# Practical 5

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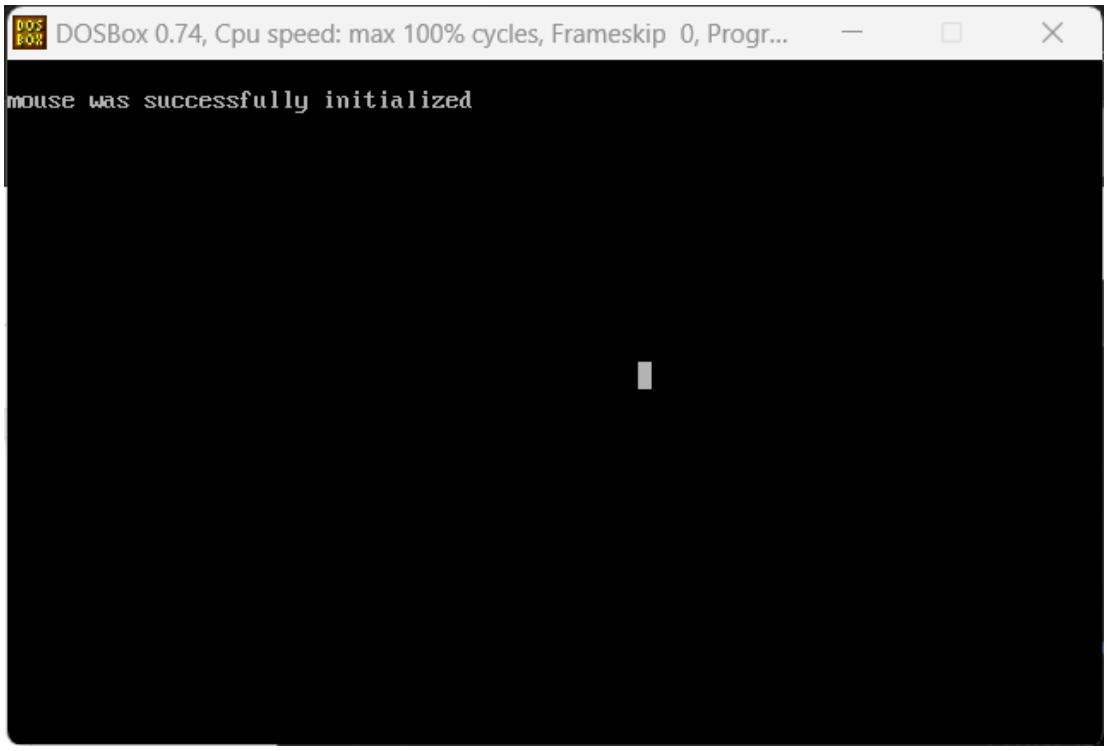
Code:

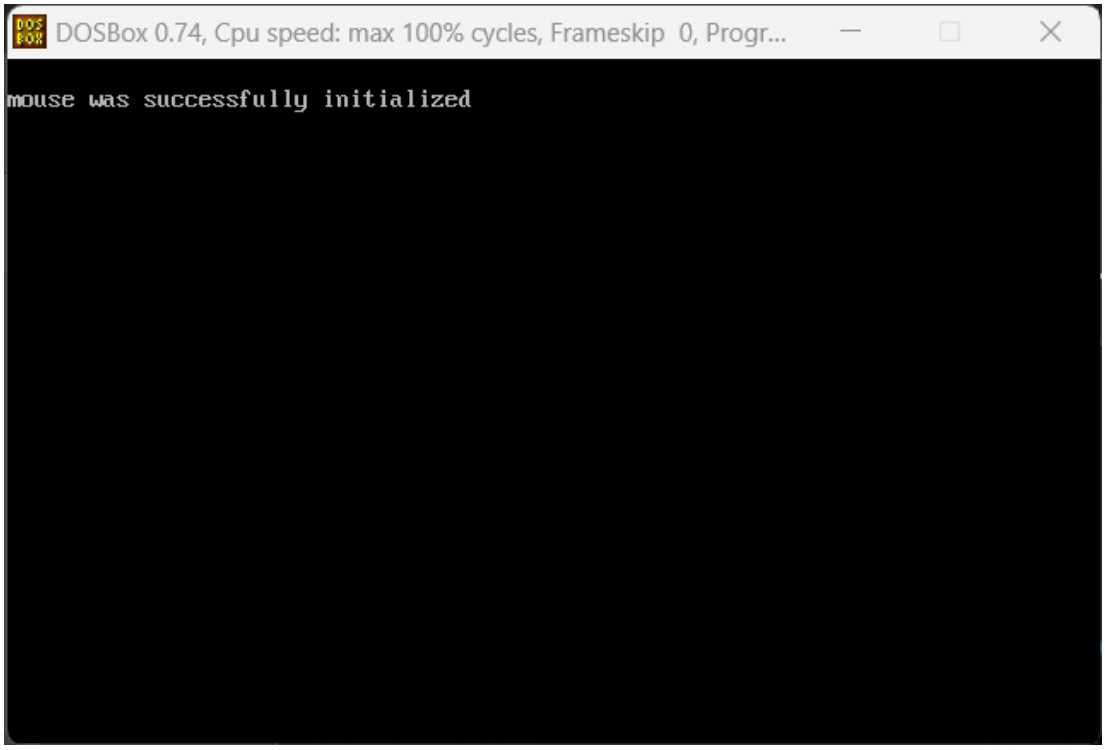
```
#include<dos.h>
#include<stdio.h>
#include<conio.h>
union REGS in,out;
void detectMouse(){
     in.x.ax=0;
     int86(0X33,&in, &out);
     if(out.x.ax==0){
     printf("mouse failed to initialize");
     }
     else{
     printf("\nmouse was successfully initialized");
     }
}
void showMouse(){
     in.x.ax=1;
     int86(0X33,&in, &out);
}
void hideMouse(){
     in.x.ax=2;
     int86(0X33,&in, &out);
}
void showBtn(){
     in.x.ax=3;
     int86(0X33,&in, &out);
     if(out.x.bx==1){
     printf("\nleft button pos:%d %d",out.x.cx,out.x.dx);
     }
     else if(out.x.bx==2){
     printf("\nright button pos:%d %d",out.x.cx,out.x.dx);
     }
     else if(out.x.bx==3){
     printf("middle button");
```

```
     }
}
void setPos(int x, int y){
     in.x.ax=4;
     in.x.cx=x;
     in.x.dx=y;
     int86(0X33,&in, &out);
}
void mouseRelease(){
     in.x.ax=6;
     int86(0X33,&in, &out);
     if(out.x.bx==1){
     printf("\nleft button release pos:%d
%d",out.x.cx,out.x.dx);
     }
     else if(out.x.bx==2){
     printf("\nright button release pos:%d
%d",out.x.cx,out.x.dx);
     }
     else if(out.x.bx==3){
     printf("middle button");
     }
}
void main(){
     clrscr();
     detectMouse();
     showMouse();
     setPos(0,0);
     while(!kbhit()){
     showBtn();
     delay(100);
     }
     getch();
}
```

