



BITS Pilani

Microprocessors & Interfacing

MASM

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Exercise



Write a program to take two numbers as input from the user and print its addition and subtraction results.

Questions



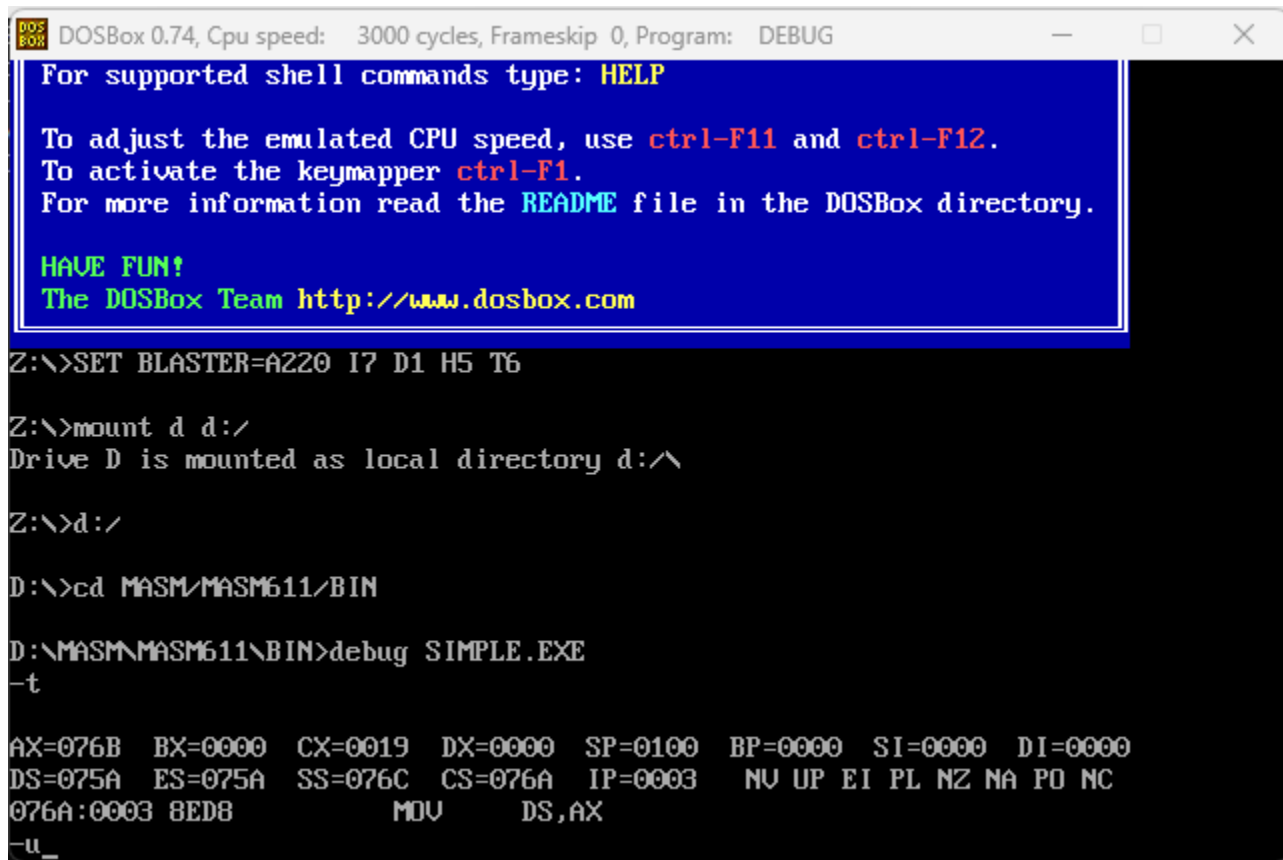
- .exit and int 21h with AH= 4CH is same?
- Why cant we move data to DS directly?

