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COAL

Assessment No 13

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Q1

[org 0x0100]

mov ax, 0B800h ; video memory

mov es, ax

mov cx, 80 ; 80 chars

mov di, 0 ; start at 0

mov ah, 1Eh ; attribute

mov al, 'X' ; character

cld

rep stosw ; fill row

mov ah, 00h ; wait key

int 16h

```
mov ax, 4C00h
```

```
int 21h
```

Q2

```
[org 0x0100]
```

```
mov ax, 0B800h ; video memory
```

```
mov es, ax
```

```
mov ds, ax
```

```
mov ax, 80 ; calc row 5 offset
```

```
mov bx, 5
```

```
mul bx
```

```
shl ax, 1
```

```
mov si, ax
```

```
mov ax, 80 ; calc row 10 offset
```

```
mov bx, 10
```

```
mul bx
```

```
shl ax, 1
```

```
mov di, ax
```

```
mov cx, 80      ; 80 words
```

```
cld
```

```
rep movsw      ; copy row
```

```
mov ah, 00h      ; wait key
```

```
int 16h
```

```
mov ax, 4C00h
```

```
int 21h
```

Q3

```
[org 0x0100]
```

```
mov ax, 0B800h      ; video memory
```

```
mov es, ax
```

```
mov ds, ax
```

```
mov ax, 79      ; last col of row 0
```

```
shl ax, 1

mov si, ax

mov ax, 80+79      ; last col of row 1

shl ax, 1

mov di, ax

mov cx, 80          ; 80 words

std              ; backward copy

rep movsw        ; copy row

mov ah, 00h        ; wait key

int 16h

mov ax, 4C00h

int 21h
```

Q4

```
[org 0x0100]
```

```
jmp start
```

```
row: dw 3      ; row
```

```
col: dw 20     ; column
```

```
msgs: db "COAL LAB 13",0
```

```
start:
```

```
    mov ax, 0B800h    ; video memory
```

```
    mov es, ax
```

```
    mov ax, 80      ; row offset
```

```
    mov bx, [row]
```

```
    mul bx
```

```
    add ax, [col]
```

```
    shl ax, 1      ; convert to bytes
```

```
    mov di, ax
```

```
    mov ah, 07h    ; attribute
```

```
mov si, mgs
```

```
cld
```

```
print:
```

```
lodsb      ; get char
```

```
mov [es:di], ax ; write
```

```
add di, 2
```

```
cmp byte [si], 0 ; end?
```

```
jnz print
```

```
mov ah, 00h      ; wait key
```

```
int 16h
```

```
mov ax, 4C00h
```

```
int 21h
```

Q5

```
[org 0x0100]
```

```
jmp start
```

```
vptr: dw 0, 0B800h ; offset, segment
```

```
start:
```

```
les di, [vptr] ; load ES:DI
```

```
mov ax, 0F48h ; 'H' + attribute
```

```
stosw ; write to video memory
```

```
mov ah, 00h ; wait key
```

```
int 16h
```

```
mov ax, 4C00h
```

```
int 21h
```

Q6

[org 0x100]

start:

 mov ah, 0x35

 mov al, 0x00

 int 0x21

 mov [old_off], bx ; save offset of old handler

 mov ax, es

 mov [old_seg], ax ; save segment of old handler

-

 mov dx, new_handler ; offset of new handler

 mov ax, cs

 mov ds, ax ; DS = CS before DOS call

 mov ah, 0x25

 mov al, 0x00 ; interrupt number = 0

 int 0x21 ; INT 0 now points to new_handler

 mov ax, 5

```
mov bl, 0      ; denominator = 0
```

```
div bl      ; triggers INT 0
```

```
mov dx, old_off
```

```
mov ax, old_seg
```

```
mov ds, ax
```

```
mov ah, 0x25
```

```
mov al, 0x00
```

```
int 0x21
```

```
mov ax, 0x4C00
```

```
int 0x21
```

```
new_handler:
```

```
; Save all registers
```

```
push ax
```

```
push bx
```

```
push cx
```

```
push dx
push si
push di
push bp
push ds
push es

mov ax, cs
mov ds, ax      ; DS = CS to access message

mov si, message ; point to message string

print_loop:
lodsb        ; load next character into AL
cmp al, 0    ; check for null terminator
je done_print
mov ah, 0x0E  ; BIOS teletype function
mov bh, 0x00  ; page 0
int 0x10     ; print character
jmp print_loop
```

```
done_print:
```

```
    pop es
```

```
    pop ds
```

```
    pop bp
```

```
    pop di
```

```
    pop si
```

```
    pop dx
```

```
    pop cx
```

```
    pop bx
```

```
    pop ax
```

```
    iret      ; return from interrupt
```

```
old_off dw 0      ; old INT 0 offset
```

```
old_seg dw 0      ; old INT 0 segment
```

```
message db 'Division Error!', 0
```

Q7

```
[org 0x0100] ; COM program start
```

```
start:
```

```
    mov ax, cs
```

```
    mov es, ax ; set ES = CS for string scanning
```

```
    mov di, str_start
```

```
    mov cx, str_length
```

```
    mov al, 'a' ; character to search for
```

```
repne scasb ; scan string until match or end
```

```
jne char_not_found ; if not found, jump
```

```
dec di ; adjust DI to point to matched character
```

```
mov dx, di ; store offset of found character
```

```
jmp exit_program
```

```
char_not_found:
```

```
    mov dx, 0FFFFh ; set DX = FFFFh if character not found
```

```
exit_program:  
    mov ax, 4C00h  
    int 21h          ; terminate program
```

```
str_start db "Assembly Language"  
str_length db 17
```

Q8

```
[org 0x0100]          ; COM program starts at offset 100h
```

```
start:
```

```
    mov ax, cs
```

```
    mov ds, ax
```

```
    mov ah, 0x35
```

```
    mov al, 0x60
```

```
    int 0x21          ; get current INT 60h handler
```

```
    mov [old_off], bx      ; save old ISR offset
```

```
mov ax, es

mov [old_seg], ax      ; save old ISR segment

mov dx, new_int60_handler ; offset of new ISR

mov ax, cs

mov ds, ax

mov ah, 0x25

mov al, 0x60

int 0x21      ; install new INT 60h handler

int 0x60      ; call new ISR directly

mov dx, [old_off]

mov ax, [old_seg]

mov ds, ax

mov ah, 0x25

mov al, 0x60

int 0x21      ; restore original INT 60h handler

mov ax, 4C00h

int 21h      ; terminate program
```

```
; --- New INT 60h handler ---
```

```
new_int60_handler:
```

```
    push ax
```

```
    push bx
```

```
    push cx
```

```
    push dx
```

```
    push si
```

```
    push di
```

```
    push bp
```

```
    push ds
```

```
    push es      ; save all registers
```

```
    mov ax, cs
```

```
    mov ds, ax      ; DS = CS to access message
```

```
    mov si, msg      ; SI → message
```

```
.print_loop:
```

```
    lodsb      ; load next character
```

```
cmp al, 0
je .done
mov ah, 0x0E      ; BIOS teletype print
mov bh, 0x00
int 0x10
jmp .print_loop
```

.done:

```
pop es
pop ds
pop bp
pop di
pop si
pop dx
pop cx
pop bx
pop ax      ; restore registers
iret      ; return from interrupt
```

```
old_off dw 0      ; old INT 60h offset
old_seg dw 0      ; old INT 60h segment
```

```
msg db "Custom Interrupt Called!", 0 ; message printed by ISR
```