

Assembly Language Program using MASM assembler and AFD debugger

By:- Assignwise

Install MASM assembler and AFD debugger and write an assembly language program to compare the first and last two digits of your NUID- For example, if the NUID is AB123456789, then the first and last two digits are 12 and 89 respectively.

While comparing, if the first two digits are less than the last two digits, then subtract the first value from the second otherwise perform their addition. At the end, store the result (subtraction or addition) in memory.

Requirements:

Save your complete NUID in memory using Base Register Indirect+ Offset addressing mode (if last digit of your NUID is odd) or Indexed Register+ Offset addressing mode (if last digit of your NUID is even).

Note:

Make it sure to use your own NUID otherwise zero marks will be awarded. Moreover, you must store the first and last two digits in memory separately.

Note: Submission must be a Pdf file with screenshots or relevant output/diagram on ms-teams.

Document Requirements:

Cover Page

Paper White A4 paper

Typeface Myriad Pro

Font size 12

Font style Regular

Font color Black

Spacing 1.5

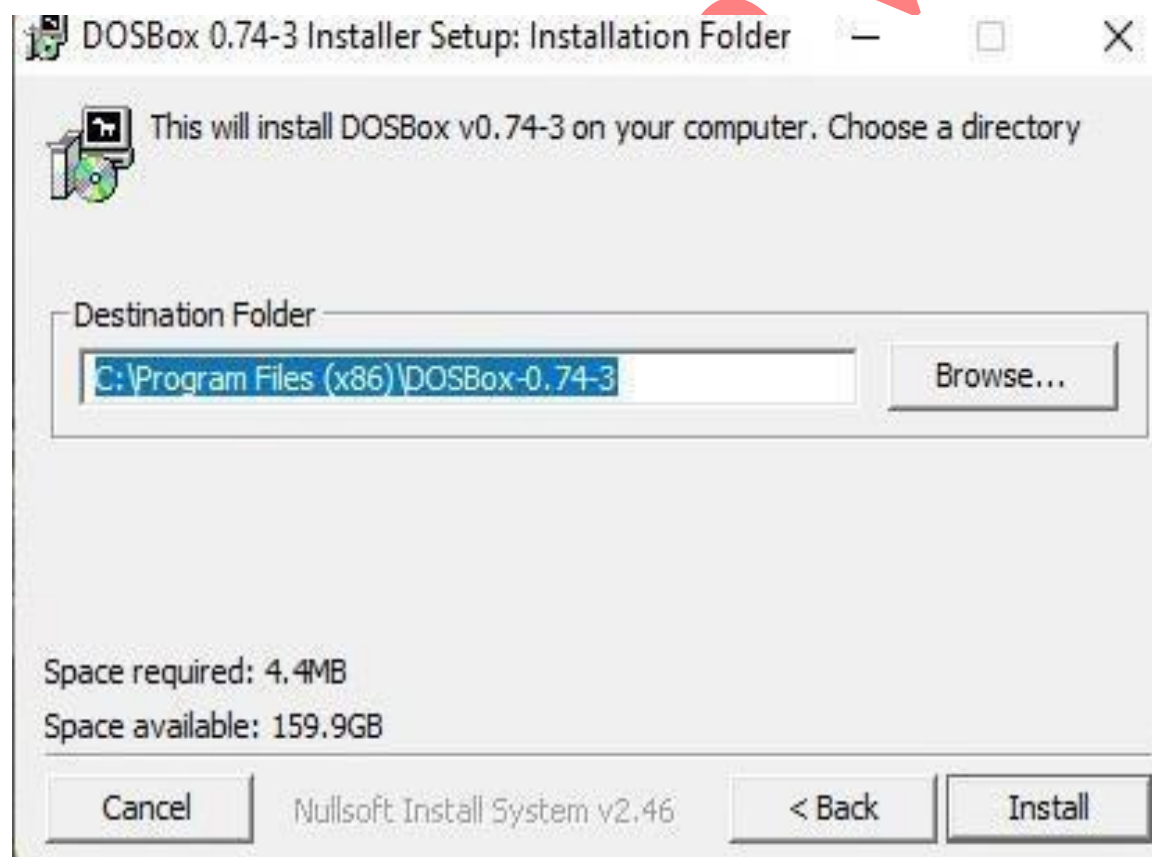
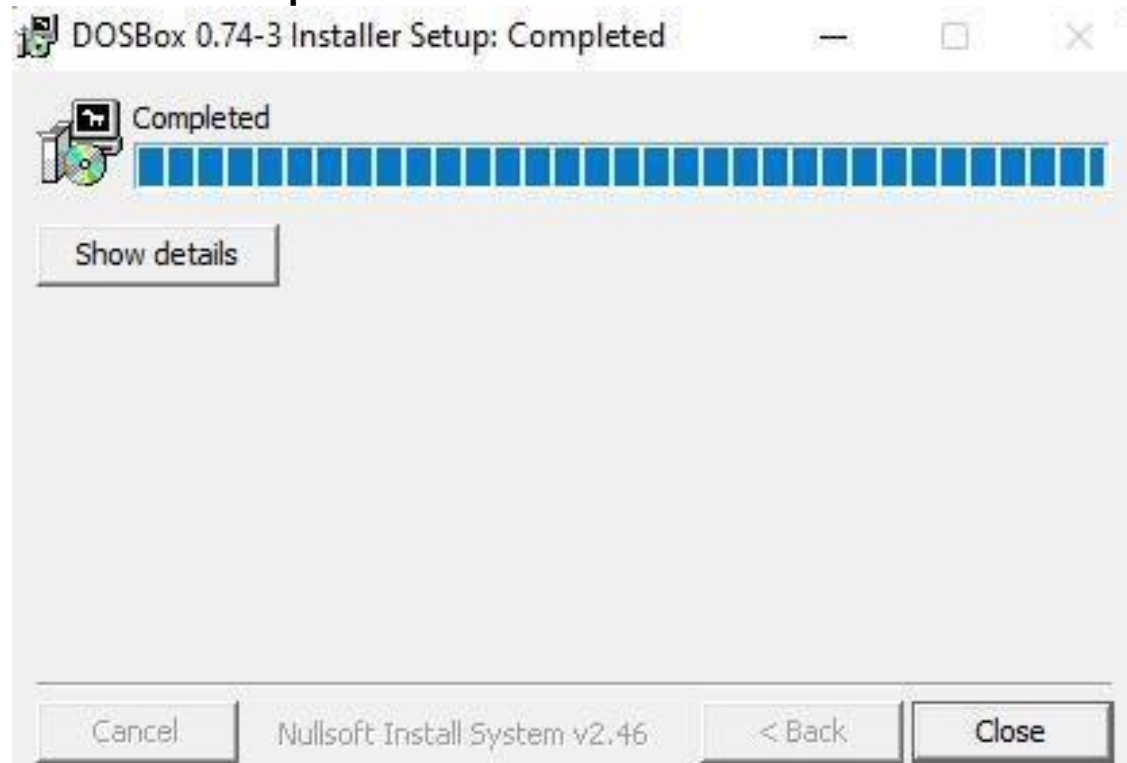
Alignment Justified

