



```
1  .386
2  .model flat,stdcall
3  .stack 4096
4
5  DATA SEGMENT
6      STR DB "HELLO"
7      STR2 DB " WORLD"
8      MSG DB "HELLO WORLD"
9      MSG2 DB "HELLO WORLD"
10  DATA ENDS
11
12 CODE SEGMENT
13     START:
14         MOV EB,STR
15         MOV EDI,EB
16         MOV ECX,LENGTHOF STR
17         CALL EBX
18         MOV EB,STR2
19         MOV EDI,EB
20         MOV ECX,LENGTHOF STR2
21         CALL EBX
22         MOV EB,MSG
23         MOV EDI,EB
24         MOV ECX,LENGTHOF MSG
25         CALL EBX
26         MOV EB,MSG2
27         MOV EDI,EB
28         MOV ECX,LENGTHOF MSG2
29         CALL EBX
30         MOV EB,STR
31         MOV EDI,EB
32         MOV ECX,LENGTHOF STR
33         CALL EBX
34         MOV EB,STR2
35         MOV EDI,EB
36         MOV ECX,LENGTHOF STR2
37         CALL EBX
38         MOV EB,MSG
39         MOV EDI,EB
40         MOV ECX,LENGTHOF MSG
41         CALL EBX
42         MOV EB,MSG2
43         MOV EDI,EB
44         MOV ECX,LENGTHOF MSG2
45         CALL EBX
46     END START
```

Writing a Binary File in Assembly

ARRAY OF DOUBLE WORDS
MICROPROCESSOR AND EMBEDDED SYSTEM
11.06.2020

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Problem

In our problem we are going to write an array of double words into a binary file. An array of double words contains elements where each element takes 32 bit of memory. An Example declaration of array of double words in assembly is like as:

```
Array dd 1234h, 5454h, 2324h
```

Here we must use the word dd. This dd means define double word.

In our program we have to write an array of double words into a text file as binary. To do so we must convert each element of the array in binary. This binary conversion can be done very easily. Using test instruction. The test instruction test a register to be equal to something.

Our Program Flow:

Our program flow is very simple. We have the following steps:

1. At the very first the program we open the file where the data should be written
2. The handle of the file is written in the variable "handle"
3. We call a function called "writeArray"
4. In the write array function:
 - a. We take the register si as the index of the array
 - b. Each element of the array is traversed one by one
 - c. For each element we convert its integer value into binary string and write to the file at same time
 - d. After completing write the function returns.
5. Finally file is closed
6. Program also closed.

Code Blocks with Description

Our system works as described in the rules below:

1. the emulator emulates all drive paths in c:\emu8086\vdribe\
for example: the real path for "c:\test1" is
"c:\emu8086\vdribe\c\test1"
2. paths without drive letter are emulated to c:\emu8086\MyBuild\
for example: the real path for "myfile.txt" is
"c:\emu8086\MyBuild\myfile.txt"
3. 3. if compiled file is running outside of the emulator rules 1 and 2 do
not apply.

```
org 100h
jmp start
nl db 0AH,0DH
nl_size = $ - offset nl
file1 db "c:\test1\file1.txt", 0
handle dw ?

zero db "0"
one db "1"

array dd 1234h, 5454h, 2324h
array_size = $ - offset array

start:
mov ax, cs
mov dx, ax
mov es, ax
```

In this section we write where to save our file1.txt file, then we save 1 and 0 to our database and finally define our array. The hexadecimal numbers defined in the array will be converted to decimals.

```
mov ah, 3ch
mov cx, 0
mov dx, offset file1
int 21h

mov handle, ax
```

We create and open file:
c:\emu8086\vdribe\C\test1\file1.txt
and handle contains the file handler or descriptor

```
call    writeArray
```

```
mov     ah, 3eh  
mov     bx, handle  
int     21h  
err2:  
nop
```

```
ret
```

In the first line, we write our array to our file and in the rest of the code we close our file.

```
writeArray:  
    push     si  
  
    mov     si, offset Array  
    mov     cx, Array_Size - 1
```

```
ShowIt:  
    mov     bl, [si]  
  
    push    cx  
  
    mov     cx, 8  
write:  
    test    bl, 10000000b  
    jz      szero
```

```
push    ax  
push    bx  
push    cx  
push    dx  
mov     ah, 40h  
mov     bx, handle  
mov     dx, offset one  
mov     cx, 1  
int     21h  
pop     dx  
pop     cx  
pop     bx  
pop     ax
```

```
jmp     write_end  
szero:
```

```
push    ax  
push    bx  
push    cx  
push    dx  
mov     ah, 40h  
mov     bx, handle  
mov     dx, offset zero  
mov     cx, 1  
int     21h  
pop     dx  
pop     cx  
pop     bx  
pop     ax
```

Brings byte to be used from memory. It checks whether the brought byte is 0 or 1.

In the first part of the code, it writes 0s in our array. In the rest of the code, it writes the 1s in our array.

```

write_end:
    shl     bl, 1
    cmp     cx, 5
    jne     loop_end

    push    ax
    push    bx
    push    cx
    push    dx
    mov     ah, 40h
    mov     bx, handle
    mov     dx, offset nl
    mov     cx, nl_size
    int     21h
    pop     dx
    pop     cx
    pop     bx
    pop     ax

loop_end:
loop write

```

Here we can see the output of the code, so after writing 4 bytes it goes to the bottom line. 4 bytes, correspond to a digit in our hexadecimal number. So if the number in our hexadecimal number is 1 (4 bytes), our binary number will be 0001 consisting of four digits.

Output

```

0011 // 3
0100 // 4
0001 // 1
0010 // 2
0000
0000
0000
0000

```

Endian style coding is used in our system. Endian style; Set up the numbers in the array as 4 bytes and write the last 2 numbers first, then the first two numbers, and the rest is filled with 0s. For example; If our number is 1234, our output will be 3412.

You can see this in our output.

Conclusion:

Finally the program is a very important program in the sense that it can write an array of double words into a file as binary string.

