

## Practical 7

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Aim: Write a menu driven program for following

- a. Setting cursor size
- b. Scroll the window down
- c. Positioning the cursor
- d. Reading the cursor position.

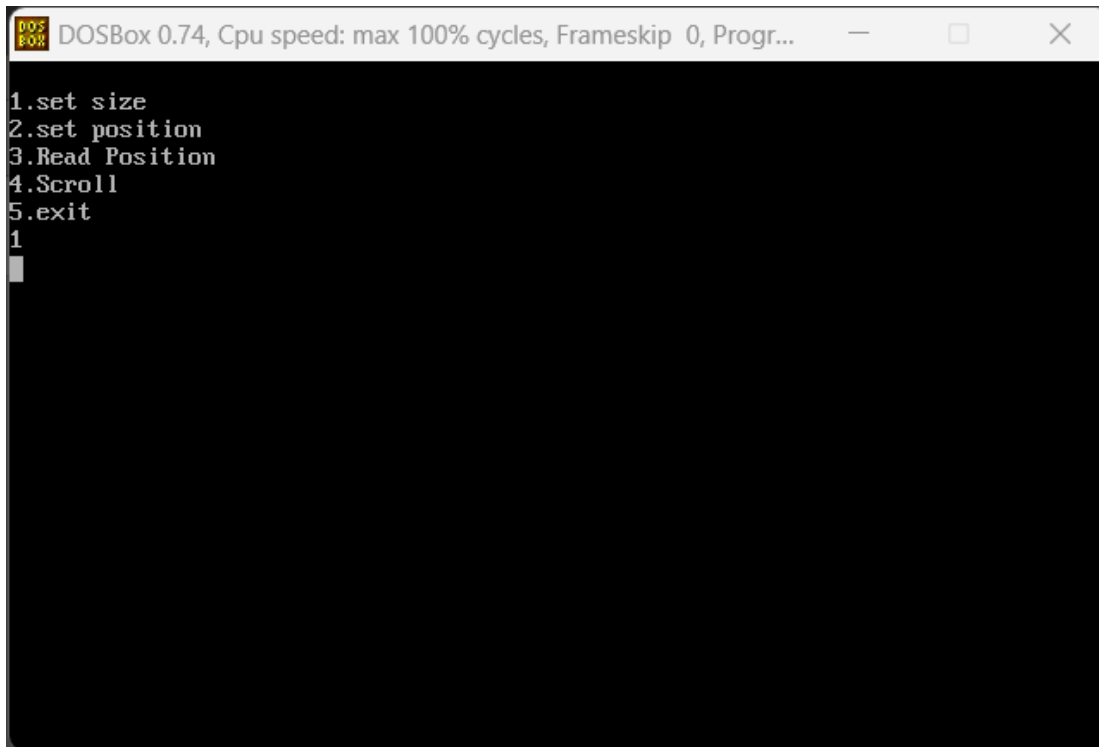
```
#include<stdio.h>
#include<conio.h>
#include<dos.h>
union REGS in,out;
void scroll(){
    in.h.ah=6;
    in.h.al=3;
    in.h.bh=61;
    in.x.cx=0;
    in.h.dh=24;
    in.h.dl=79;
    int86(0x10,&in,&out);
}
void read(){
    in.h.ah=3;
    in.h.bh=0;
    int86(0x10,&in,&out);
    printf("Starting scan line=%d\nRow=%d\nColumn=%d\nEnding
scan line=%d",out.h.ch,out.h.dh,out.h.dl,out.h.cl);
}
void setposition(){
    in.h.ah=2;
    in.h.bh=0;
    in.h.dh=8;
    in.h.dl=15;
    int86(0x10,&in,&out);
```

```

}
void setsize() {
    in.h.ah=1;
    in.h.ch=1;
    in.h.cl=14;
    int86(0x10, &in, &out);
}
void main() {
    int choice;
    clrscr();
    printf("\n1.set size\n2.set position\n3.Read
Position\n4.Scroll\n5.exit");
    scanf("%d", &choice);
    switch(choice) {
        case 1:
            setsize();
            break;
        case 2:
            setposition();
            break;
        case 3:
            read();
            break;
        case 4:
            scroll();
            break;
    }
    getch();
}