Page numbering Centre

First Page Topic at the Top-centre (Font: Myriad Pro, 12, Bold)

Diagrams With Caption

Screenshot Output



Task 1

```
;NUID=NU123456712
```

```
[org 0x0100]
```

```
jmp start
```

```
p: dw 12
```

```
a: dw 12
```

```
result: dw 0
```

```
start:
```

```
mov ax,0
```

```
mov bx,0
```

```
mov ax,[p]
```

```
mov bx,[a]
```

```
cmp ax,bx
```

```
jnge subt
```

```
add ax,bx
```

```
mov [result],ax
```

```
jmp exit
```

```
subt: sub bx,ax
```

```
mov[result],bx
```

```
jmp exit
```

```
exit:
```

```
mov ax,0x4c00
```

Task 2

DOSBox Status Window

DOSBox 0.74-3, Cpu speed: 3000 cycles, Frameskip 0, Progra...

AX	0000	SI	0000	CS	19F5	IP	0100	Stack	+0 0000	Flags	7202
BX	0000	DI	0000	DS	19F5				+2 20CD		
CX	002E	BP	0000	ES	19F5	HS	19F5		+4 9FFF	OF	DF IF SF ZF AF PF CF
DX	0000	SP	FFFE	SS	19F5	FS	19F5		+6 EA00	0	0 1 0 0 0 0 0

CMD >

0100	E90600	JMP	0109
0103	0C00	OR	AL,00
0105	0C00	OR	AL,00
0107	0000	ADD	[BX+SI],AL
0109	B80000	MOV	AX,0000
010C	B80000	MOV	BX,0000
010F	A10301	MOV	AX,[0103]
0112	8B1E0501	MOV	BX,[0105]

1

	0	1	2	3	4	5	6	7
DS:0000	CD	20	FF	9F	00	EA	F0	FE
DS:0008	AD	DE	1B	05	C5	06	00	00
DS:0010	18	01	10	01	18	01	92	01
DS:0018	01	01	01	00	02	FF	FF	FF
DS:0020	FF	FF	FF	FF	FF	FF	FF	FF
DS:0028	FF	FF	FF	FF	EB	19	C0	11
DS:0030	A2	01	14	00	18	00	F5	19
DS:0038	FF	FF	FF	FF	00	00	00	00
DS:0040	05	00	00	00	00	00	00	00
DS:0048	00	00	00	00	00	00	00	00

2

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
DS:0000	CD	20	FF	9F	00	EA	F0	FE	AD	DE	1B	05	C5	06	00	00
DS:0010	18	01	10	01	18	01	92	01	01	01	01	00	02	FF	FF	FF
DS:0020	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	EB	19	C0	11	
DS:0030	A2	01	14	00	18	00	F5	19	FF	FF	FF	FF	00	00	00	00
DS:0040	05	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00

= f.Ω= i | . . .
.....fl.
δ. L.
ó.....J.
.....

