

Assembly Programming Lab. (2)

1

<DupOp1.asm>

```
.model small
.stack
.data
msg db 1 dup('*'), '$' ; Run the program again by replacing 1 with 2, 3, 4, etc.
.code
main proc
    mov ax, @data
    mov ds, ax

    mov ah, 09h
    mov dx, offset msg
    int 21h

    mov ah, 4Ch
    int 21h
end main
end
```

2

<DupOp2.asm>

```
.model small
.stack
.data
msg db 1 dup('*'),0Ah,0Dh ; 0Ah: New line(line feed), 0Dh: Carriage Return →check it out in Ascii code table
      db 2 dup('*'),0Ah,0Dh, '$'
.code
main proc
        mov ax, @data
        mov ds, ax

        mov ah, 09h
        mov dx, offset msg
        int 21h

        mov ah, 4Ch
        int 21h
end main
end
```

3

INT21h_01h.asm

```
.model small
.stack
.data
msg1 db "Enter the char.: '$'
msg2 db 0ah,0dh,"The char. you entered is: '$'

.code
main proc
        mov ax,@data
        mov ds,ax

        mov ah, 09h
        mov dx,offset msg1
        int 21h

        mov ah,01h; Read single character from standard input
        int 21h
        mov bl, al

        mov ah,09h
        mov dx,offset msg2
        int 21h

        mov ah,02h
        mov dl,bl
        int 21h

        mov ah,4ch
        int 21h
end main
end
```

4

printchar.asm

Q1-1. Write an assembly language program to print all letters as follows:

AB.....YZ

Note: To print a character on the screen you have to use the int 21h with the service 2, the character to be printed have to be in dl. For Example, the following code print A on the screen.

```
mov ah, 2  
mov dl, 41h  
int 21h
```

Note: Don't use loop.

Q1-2. Rewrite an assembly language program question above using the loop.

5

dupoperand.asm

Q2-1. Print the following output on the command window using the DUP Operator.

```
*  
**  
***  
****  
*****
```

Hint code)

```
.model small  
.stack  
.data  
msg db 1 dup('*'),0Ah,0Dh  
      db 2 dup('*'),0Ah,0Dh, '$'  
  
.code  
main proc  
    mov ax,@data  
    mov ds,ax  
  
    mov ah,09h  
    mov dx,offset msg  
    int 21h  
  
    mov ah,4Ch  
    int 21h  
end main  
end
```

Q2-2. Rewrite an assembly language program question above using the loop.

6

linefeed.asm

Q3-1. Write your name on the console (using 0Ah = line feed) as the following:

KIM

YOUNG

GAB

Q3-2. Rewrite an assembly language program question above using the loop.