```

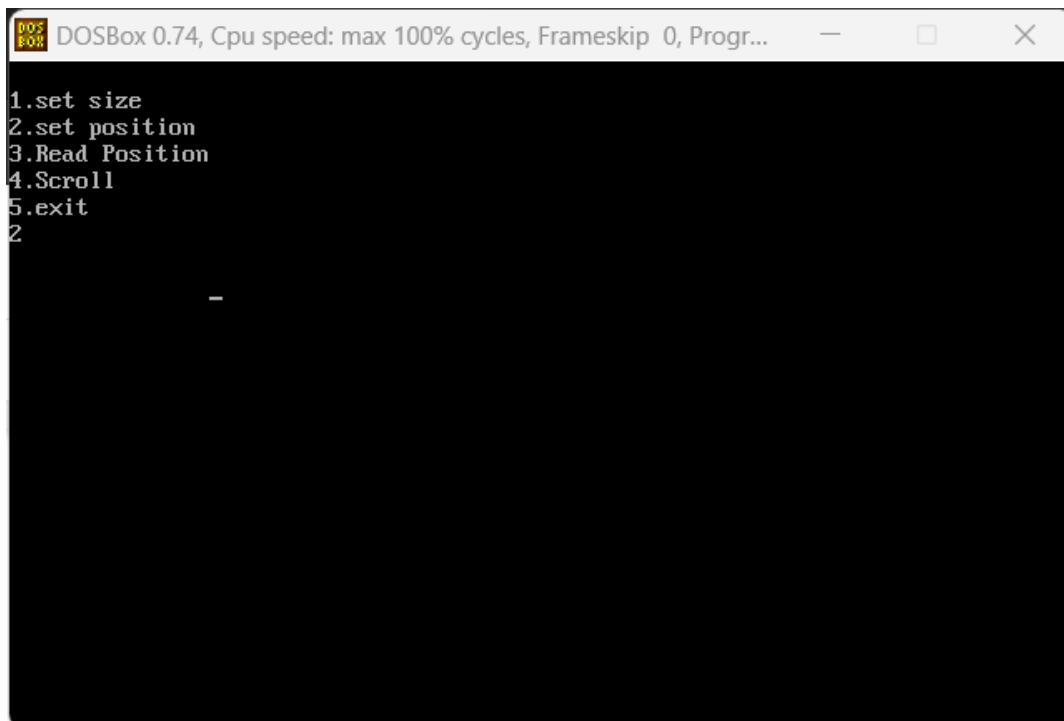
### a. Setting cursor size



A screenshot of a DOSBox 0.74 window. The title bar reads "DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Progr...". The main window is black with white text. A menu is displayed with the following options: "1.set size", "2.set position", "3.Read Position", "4.Scroll", and "5.exit". The option "1.set size" is highlighted with a white cursor.

```
1.set size
2.set position
3.Read Position
4.Scroll
5.exit
1
```