1 Step

2ProcStep

3Retrieve

4Help ON

5BRK Menu

6

7 up

8 dn

9 le

10 ri

al\DOSBox\dosbox-0.74-3.conf

Task 3

DOSBox Status Window

DOSBox 0.74-3, Cpu speed: 3000 cycles, Frameskip 0, Progra...

CopAX 0000 SI 0000 CS 19F5 IP 010F Stack +0 7214 Flags 7200
 --BX 0000 DI 0000 DS 19F5 +2 20CD
 CON CX 0000 BP 0000 ES 19F5 HS 19F5 +4 9FFF OF DF IF SF ZF AF PF CF
 MID DX 0000 SP FFFE SS 19F5 FS 19F5 +6 EA00 0 0 1 0 0 0 0 0

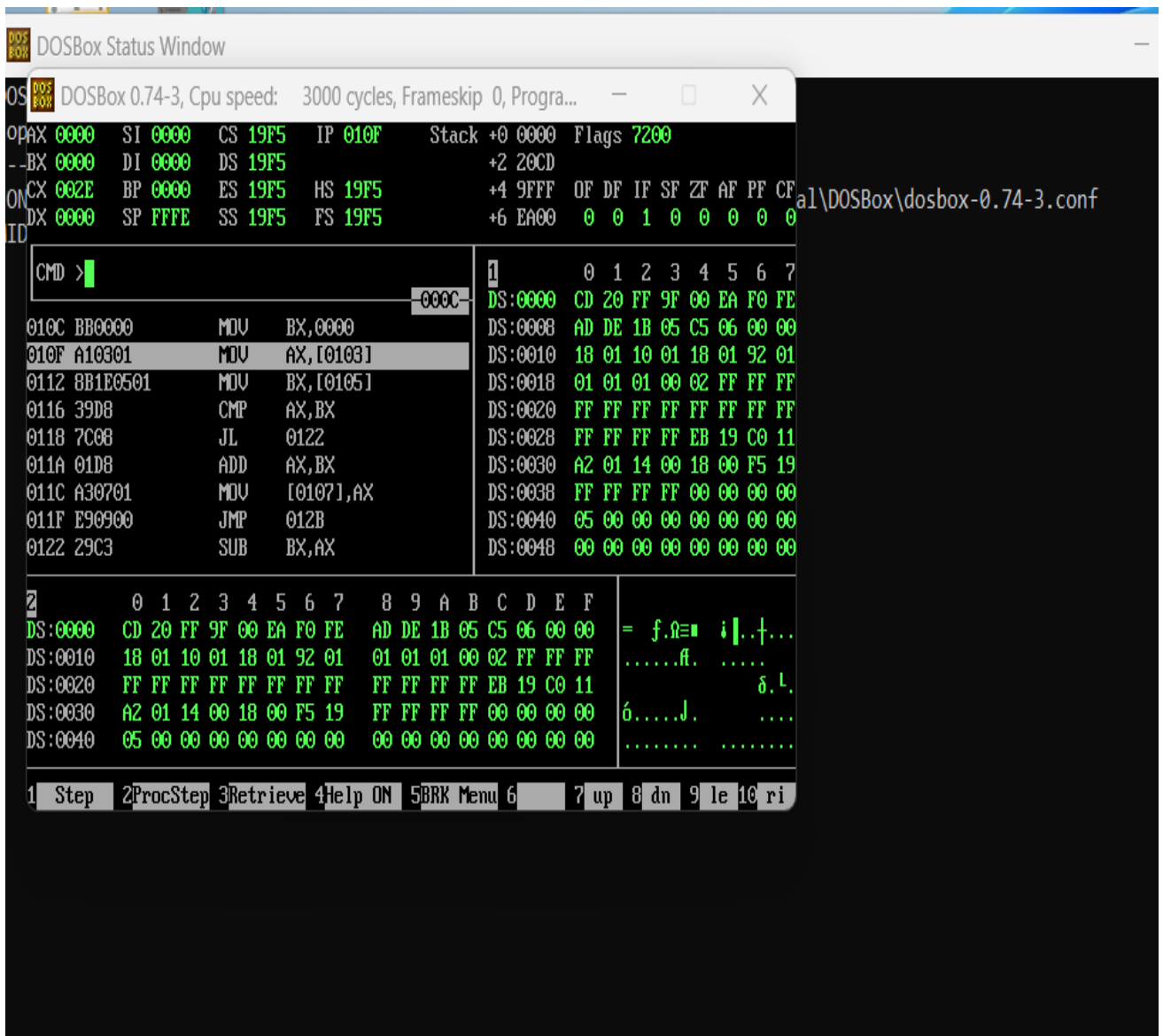
CMD > |

Address	Disassembly	Comment	Hex
010C	BB0000	MOV BX,0000	0000
010F	A10301	MOV AX,[0103]	
0112	8B1E0501	MOV BX,[0105]	
0116	39D8	CMP AX,BX	
0118	7C08	JL 0122	
011A	01D8	ADD AX,BX	
011C	A30701	MOV [0107],AX	
011F	E90900	JMP 012B	
0122	29C3	SUB BX,AX	

