

Lab2- Introduction to MASM

2.0 Introduction

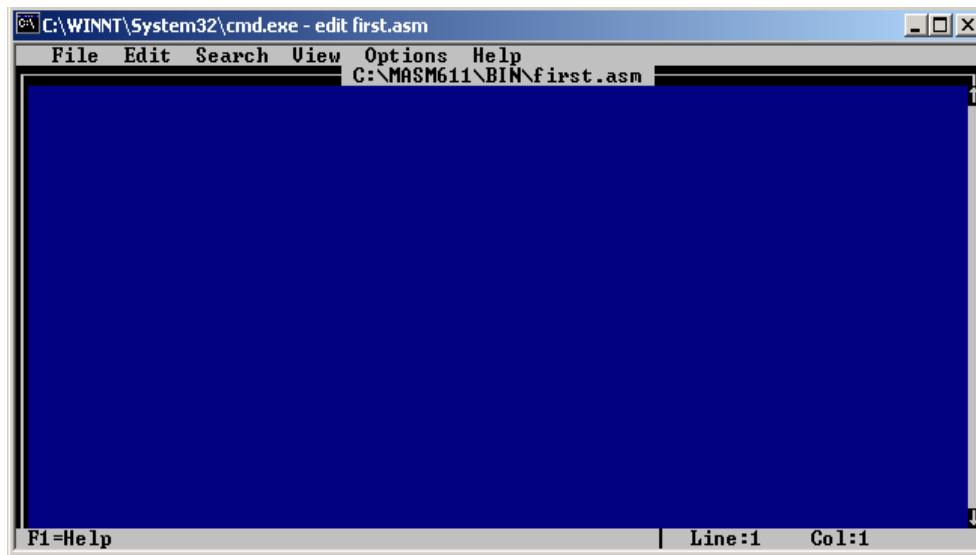
Assembly language unlocks the secrets of computers hardware and software. An assembler converts source code to machine own language. Microsoft Macro Assembler (MASM), product of Microsoft Corporation includes several features which makes programming efficient and productive. The following chapter will give an overview how to use MASM for assembling the 80x86 program you code.

Editor

We will use DOS text editor to type our program. Go to directory MASM611\BIN type edit filename.asm

(You can also use any other editor such as Notepad/Notepad++)

Then a blue screen will appear



Use "Alt" Key to start the "Top Menu", then use "Arrow Keys" to select entries in the "Menu".

- Arrow keys: move cursor up, down, left and right
- Insert key: enter insert mode, insert a character at the cursor
- Backspace key: delete the character before the cursor
- Home key: go to the beginning of a line
- End key: go to the end of a line
- Delete key: delete the character after the cursor.

2.0 Program Template

2.1 Using Model Tiny

All the data and code fit in one segment Tiny programs when compiled give .COM executable - the program must be originated at location 100_H

.Model Tiny

.386

;Assembler by default accepts only 8086/8088 instructions, unless a program is preceded by .386/.486 directive to select the microprocessor
; Data Segment

.data

```
COUNT      EQU      32H
VAL1       EQU      0030H
DAT1       DB        45H,67H,100,'A'
WRD        DW        10H, 3500H,0910H
DAT2       DD        0902H
DAT3       DW        2 DUP(0)
DAT4       DB        56H
RES        DB        10 DUP(?)
DWRD       DD        01020304H
```

.CODE

.STARTUP

```
MOV        SI,DAT3
MOV        AL, DAT1 + 1
MOV        BX,WORD PTR DAT1+4
ADD        BX,20H
MOV        AI,[BX]
LEA        BX,DAT4
MOV        AL,[BX]
MOV        BX,VAL1
MOV        AL,FS:[BX]
MOV        EBX, DWRD
```

.EXIT

END

2.1 Assembling

There are two methods of assembling

Method 1:

Type MASM filename.asm <enter>

If no error in code there is .OBJ file is generated

Now type

LINK filename.obj <enter>

Check the files created at each step and examine the content of .lst and .map file

Method 2:

Type ML filename.asm <enter>

To create list and map file command format is 'ml /Fl /Fm Filename.asm

Check the files created at each step and examine the content of .lst and .map file

What is the difference between Method 1 and Method 2?

To check the working of the program – execute DEBUGX **Filename.com** and then trace or go in DEBUGX.

2.1 Using Model Small

Questions

(1) What are the errors if you just change Tiny to Small in the .Model Statement?

(2) Is there a PSP in .Model Small?

(3) Remove .386 statement. When you assemble what is the error? Why is there an error?

To check the working of the program – execute **DEBUGX Filename.exe** and then trace or go in DEBUGX.

Note:

1. All your files .asm, .com/.exe must be present in MASM611/BIN
2. Make sure that you copy debugx.exe into MASM611/BIN folder

Tasks:

1. Write an ALP that finds the maximum number from a set of 32-bit numbers
2. Write an ALP to add 2 16-byte nos. using them
 - a. as 16-bit data
 - b. as 32-bit data
3. Write an ALP that will examine the contents of set of 10 bytes starting from location **'ARRAY1'** for the presence of data '0AH' and replace it with the ASCII character 'E'.
4. Write an ALP that will count the number of negative numbers in an array of 16-bit signed data stored from location 'ARRAY1'. The number of elements in the array is present in location 'COUNT'. The count of negative numbers must be stored in location 'NEG1'
5. Write an ALP that will transfer data from **'ARRAY1'** to **'ARRAY2'**. The number of elements in the array is 10. The array is a double word array. The starting address of **ARRAY2** = ~~starting~~ address of **ARRAY1** + 20_d.
ending