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| **Class/Sem:** | SE/IV |
| **Experiment No.:** | 3 |
| **Title:** | Program for drawing square using Assembly Language. |
| **Date of Performance:** |  |
| **Date of Submission:** |  |
| **Marks:** |  |
| **Sign of Faculty:** |  |

**Aim:** Program for drawing square using Assembly Language.

**Theory:** INT 10h is a video service bios interrupt. It includes services like setting the video mode, character and string output and reading and writing pixels in graphics mode. To use the BIOS interrupt load ah with the desired sub-function. Load other required parameters in other registers and make a call to INT 10h.

INT 10h/AH = 0ch -Write graphics pixel.

**Input:**

AL = pixel colour

CX = column

DX = row

**Algorithm:**

1. Start

2. Initialize ax to 0013h for graphics mode.

3. Set the Counter bx to 60 h.

4. Initialize the co-ordinates cx and dx to 60h.

5. Set the Color.

6. Set Display Mode function by making ah = 0ch.

7. Increment cx and Decrement bx.

8. Repeat step 7 until bx = 0.

9. Initialize the counter by making bx = 60h.

10. Set the color.

11. Set Display Mode function by making ah = 0ch.

12. Increment dx & Decrement bx.

13. Repeat step 12 until bx = 0.

14. Initialize the counter by making bx = 60h.

15. Set the Color.

16. Set Display Mode function by making ah = 0ch.

17. Decrement cx and Decrement bx.

18. Repeat step 17 until bx = 0.

19. Initialize the counter by making bx = 60h.

20. Set the color.

21. Set Display Mede function by making ah = 0ch.

22. Decrement dx & Decrement bx.

23. Repeat step 22 until bx = 0.

24. To end the program use DOS interrupt:

1) Load ah = 4ch.

2) Call int 21h.

25. Stop.

Code :

Output :

**Conclusion:**

1. Explain the use of int 10.
2. Explain hardware interrupts.