Address	Hex	ASCII
DS:0000	CD 20 FF 9F 00 EA FF FF	= f.n i..f...
DS:0010	18 01 10 01 18 01 92 01f.
DS:0020	FF FF FF FF FF FF FF FFδ.p.
DS:0030	A2 01 14 00 18 00 F5 19	ó.....J.
DS:0040	05 00 00 00 00 00 00 00

1 Step 2ProcStep 3Retrieve 4Help ON 5BRK Menu 6 7 up 8 dn 9 le 10 ri

al\DOSBox\dosbox-0.74-3.conf



DOSBox Status Window

DOSBox 0.74-3, Cpu speed: 3000 cycles, Frameskip 0, Progra...

OPAX 0000 SI 0000 CS 19F5 IP 010F Stack +0 0000 Flags 7200

-BX 0000 DI 0000 DS 19F5 +2 20CD

CX 002E BP 0000 ES 19F5 HS 19F5 +4 9FFF OF DF IF SF ZF AF PF CF

DX 0000 SP FFFE SS 19F5 FS 19F5 +6 EA00 0 0 1 0 0 0 0 0

CMD >

010C BB0000 MOV BX,0000

010F A10301 MOV AX,[0103]

0112 8B1E0501 MOV BX,[0105]

0116 39D8 CMP AX,BX

0118 7C08 JL 0122

011A 01D8 ADD AX,BX

011C A30701 MOV [0107],AX

011F E90900 JMP 012B

0122 29C3 SUB BX,AX

10 1 2 3 4 5 6 7

DS:0000 CD 20 FF 9F 00 EA F0 FE

DS:0008 AD DE 1B 05 C5 06 00 00

DS:0010 18 01 10 01 18 01 92 01

DS:0018 01 01 01 00 02 FF FF FF

DS:0020 FF FF FF FF FF FF FF FF

DS:0028 FF FF FF FF EB 19 C0 11

DS:0030 A2 01 14 00 18 00 F5 19

DS:0038 FF FF FF FF 00 00 00 00

DS:0040 05 00 00 00 00 00 00 00

DS:0048 00 00 00 00 00 00 00 00

20 1 2 3 4 5 6 7 8 9 A B C D E F

DS:0000 CD 20 FF 9F 00 EA F0 FE AD DE 1B 05 C5 06 00 00

DS:0010 18 01 10 01 18 01 92 01 01 01 01 00 02 FF FF FF

DS:0020 FF FF FF FF FF FF FF FF FF FF FF FF EB 19 C0 11

DS:0030 A2 01 14 00 18 00 F5 19 FF FF FF FF 00 00 00 00

DS:0040 05 00 00 00 00 00 00 00 00 00 00 00 00 00

1 Step 2ProcStep 3Retrieve 4Help ON 5BRK Menu 6 7 up 8 dn 9 le 10 ri

al\DOSBox\dosbox-0.74-3.conf

ASS

DOSBox 0.74-3, Cpu speed: 3000 cycles, Frameskip 0, Progra...

opAX 0018 SI 0000 CS 19F5 IP 011C Stack +0 7214 Flags 7214
 --BX 000C DI 0000 DS 19F5 +2 20CD
 ON CX 0000 BP 0000 ES 19F5 HS 19F5 +4 9FFF OF DF IF SF ZF AF PF CF
 ID DX 0000 SP FFFE SS 19F5 FS 19F5 +6 EA00 0 0 1 0 0 1 1 0

CMD >

011A 01D8 ADD AX,BX
 011C A30701 MOV [0107],AX
 011F E90900 JMP 012B
 0122 29C3 SUB BX,AX
 0124 891E0701 MOV [0107],BX
 0128 E90000 JMP 012B
 012B B8004C MOV AX,4C00
 012E C3 RET
 012F 8B07 MOV AX,[BX]

1 0 1 2 3 4 5 6 7
 DS:0000 CD 20 FF 9F 00 EA FF FF
 DS:0008 AD DE 1B 05 C5 06 00 00
 DS:0010 18 01 10 01 18 01 92 01
 DS:0018 01 01 01 00 02 FF FF FF
 DS:0020 FF FF FF FF FF FF FF FF
 DS:0028 FF FF FF FF EB 19 E6 11
 DS:0030 A2 01 14 00 18 00 F5 19
 DS:0038 FF FF FF FF 00 00 00 00
 DS:0040 05 00 00 00 00 00 00 00
 DS:0048 00 00 00 00 00 00 00 00

