SI and sets flags.

CMPSD - compares DOUBLE WORD at ES:DI with WORD at DS:SI and sets flags.



SCAS: This instructyion is used to do various kind of comparisons

SCASB - compares BYTE at ES:DI with AL and sets flags according to result.

SCASW - compares WORD at ES:DI with AX and sets flags.

SCASD - compares DOUBLE WORD at ES:DI with EAX and sets flags.

emu8086 - assembler and microprocessor emulator 4.08 file edit bookmarks assembler emulator math memulator: noname.bin **=** examples open new save file math debug view external virtual devices virtual drive help .DATA STRING1 DB 'ABC' Ů 41 11 **>** reload step back single step run step delay ms: 0 AX, ES

OR CLD
OP LEA DI. STRING1
10 MOU AL. 'B'
11 SCASB:
13 SCASE: .CODE registers 0100:0031 0100:0031 0102C: 90 144 É
0102D: 90 144 É
0102E: 90 144 É
0102F: 90 144 É
0103F: 90 144 É
0103D: 70 144 É
01030: 90 144 É
01033: 60 000 NULL
01033: 60 000 NULL
01035: 60 000 NULL
01036: 60 000 NULL
01038: 60 000 NULL
01039: 60 000 NULL
01039: 60 000 NULL
01039: 60 000 NULL
01039: 60 000 NULL
01038: 60 000 NULL
01038: 60 000 NULL
01038: 60 000 NULL
01038: 60 000 NULL AX 01 42 NOP NOP NOP 00 01 ВX NOP NOP SCASB; scan first byte SCASB; scan 2nd byte CX 00 01 NOP NOP DX 00 01 NOP NOP CS 0100 NOP NOP NOP NOP 0031 original source co... — × 0100 01 .DATA
02 STRING1 DB 'ABC'
03 .CODE
05 MOU AX. EDATA
06 MOU AX. ES
07 CLD
09 LEA DI. STRING1
10 MOU AL. 'B'
11 SCASB; scan fir:
13 3CASB; scan 2nd NOP NOP ∸ FFFE 0000 01030: 00 000 NULL 01038: 00 000 NULL 01038: 00 000 NULL 01040: 00 000 NULL 01041: 00 000 NULL 0000 0002 0100 0100 SCASB; scan first byte 3CASB; scan 2nd byte screen source vars debug stack flags × 🥮 message the emulator is halted. OK