

Practical – 9

Problem Statement: Write X86/64 ALP to perform overlapped block transfer with string specific instructions. Block containing data can be defined in the data segment.

Program:

```
section .data
```

```
menumsg db 10,10,'##### Menu for Overlapped Block Transfer #####',10
```

```
db 10,'1.Block Transfer without using string instructions'
```

```
db 10,'2.Block Transfer with using string instructions'
```

```
db 10,'3.Exit',10
```

```
menumsg_len equ $-menumsg
```

```
wrchmsg db 10,10,'Wrong Choice Entered....Please try again!!!',10,10
```

```
wrchmsg_len equ $-wrchmsg
```

```
blk_bfrmsg db 10,'Block contents before transfer'
```

```
blk_bfrmsg_len equ $-blk_bfrmsg
```

```
blk_afrmsg db 10,'Block contents after transfer'
```

```
blk_afrmsg_len equ $-blk_afrmsg
```

```
srcmsg db 10,'Source block contents::'
```

```
srcmsg_len equ $-srcmsg
```

```
dstmsg db 10,'Destination block contents::'
```

```
dstmsg_len equ $-dstmsg
```

```
srcblk db 01h,02h,03h,04h,05h
```

```
dstblk times 5 db 0
```

```
cnt equ 05
```

```
spacechar db 20h
```

```
lfmsg db 10,10
```

```
section .bss
```

```
optionbuff resb 02
dispbuff resb 02
%macro dispmsg 2
mov rax, 01
mov rdi,01
mov rsi,%1
mov rdx,%2
syscall
%endmacro
%macro accept 2
mov rax,00
mov rdi,00
mov rsi,%1
mov rdx,%2
syscall
%endmacro
section .text
global _start
_start:
dispmsg blk_bfrmsg,blk_bfrmsg_len
call showblks
menu: dispmsg menumsg,menumsg_len
accept optionbuff,02
cmp byte [optionbuff],'1'
jne case2
call blkxferwo_proc
```

```
jmp exit1
case2: cmp byte [optionbuff], '2'
jne case3
call blkxferw_proc
jmp exit1
case3: cmp byte [optionbuff], '3'
je exit
dispmsg wrchmsg, wrchmsg_len
jmp menu
exit1:
dispmsg blk_afmsg, blk_afmsg_len
call showblks
dispmsg lfmsg, 2
exit:
mov rax, 60 ;Exit
mov rdi, 0
syscall
dispblk_proc:
mov rcx, cnt
rdisp:
push rcx
mov bl, [esi] ;Read ASCII value char by char
push rsi
call disp8_proc ;& Display
;Point to next char
dispmsg spacechar, 1 ;Display space
```

```
pop rsi
pop rcx
inc esi
loop rdisp ;Decrement count
;Repeat display process till actual count becomes zero
ret

blkxferwo_proc:
mov esi,srcblk+3
mov edi,dstblk
mov ecx,cnt
blkup1:
mov al,[rsi]
mov [rdi],al
inc rsi
inc rdi
loop blkup1
ret

blkxferw_proc:
mov rsi,srcblk+3
mov rdi,dstblk
mov rcx,cnt
cld
rep movsb
ret

showblks:
dispmsg srcmsg,srcmsg_len
```

```
mov esi,srcblk
call dispblk_proc
dispmsg dstmsg,dstmsg_len
mov esi,dstblk
call dispblk_proc
ret
disp8_proc:
mov ecx,02
mov edi,dispbuff
dup1:
rol bl,4
mov al,bl
and al,0fh
cmp al,09
jbe dskip
add al,07h
dskip: add al,30h
mov [edi],al
inc edi
loop dup1
dispmsg dispbuff,03
ret
```

Output:

```
atharva@atharva:~$ gedit lab9.asm
atharva@atharva:~$ nasm -f elf64 lab9.asm
atharva@atharva:~$ ld -o lab9 lab9.o
```

atharva@atharva:~\$./lab9

Block contents before transfer

Source block contents::01 02 03 04 05

Destination block contents::00 00 00 00 00

Menu for Overlapped Block Transfer

1.Block Transfer without using string instructions

2.Block Transfer with using string instructions

3.Exit

1

Block contents after transfer

Source block contents::01 02 03 04 05

Destination block contents::04 05 04 05 04

atharva@atharva:~\$ nasm -f elf64 lab9.asm

atharva@atharva:~\$ ld -o lab9 lab9.o

atharva@atharva:~\$./lab9

Block contents before transfer

Source block contents::01 02 03 04 05

Destination block contents::00 00 00 00 00

Menu for Overlapped Block Transfer

1.Block Transfer without using string instructions

2.Block Transfer with using string instructions

3.Exit

2

Block contents after transfer

Source block contents::01 02 03 04 05

Destination block contents::04 05 04 05 04