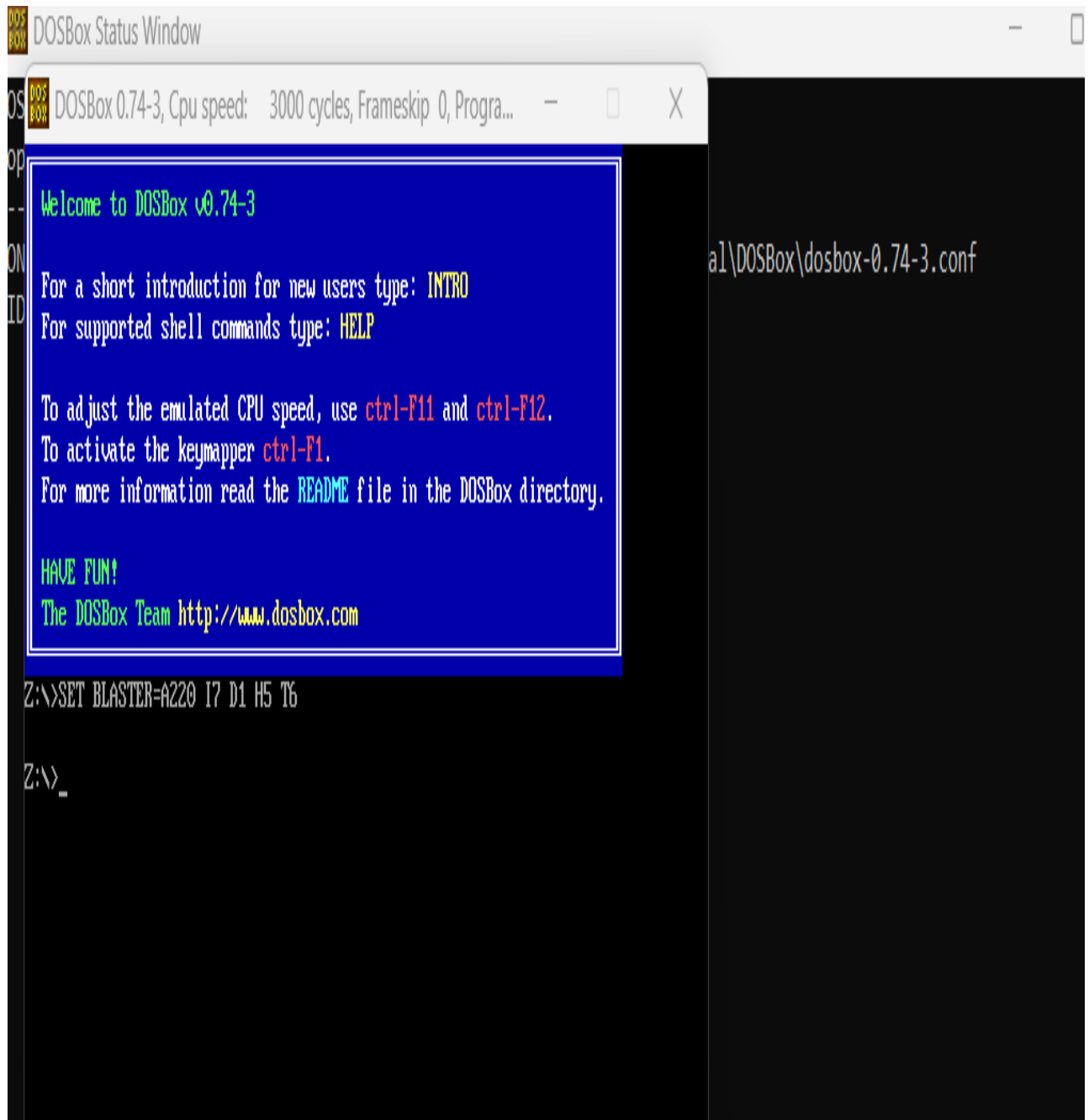
2 0 1 2 3 4 5 6 7 8 9 A B C D E F
 DS:0000 CD 20 FF 9F 00 EA FF FF AD DE 1B 05 C5 06 00 00
 DS:0010 18 01 10 01 18 01 92 01 01 01 01 00 02 FF FF FF
 DS:0020 FF FF FF FF FF FF FF FF FF FF FF FF EB 19 E6 11
 DS:0030 A2 01 14 00 18 00 F5 19 FF FF FF FF 00 00 00 00
 DS:0040 05 00 00 00 00 00 00 00 00 00 00 00 00 00 00