How to debug in MASM?

innovate

achieve

lead



```
DOSBox 0.74, Cpu speed: 3000 cycles, Frameskip 0, Program: DEBUG
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

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

Z:\>mount d d:/
Drive D is mounted as local directory d:\

Z:\>d:/

D:\>cd MASM\MASM611\BIN

D:\MASM\MASM611\BIN>debug SIMPLE.EXE
-t
AX=076B BX=0000 CX=0019 DX=0000 SP=0100 BP=0000 SI=0000 DI=0000
DS=075A ES=075A SS=076C CS=076A IP=0003  NV UP EI PL NZ NA PO NC
076A:0003 8ED8          MOV     DS,AX
-u_
```

How to debug in MASM?



```
DOSBox 0.74, Cpu speed: 3000 cycles, Frameskip 0, Program: DEBUG
Z:\>d:\
D:\>cd MASM\MASM611\BIN
D:\MASM\MASM611\BIN>debug SIMPLE.EXE
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AX=076B BX=0000 CX=0019 DX=0000 SP=0100 BP=0000 SI=0000 DI=0000
DS=075A ES=075A SS=076C CS=076A IP=0003  NU UP EI PL NZ NA PO NC
076A:0003 8ED8          MOV     DS,AX
-u 0003
076A:0003 8ED8          MOV     DS,AX
076A:0005 A00600          MOV     AL,[0006]
076A:0008 8A1E0700          MOV     BL,[0007]
076A:000C 02C3          ADD     AL,BL
076A:000E A20800          MOV     [0008],AL
076A:0011 B44C          MOV     AH,4C
076A:0013 CD21          INT     21
076A:0015 00361B00          ADD     [001B],DH
076A:0019 0000          ADD     [BX+SI],AL
076A:001B 0000          ADD     [BX+SI],AL
076A:001D 0000          ADD     [BX+SI],AL
076A:001F 0000          ADD     [BX+SI],AL
076A:0021 0000          ADD     [BX+SI],AL
```

ASCII Conversion



- Input from and output to the console is performed in ASCII format

Hex	Value	Hex	Value	Hex	Value	Hex	Value	Hex	Value	Hex	Value	Hex	Value	Hex	Value
00	NUL	10	DLE	20	SP	30	0	40	@	50	P	60	`	70	p
01	SOH	11	DC1	21	!	31	1	41	A	51	Q	61	a	71	q
02	STX	12	DC2	22	"	32	2	42	B	52	R	62	b	72	r
03	ETX	13	DC3	23	#	33	3	43	C	53	S	63	c	73	s
04	EOT	14	DC4	24	\$	34	4	44	D	54	T	64	d	74	t
05	ENQ	15	NAK	25	%	35	5	45	E	55	U	65	e	75	u
06	ACK	16	SYN	26	&	36	6	46	F	56	V	66	f	76	v
07	BEL	17	ETB	27	'	37	7	47	G	57	W	67	g	77	w
08	BS	18	CAN	28	(38	8	48	H	58	X	68	h	78	x
09	HT	19	EM	29)	39	9	49	I	59	Y	69	i	79	y
0A	LF	1A	SUB	2A	*	3A	:	4A	J	5A	Z	6A	j	7A	z
0B	VT	1B	ESC	2B	+	3B	;	4B	K	5B	[6B	k	7B	{
0C	FF	1C	FS	2C	,	3C	<	4C	L	5C	\	6C	l	7C	
0D	CR	1D	GS	2D	-	3D	=	4D	M	5D]	6D	m	7D	}
0E	SO	1E	RS	2E	.	3E	>	4E	N	5E	^	6E	n	7E	~
0F	SI	1F	US	2F	/	3F	?	4F	O	5F	_	6F	o	7F	DEL

ASCII Conversion



How to perform the conversion?

E.g. Input: 8h

Interrupts – Int 21h



Function 1- Character input with echo

Action:

Reads a character from the standard input device and echoes it to the standard output device.

If no character is ready it waits until one is available.

I/O can be re-directed, but prevents detection of OEF.

On entry:

AH = 01h

Returns:

AL = 8 bit data input

Interrupts – Int 21h



Function 2 - Character output

Action:	Outputs a character to the standard output device. I/O can be re-directed, but prevents detection of 'disc full'.
On entry:	AH = 02h DL = 8 bit data (usually ASCII character)
Returns:	Nothing

Interrupts – Int 21h



Function 08- Character input with no echo

Action:	Reads a character from the standard input device without copying it to the display. If no character is ready it waits until one is available.
On entry:	AH = 08h
Returns:	AL = 8 bit data input

Interrupts – Int 21h



Function 09- Output character string

Action:	Writes a string to the display.
On entry:	AH = 09h DS:DX = segment:offset of string
Returns:	Nothing
Notes:	The string must be terminated by the \$ character (24h), which is not transmitted. Any ASCII codes can be embedded within the string.

