

Practical 5

Name: Rahul Baser

Roll No.: A4-75

Code:

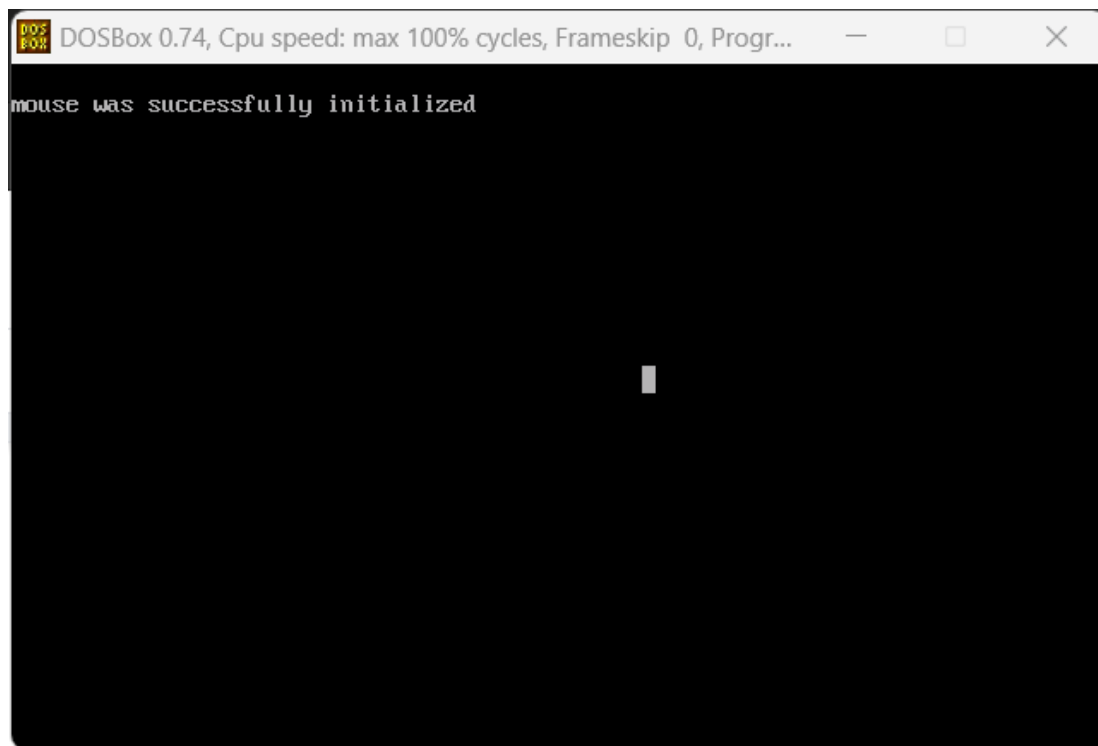
```
#include<dos.h>
#include<stdio.h>
#include<conio.h>
union REGS in,out;
void detectMouse(){
    in.x.ax=0;
    int86(0X33,&in, &out);
    if(out.x.ax==0){
        printf("mouse failed to initialize");
    }
    else{
        printf("\nmouse was successfully initialized");
    }
}
void showMouse(){
    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");
    }
}
```

```

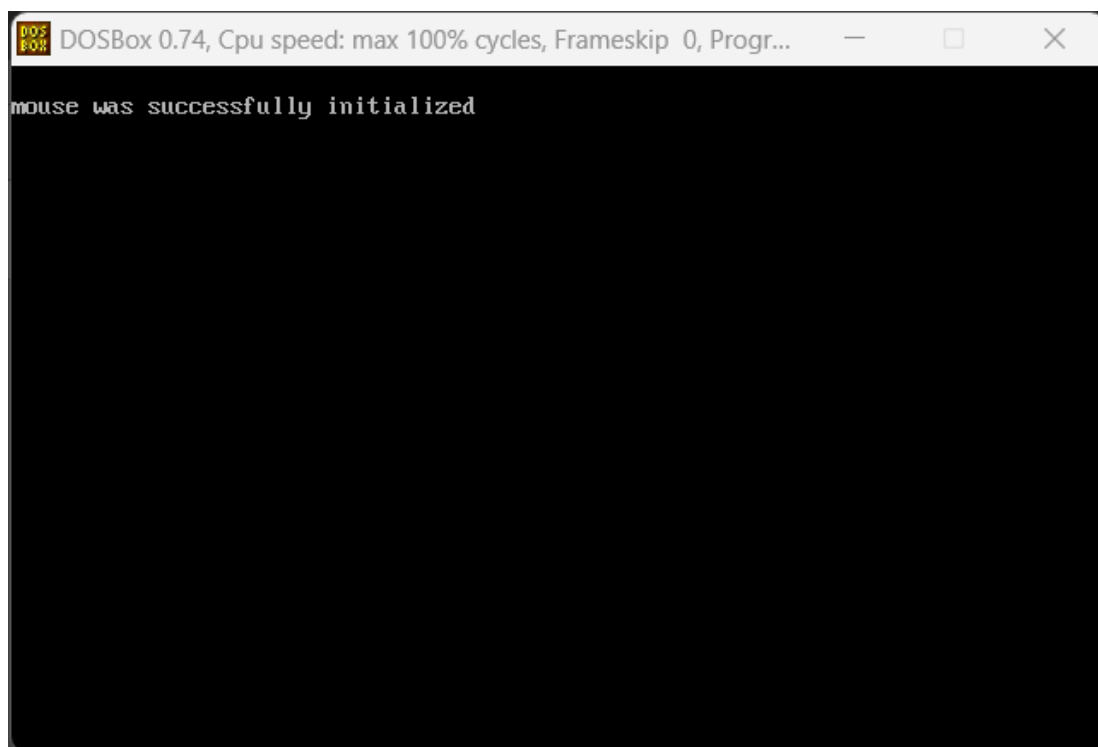
    }
}
void setPos(int x, int y){
    in.x.ax=4;
    in.x.cx=x;
    in.x.dx=y;
    int86(0X33,&in, &out);
}
void mouseRelease(){
    in.x.ax=6;
    int86(0X33,&in, &out);
    if(out.x.bx==1){
        printf("\nleft button release pos:%d
%d",out.x.cx,out.x.dx);
    }
    else if(out.x.bx==2){
        printf("\nright 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();
}