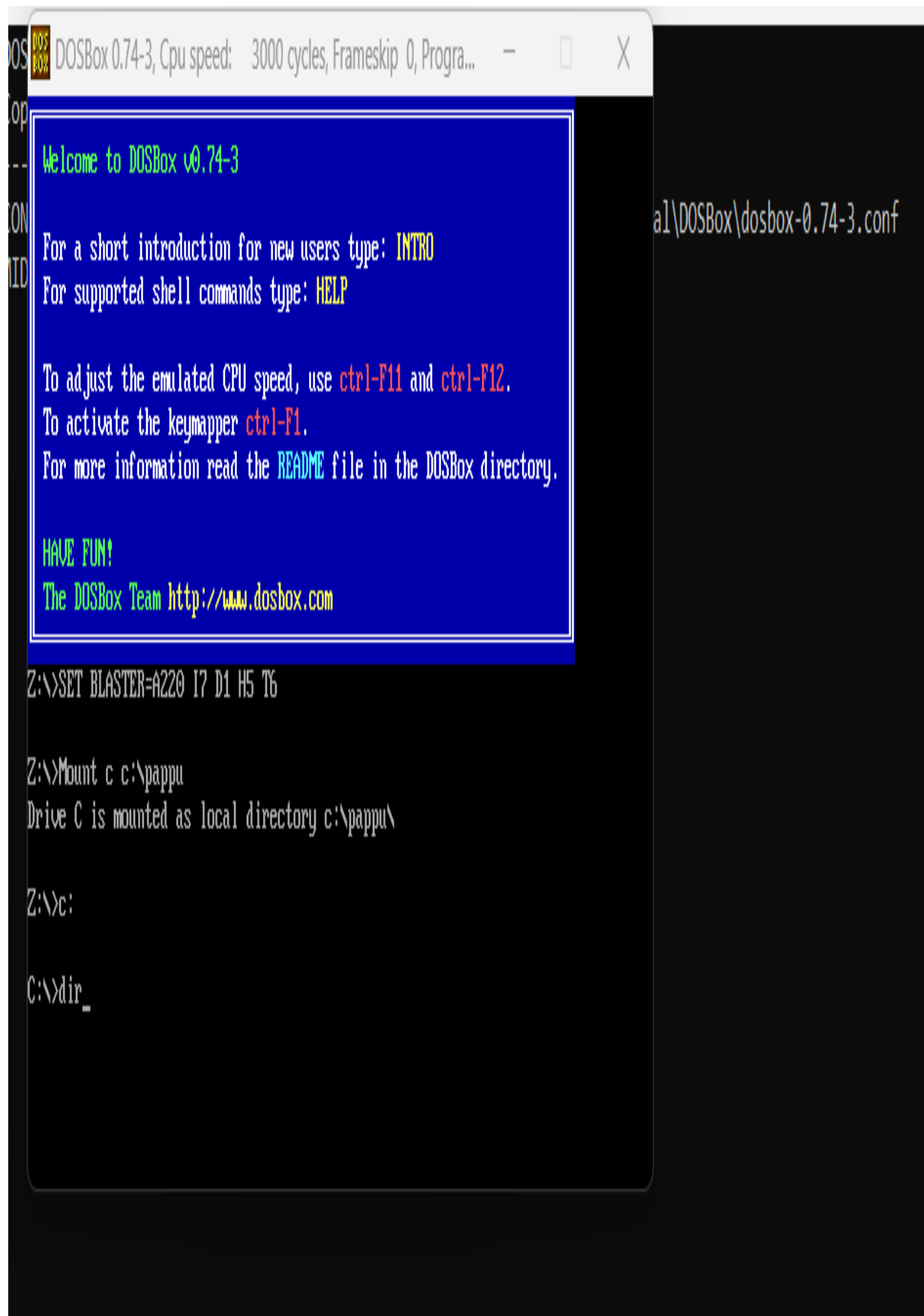
= f.Ω i | . † ...
f.
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 ó.....J.