Interrupts – Int 21h



Function 0Ah - Buffered input

Action:

Reads a string from the current input device up to and including an ASCII carriage return (0Dh), placing the received data in a user-defined buffer. Input can be redirected, but this prevents detection of EOF.

On entry:

AH = 0Ah
DS:DX = segment:offset of string buffer

Returns:

Nothing

Notes:

The first byte of the buffer specifies the maximum number of characters it can hold (1 to 255). This value must be supplied by the user. The second byte of the buffer is set by DOS to the number of characters actually read, excluding the terminating RETURN. If the buffer fills to one less than its maximum size the bell is sounded and subsequent input is ignored.

If a CTRL-C is detected an INT 23h is executed. Normal DOS keyboard editing is supported during input.

How to enter two digit number?



```
mov ah,0ah  
lea dx,num1  
int 21h
```

Converting to Hexadecimal



convert_loop:

```
mov al, [si]      ; Load ASCII character into AL
cmp al, '0'
jb input_error    ; Jump if input is not a valid hexadecimal digit
cmp al, '9'
jbe numeric_digit ; Jump if input is between '0' and '9'
cmp al, 'A'
jb input_error    ; Jump if input is not a valid hexadecimal digit
cmp al, 'F'
ja input_error    ; Jump if input is not a valid hexadecimal digit
sub al, 'A'; Convert ASCII character 'A'-'F' to numeric value 10-15
add al, 0ah
```

Numerical value in Hex

numeric_digit:

and al, 0FH ; Mask high nibble (if any)

shl ax, cl ; Shift AL left by 4 (multiply by 16)

add hex_number, ax ; Add to the result

dec cl ; Decrement loop counter

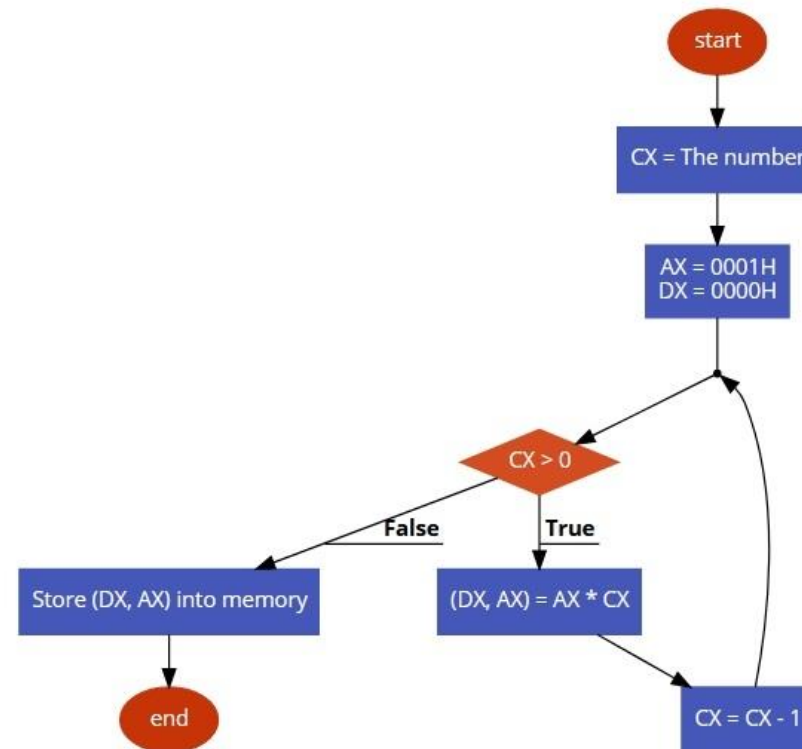
inc si ; Move to next character

loop convert_loop ; Repeat for the second nibble

Exercise



Factorial of a number



Exercise



Can you use stack to solve factorial problem?

References



- http://bbc.nvg.org/doc/Master%20512%20Technical%20Guide/m512techb_int21.htm



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Thank You