```

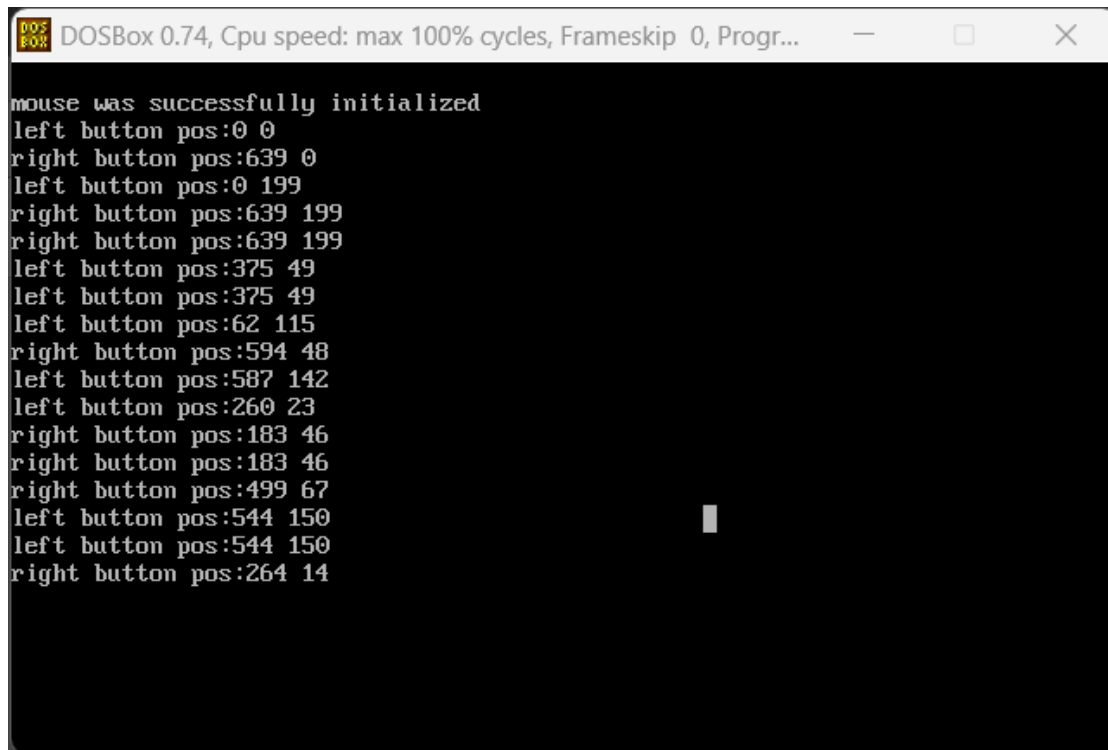
Checking if mouse is initialized and setting position