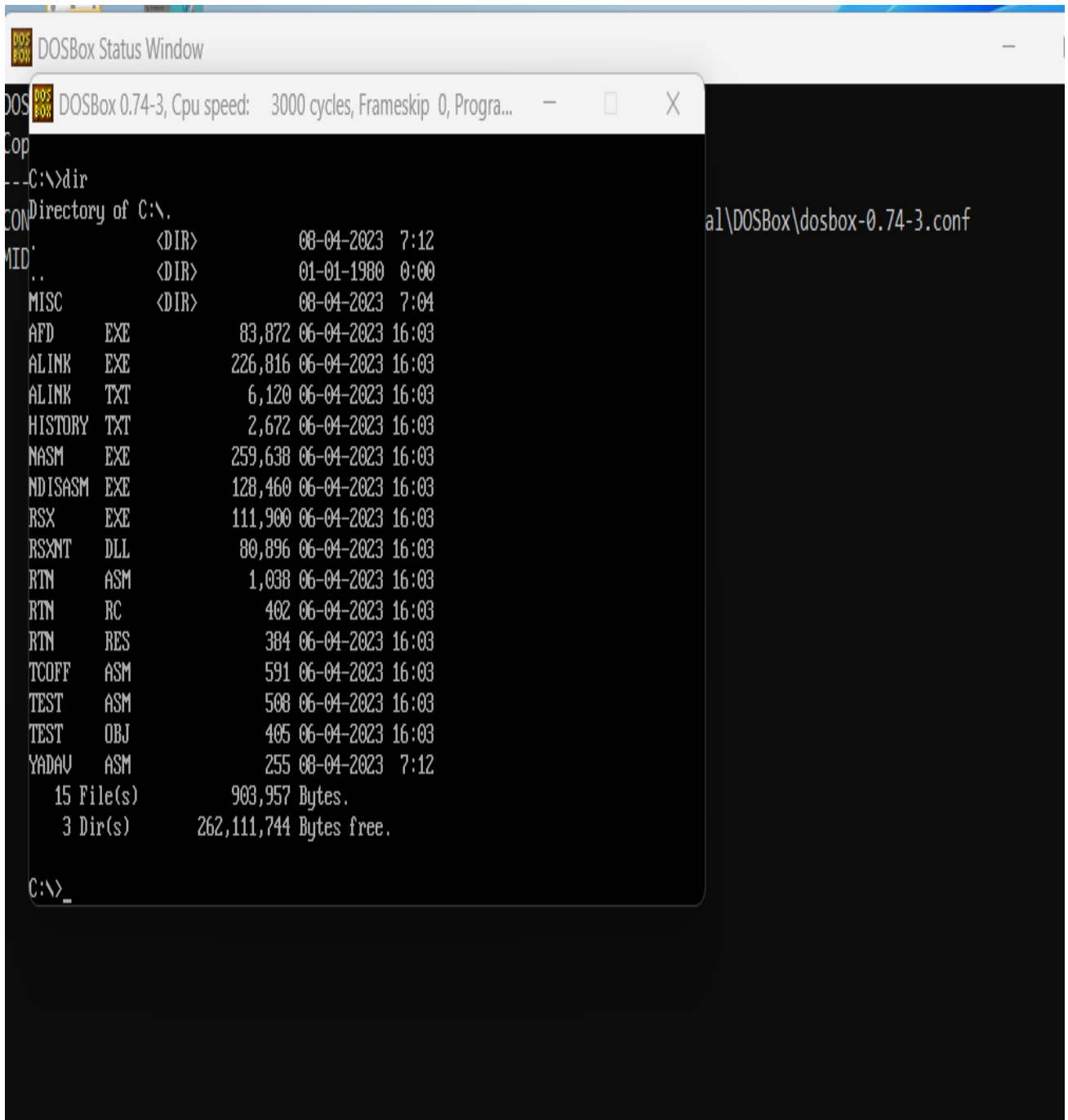
1 Step 2ProcStep 3Retrieve 4Help ON 5BRK Menu 6 7 up 8 dn 9 le 10 ri

