

## SOLUTIONS OF PRACTICE PROBLEMS FOR LAB 3

A1.

Using rotate instruction sets or resets the carry flag depending on the bit rotated.

Instruction on 10E is JNC (same as JAE)

```
DOSBox 0.74, Cpu speed: 3000 cycles, Frameskip 0, Program:...
0059:010E jnc 106
0059:0110
-u 100
0059:0100 BAAB12      MOV     DX,12AB
0059:0103 B90000      MOV     CX,0000
0059:0106 83F910      CMP     CX,+10
0059:0109 7409        JZ      0114
0059:010B 41          INC     CX
0059:010C D1C2        ROL     DX,1
0059:010E 73F6        JAE     0106
0059:0110 FEC0        INC     AL
0059:0112 EBF2        JMP     0106
0059:0114 C3          RET
0059:0115 F0          LOCK    (unused)
0059:0116 C3          RET
0059:0117 0000        ADD     [BX+SI],AL
0059:0119 0000        ADD     [BX+SI],AL
0059:011B 0000        ADD     [BX+SI],AL
0059:011D 0000        ADD     [BX+SI],AL
0059:011F 0000        ADD     [BX+SI],AL
-g=100 114
AX=0007 BX=0000 CX=0010 DX=12AB SP=FFFE BP=0000 SI=0000 DI=0000
DS=0059 ES=0059 SS=0059 CS=0059 IP=0114 NU UP EI PL ZR NA PE NC
0059:0114 C3          RET
```

```
DOSBox 0.74, Cpu speed: 3000 cycles, Frameskip 0, Program:...
-a 100
0059:0100 mov dx,ffff
0059:0103
-r ax 0
-g=100 114
AX=0010 BX=0000 CX=0010 DX=FFFF SP=FFFE BP=0000 SI=0000 DI=0000
DS=0059 ES=0059 SS=0059 CS=0059 IP=0114 NU UP EI PL ZR NA PE NC
0059:0114 C3          RET
-a 100
0059:0100 mov dx,0000
0059:0103
-r ax 0
-g=100 114
AX=0000 BX=0000 CX=0010 DX=0000 SP=FFFE BP=0000 SI=0000 DI=0000
DS=0059 ES=0059 SS=0059 CS=0059 IP=0114 NU UP EI PL ZR NA PE NC
0059:0114 C3          RET
-a 100
0059:0100 mov dx,2345
0059:0103
-r ax 0
-g=100 114
AX=0006 BX=0000 CX=0010 DX=2345 SP=FFFE BP=0000 SI=0000 DI=0000
DS=0059 ES=0059 SS=0059 CS=0059 IP=0114 NU UP EI PL ZR NA PE NC
0059:0114 C3          RET
```

## A2. Method 2

Any number greater than 32 is divisible by 32 if the 5 LSB in binary representation are all '0's.

We don't care about rest bits so mask them by using AND with 0000 0000 0001 1111 i.e. 1F (hex)

1F (hex) AND D3E0

0000 0000 0001 1111 AND 1101 0011 1110 0000

Output : AX contains 1 if number divisible by 32, 2 otherwise

```
-u 100
0059:0100 BAE0D3      MOV     DX,D3E0
0059:0103 BB1F00      MOV     BX,001F
0059:0106 21D3        AND     BX,DX
0059:0108 83FB00      CMP     BX,+00
0059:010B 7404        JZ      0111
0059:010D B002      MOV     AL,02
0059:010F EB02      JMP     0113
0059:0111 B001      MOV     AL,01
0059:0113 C3          RET
0059:0114 0000      ADD     [BX+SI],AL
0059:0116 0000      ADD     [BX+SI],AL
0059:0118 0000      ADD     [BX+SI],AL
0059:011A 0000      ADD     [BX+SI],AL
0059:011C 0000      ADD     [BX+SI],AL
0059:011E 0000      ADD     [BX+SI],AL
-g=100 113
AX=0001 BX=0000 CX=0000 DX=D3E0 SP=FFFE BP=0000 SI=0000 DI=0000
DS=0059 ES=0059 SS=0059 CS=0059 IP=0113 NU UP EI PL ZR NA PE NC
0059:0113 C3          RET
-

-a 100
0059:0100 mov dx,d3f0
0059:0103
-r ax 0
-g=100 113
AX=0002 BX=0010 CX=0000 DX=D3F0 SP=FFFE BP=0000 SI=0000 DI=0000
DS=0059 ES=0059 SS=0059 CS=0059 IP=0113 NU UP EI PL NZ NA PO NC
0059:0113 C3          RET
-
```

A3.

Loading text from .txt file to DosBox :

1. Save .txt file in the "DEBUG" folder.
2. -n filename.txt
3. -l [memory location to load]

Check each character in first string and cross it out from second string if present in both.

Output : AX contains 1 if anagrams, 2 otherwise.

```
-u 100
0059:0100 B90600      MOV     CX,0006
0059:0103 BE0000      MOV     SI,0000
0059:0106 8A9C0002     MOV     BL,[SI+0200]
0059:010A BF0000      MOV     DI,0000
0059:010D 3A9D2002     CMP     BL,[DI+0220]
0059:0111 7407        JZ      011A
0059:0113 47          INC     DI
0059:0114 39CF        CMP     DI,CX
0059:0116 75F5        JNZ     010D
0059:0118 EB0D        JMP     0127
0059:011A 888D2002     MOV     [DI+0220],CL
0059:011E 46          INC     SI
0059:011F 39CE        CMP     SI,CX
-
0059:0121 75E3        JNZ     0106
0059:0123 B001        MOV     AL,01
0059:0125 EB02        JMP     0129
0059:0127 B002        MOV     AL,02
0059:0129 C3          RET
0059:012A 0000        ADD     [BX+SI],AL
-
-n 13a.txt
-l 200
-n 13b.txt
-l 220
-d 200
0059:0200 6C 69 73 74 65 6E 00 00-00 00 00 00 00 00 00 listen.....
0059:0210 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 .....
0059:0220 73 69 6C 65 6E 74 00 00-00 00 00 00 00 00 00 silent.....
0059:0230 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 .....
0059:0240 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 .....
0059:0250 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 .....
0059:0260 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 .....
0059:0270 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 .....
-g=100 129
AX=0001 BX=006E CX=0006 DX=0000 SP=FFFE BP=0000 SI=0006 DI=0004
DS=0859 ES=0859 SS=0859 CS=0859 IP=0129 NU UP EI PL ZR NA PE NC
0059:0129 C3          RET
-
```

```
-n 13a.txt
-l 200
-n 13b.txt
-l 220
-d 200
0059:0200 6E 6F 69 73 65 73 00 00-00 00 00 00 00 00 00 noises.....
0059:0210 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 .....
0059:0220 73 74 6F 6E 65 73 00 00-00 00 00 00 00 00 00 stones.....
0059:0230 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 .....
0059:0240 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 .....
0059:0250 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 .....
0059:0260 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 .....
0059:0270 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 .....
-g=100 129
AX=0002 BX=0069 CX=0006 DX=0000 SP=FFFE BP=0000 SI=0002 DI=0006
DS=0059 ES=0059 SS=0059 CS=0059 IP=0129 NU UP EI PL ZR NA PE NC
0059:0129 C3 RET
-
```