Hiding mouse:

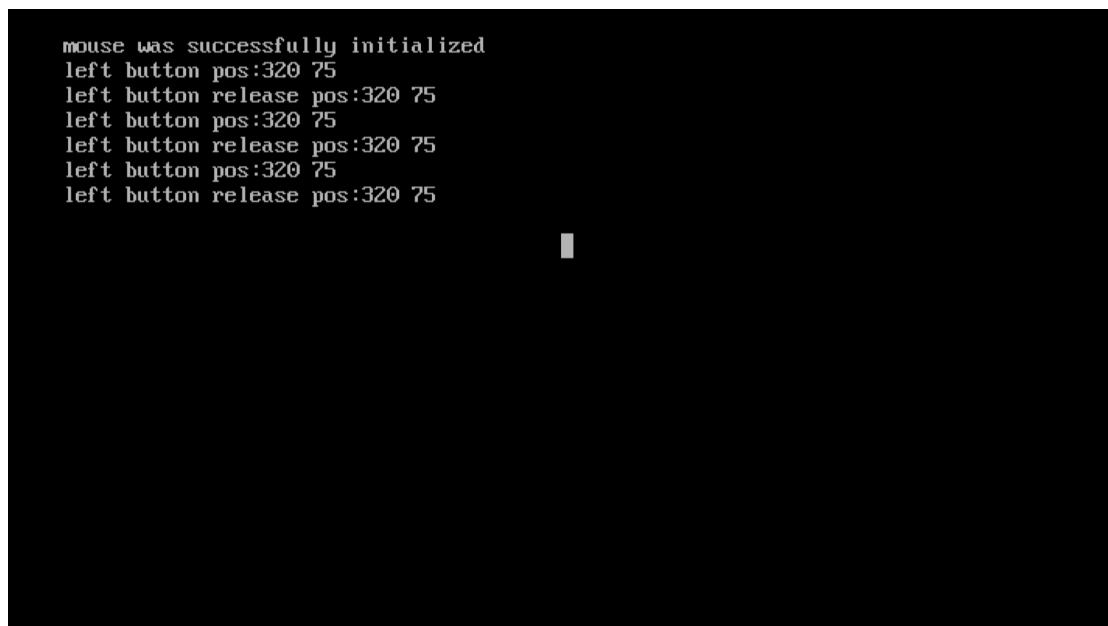


Printing mouse button pressed and position:

A screenshot of a DOSBox window. The title bar reads "DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Progr...". The window contains a black terminal area with white text. The text shows the mouse being successfully initialized, followed by a series of button presses (left and right) with their respective X and Y coordinates. The coordinates vary, indicating movement and clicks. A small white cursor is visible on the right side of the terminal area.

```
mouse was successfully initialized
left button pos:0 0
right button pos:639 0
left button pos:0 199
right button pos:639 199
right button pos:639 199
left button pos:375 49
left button pos:375 49
left button pos:62 115
right button pos:594 48
left button pos:587 142
left button pos:260 23
right button pos:183 46
right button pos:183 46
right button pos:499 67
left button pos:544 150
left button pos:544 150
right button pos:264 14
```

Mouse button released:

A screenshot of a DOSBox window, similar to the one above. The title bar is the same. The terminal area shows the mouse being successfully initialized, followed by several left button releases at the same coordinates (320, 75). A small white cursor is visible on the right side of the terminal area.

```
mouse was successfully initialized
left button pos:320 75
left button release pos:320 75
left button pos:320 75
left button release pos:320 75
left button pos:320 75
left button release pos:320 75
```