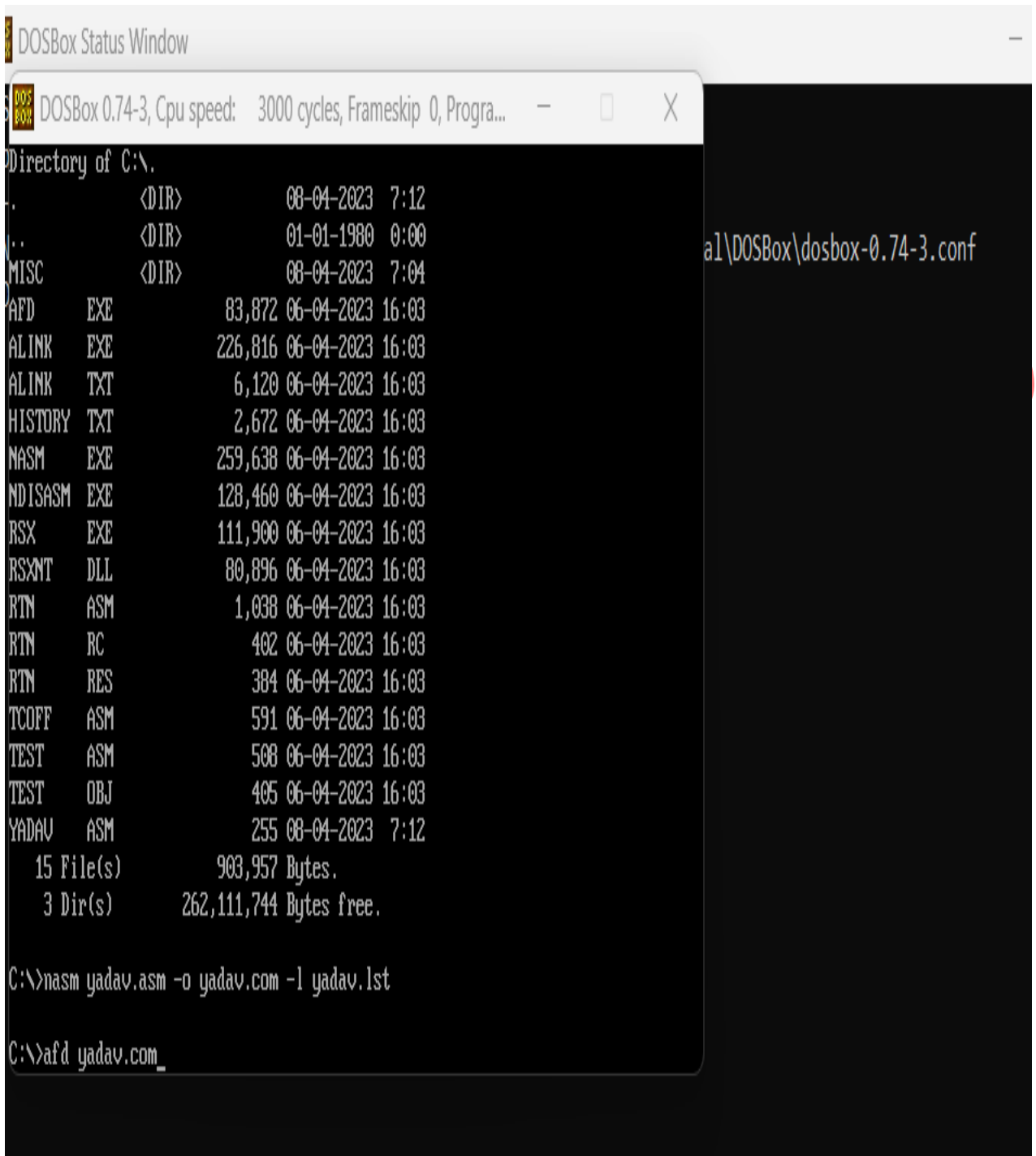
al\DOSBox\dosbox-0.74-3.conf

Task 4










Task 5



The screenshot shows a DOSBox window titled "DOSBox 0.74-3, Cpu speed: 3000 cycles, Frameskip 0, Progra...". A blue dialog box with a white border displays the following text:

```
Welcome to DOSBox v0.74-3

For a short introduction for new users type: INTRO
For supported shell commands type: HELP

To adjust the emulated CPU speed, use ctrl-F11 and ctrl-F12.
To activate the keymapper ctrl-F1.
For more information read the README file in the DOSBox directory.

HAVE FUN!
The DOSBox Team http://www.dosbox.com
```

Below the dialog box, the command prompt shows the following commands and output:

```
Z:\>SET BLASTER=A220 I7 D1 H5 T6

Z:\>Mount c c:\pappu
Drive C is mounted as local directory c:\pappu\

Z:\>c:

C:\>dir_

C:\>nasm yadav.asm -o yadav.com -l yadav.lst

C:\>afd yadav.com_
```

A large red watermark "ASS" is visible diagonally across the bottom half of the image.

Conclusion

In this programming report, I compared the first and second digits of the NUID NU123456712 in order to perform a certain operation. The numbers were 12, and when I compared them, I saw that the last two digits were 12. I followed the instructions and subtracted the first amount from the second since the first two numbers were less than the last two digits. Through this simple task, I was able to exercise my programming skills and develop my problem-solving ability.

Additionally, I studied the concept of opcode, addressing models, addressing formats, and subroutines in great detail. Opcode is the code for the instruction used to perform the operation by the CPU. Addressing models outline the memory access methods used by the CPU. The three different addressing models are indirect addressing, direct addressing, and instantaneous addressing. Addressing formats are used in the instruction to communicate the data. There are two different types of addressing formats: operand and opcode. Subroutines are also used to break up large programs into manageable, more manageable pieces.

The process of writing this report has enhanced my research methods and abilities. My research and examination of the various programming concepts have helped me to have a better understanding of the topics covered in this report. I've also improved my capacity to communicate ideas clearly and coherently, which is an essential skill in any field.

Finally, producing this programming report allowed me the chance to put my programming knowledge to work to accomplish a certain goal. It has also improved my understanding of programming concepts like subroutines, opcode, addressing models, and addressing formats. Finally, writing this report has improved my research methods, research skills, and ability to organize and concisely convey facts.

References

1. University Slides (Online)
(April 6, 2023)
2. Youtube(Online)
https://youtu.be/punYQ03UU_k
<https://youtu.be/F-btuGnVrfl>
(April 6, 2023)

Assignmentwise

Marking schema

Marking Criteria	Allocated Marks	Marks Given
Question		
Task-1: Assembly language program for above question Code written in Word.	20 marks	
Task-2: Screenshot of AFD debugger at the start of program	10 marks	
Task-3: Screenshot of AFD debugger showing the final value in memory.	10 marks	
Task-4: Screenshot of all primary steps while installing MASM assembler.	10 marks	
Task-5: Screenshot of all primary steps while installing AFD debugger.	10 marks	
Task-6 References	5 marks	
Task-7 Conclusion	5 marks	
Total Marks (70)		
Comments:		