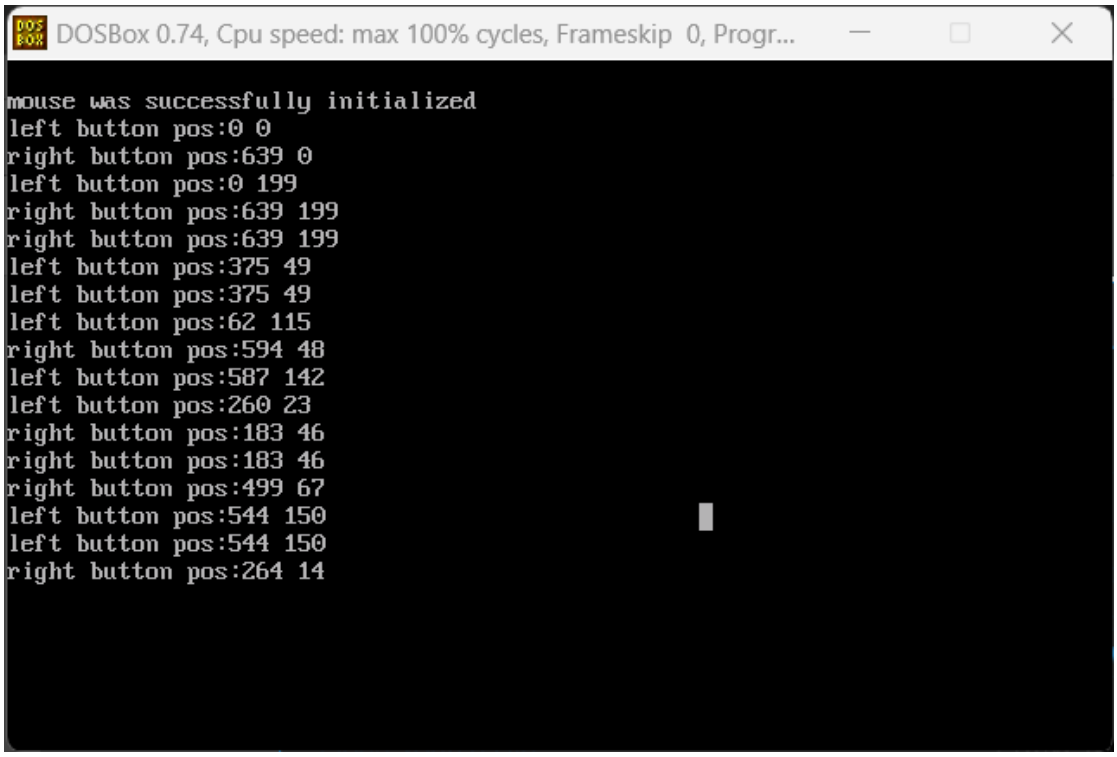
Checking if mouse is initialized and setting position




Hiding mouse:



Printing mouse button pressed and position:




Mouse button released: