

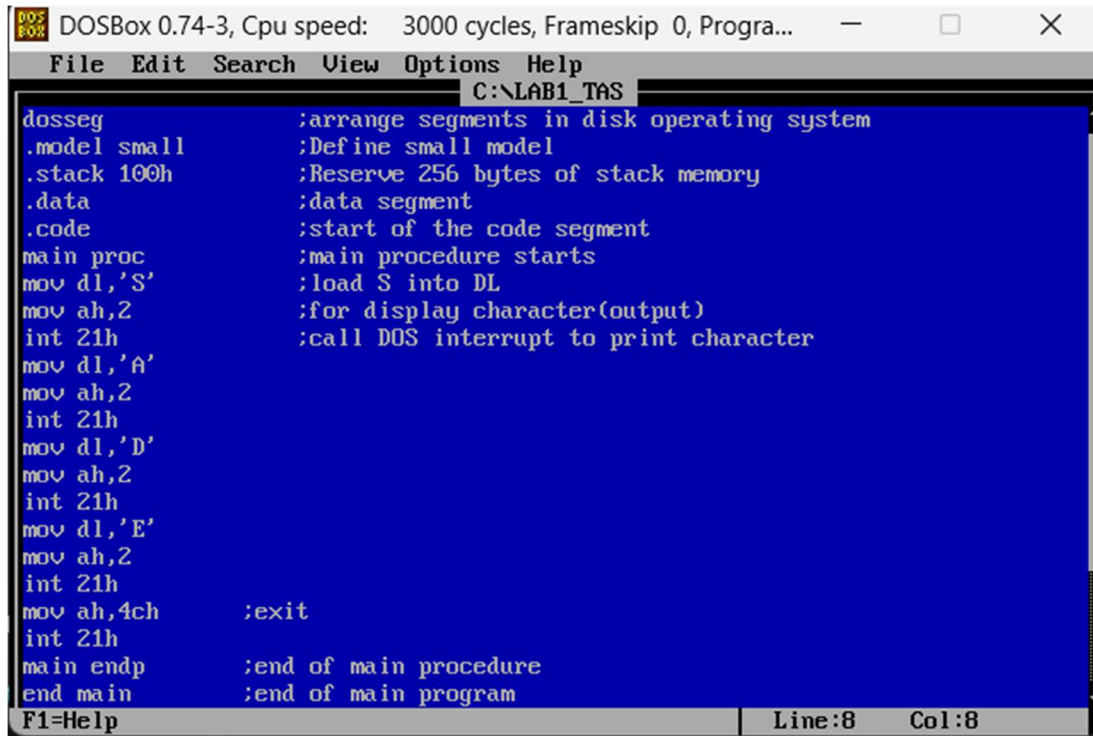
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Class: BS AI

Subject: COAL

TASK:1 Print Your name

CODE:-



The image shows a DOSBox window titled "DOSBox 0.74-3, Cpu speed: 3000 cycles, Frameskip 0, Progra...". The window has a menu bar with "File", "Edit", "Search", "View", "Options", and "Help". The title bar also includes "C:\LAB1_TAS". The main area displays assembly code for a program that prints the name "SADDEEM". The code is as follows:

```
dosseg          ;arrange segments in disk operating system
.model small    ;Define small model
.stack 100h     ;Reserve 256 bytes of stack memory
.data          ;data segment
.code          ;start of the code segment
main proc      ;main procedure starts
mov dl,'S'     ;load S into DL
mov ah,2       ;for display character(output)
int 21h        ;call DOS interrupt to print character
mov dl,'A'
mov ah,2
int 21h
mov dl,'D'
mov ah,2
int 21h
mov dl,'E'
mov ah,2
int 21h
mov ah,4ch     ;exit
int 21h
main endp      ;end of main procedure
end main       ;end of main program
```

The status bar at the bottom shows "F1=Help" on the left and "Line:8 Col:8" on the right.

```
DOSBox 0.74, Cpu speed: 3000 cycles, Frameskip 0, Program: DOSBOX
Drive C is mounted as local directory c:\mp\
Z:\>c:
C:\>edit lab1_task1_67006.asm
C:\>masm lab1_task1_67006.asm;
Microsoft (R) Macro Assembler Version 5.00
Copyright (C) Microsoft Corp 1981-1985, 1987. All rights reserved.

51650 + 464894 Bytes symbol space free

0 Warning Errors
0 Severe Errors

C:\>link lab1_task1_67006.obj;
Microsoft (R) Overlay Linker Version 3.60
Copyright (C) Microsoft Corp 1983-1987. All rights reserved.

C:\>lab1_task1_67006.exe
ammar
```

Task:2 Make Nasm Table

```
DOSBox 0.74, Cpu speed: 3000 cycles, Frameskip 0, Program: EDIT
File Edit Search View Options Help
C:\LAB2_TAS.ASM
[org 0x100] ;address of the given code
mov ax,5 ;immediate mode moves the value 5 to accumulator register
mov bx,3 ;again moves value to base register
add ax,bx ;it mean addition of above values and stores in ax
mov bx,4 ;changes value of bx to 4 and overwrites other value
mov ax,0x4c00 ;store the value to ax which call the interrupt
int 0x21 ;the interrupt performs the Termination Program

S_
F1=Help | Line:22 Col:2
```

DOSBox 0.74, Cpu speed: 3000 cycles, Frameskip 0, Program: AFD

AX 0000

SI 0000

CS 19F5

IP 0100

Stack +0 0000

Flags 7202

BX 0000

DI 0000

DS 19F5

+2 20CD

CX 0688

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 >

CD

0100 2020

AND

[BX+SI],AH

0102 2020

AND

[BX+SI],AH

0104 2031

AND

[BX+DI],DH

0106 2020

AND

[BX+SI],AH

0108 2020

AND

[BX+SI],AH

010A 2020

AND

[BX+SI],AH

010C 2020

AND

[BX+SI],AH

010E 2020

AND

[BX+SI],AH

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 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 FF FF

AD DE 1B 05 C5 06 00 00

= f.n i |..+...

DS:0010

18 01 10 01 18 01 92 01

01 01 01 00 02 FF FF FF

.....ff.

DS:0020

FF FF FF FF FF FF FF FF

FF FF FF FF EB 19 C0 11

.....δ. L.

DS:0030

A2 01 14 00 18 00 F5 19

FF FF FF FF 00 00 00 00

6.....J.

DS:0040

05 00 00 00 00 00 00 00

00 00 00 00 00 00 00 00

.....

1 Step

2 ProcStep

3 Retrieve

4 Help ON

5 BRK Menu

6

7 up

8 dn

9 le

10 ri