



Experiment 7: Reversal of String

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ALPs to be completed



- 1. Write a program to reverse the given string and store at the same location.
- 2. Write a program using the LOOP instruction with indirect addressing that copies a string from source to target, reversing the character order in the process.

7.1 Reversal of String

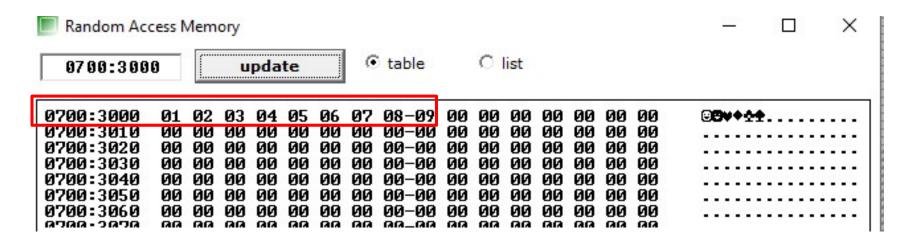


Objective: Reversal of string.

Restrictions: No other memory location to be used.

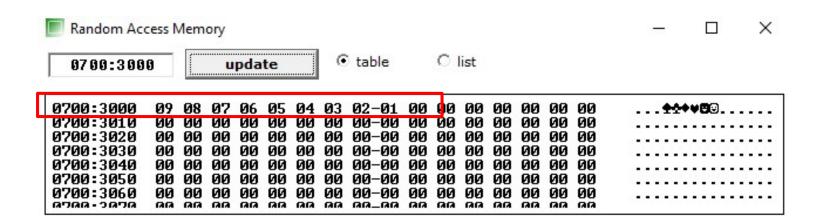
Solution: Use of XCHG command.

Example:



7.1 Reversal of String





7.1 Reversal of String: Pseudocode



```
org 100h
MOV SI, XXXXH
MOV CL, xxH
MOV CH,00H
MOV DI, yyyyH
L1: MOV AL, [S]
    MOV BL, [DI]
    XCHG [xx], BL
    XCHG [yy], AL
    INC SI
    DEC DI
    INC ZZ
    DEC ww
    CMP CL, CH
    JGE xx ▲
    INT 21H
ret
```

```
Assume: SI = 4000h
DI = Dependent on length of string

Data string: OA, OB, OD, OF, OE, O1, O7h
```

Change here to complete the code.

Review Questions



- 1. Repeat the problem with data ranging from 00h to 0Fh.
- 2. What is the role of JGE instruction?
- 3. Which addressing mode is used here?



Algorithm

- 1. Create a string like: "I am a student of BITS-Pilani"
- 2. Traverse through the string
- 3. Push the characters in the stack
- 4. Count the number of characters
- 5. Load the staring address of the string
- 6. POP the top character of the stack until count is not equal to zero
- 7. Put the character and reduce the count and increase the address
- 8. Continue until the count is greater than zero
- 9. Load the effective address of the string in dx using LEA command
- 10. Print the sting by calling the interrupt with 9H in AH
- 11. The string must be terminated by '\$' sign



```
org 100h
.DATA
; The string to be printed
STRING DB 'I am a student of BITS-Pilani', '$'
. CODE
MAIN PROC FAR
MOV AX, @DATA
MOV DS, AX
; call reverse function
CALL REVERSE
; load address of the string
LEA DX, STRING
; output the string
: loaded in dx
MOV AH, 09H
INT 21H ; interrupt to exit
MOV AH, 4CH
TNT 21H
```

Continued...



```
MAIN ENDP
REVERSE PROC
    ; load the offset of
    ; the string
    MOV SI, OFFSET STRING
    ; count of characters of the;
    ;string
    MOV CX, OH
    TOOP1:
    ; compare if this is;
    ; the last character
    MOV AX, [SI]
    CMP AL, '$'
    JE LABEL1
    ; else push it in the;
    ;stack
    PUSH [SI]
    ; increment the pointer;
    ; and count
    INC SI
    INC CX
```

Continued...



```
JMP LOOP1
    LABEL1:
   ; again load the starting;
    ; address of the string
   MOV SI, OFFSET STRING
        LOOP2:
       ; if count not equal to zero
        CMP CX, 0
        JE EXIT
        ; pop the top of stack
        POP DX
        ; make dh, 0
        XOR DH, DH
        ; put the character of the;
        ; reversed string
        MOV [SI], DX
        ; increment si and;
        :decrement count
        INC SI
        DEC CX
        JMP LOOP2
   EXIT:
   ; add $ to the end of string
   MOV [SI],'$ '
    RET
REVERSE ENDP
END MAIN
ret
```

No need to initialize a memory. Output will be shown automatically.

7.2 Reversing Character Order



```
org 100h
MOV SI, xxxxh
MOV DI, yyyyh
MOV CX, zzzzh
L1: cld
    lodsb
    std
    stosb
    loop zz ←
int 21h
ret
```

```
Assume: SI = 3000h
DI = 2000h

Data to be reversed:
00,01,02,03,04
```

Change here to complete the code.

Review Questions



- 1. Repeat the problem with data ranging from 00h to 0Fh
- 2. What are the roles of CLD and STD instructions?