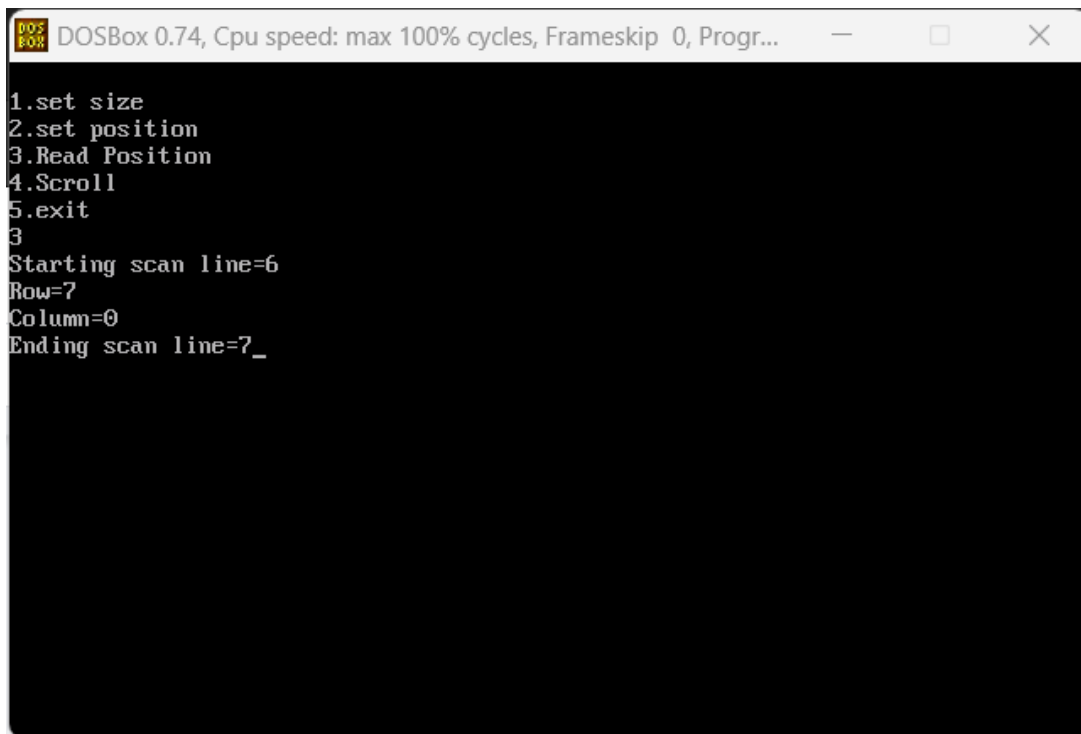
### b. Scroll the window down



A screenshot of a DOSBox 0.74 window, similar to the one above. The menu options are the same: "1.set size", "2.set position", "3.Read Position", "4.Scroll", and "5.exit". In this state, the option "2.set position" is highlighted with a white cursor. The text "1.set size" is now visible above the highlighted option.

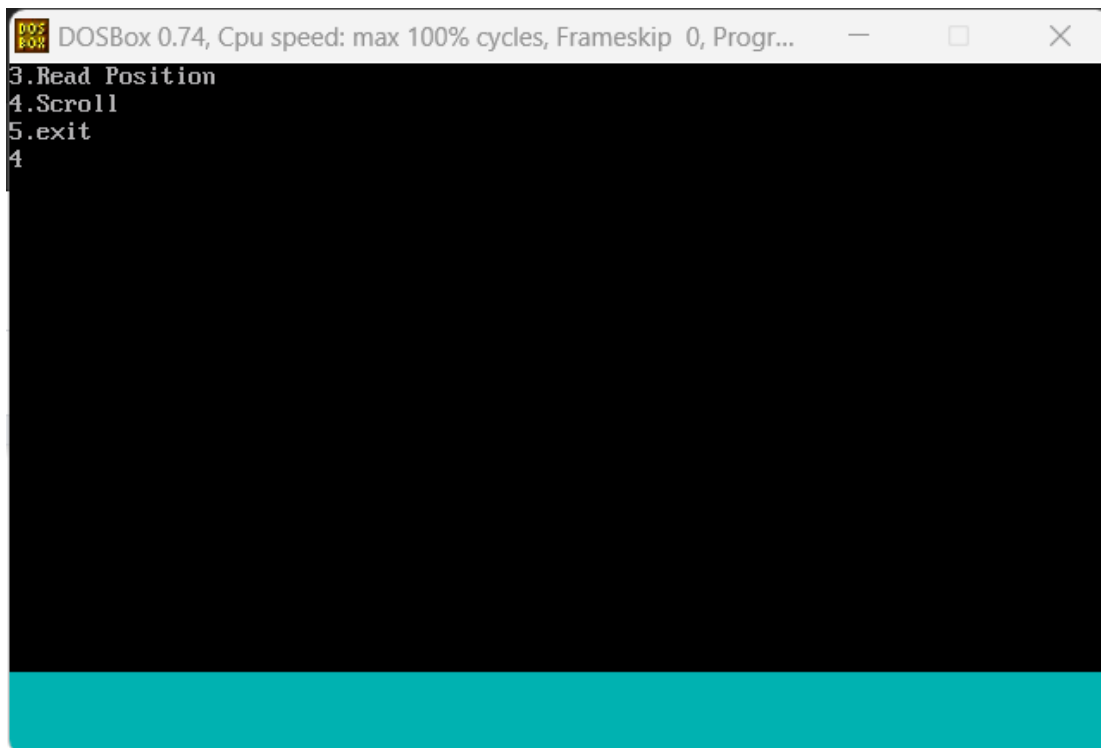
```
1.set size
2.set position
3.Read Position
4.Scroll
5.exit
2
```

### c. Positioning the cursor

A screenshot of a DOSBox window titled "DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Progr...". The window contains a list of menu items: "1.set size", "2.set position", "3.Read Position", "4.Scroll", and "5.exit". Below the menu items, the text "3" is displayed, followed by "Starting scan line=6", "Row=7", "Column=0", and "Ending scan line=7\_".

```
DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Progr...  
1.set size  
2.set position  
3.Read Position  
4.Scroll  
5.exit  
3  
Starting scan line=6  
Row=7  
Column=0  
Ending scan line=7_
```

### d. Reading the cursor position.

A screenshot of a DOSBox window titled "DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Progr...". The window contains a list of menu items: "3.Read Position", "4.Scroll", and "5.exit". Below the menu items, the text "4" is displayed. The bottom of the window has a solid teal-colored bar.

```
DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Progr...  
3.Read Position  
4.Scroll  
5.exit  
4
```