; You may customize this and other start-up templates;

; The location of this template is c:\emu8086\inc\0\_com\_template.txt

org 100h

;Make an assembly language program that will display 'HNU'

;on the top left portion of the screen

;to the bottom center portion

;and to the top right portion as if it is bouncing on the screen.

mov ax, 0b800h

mov ds, ax

mov si, 4

mov cx, 5

delay: ;LOOP NAME

mov si, (160\*0) + (0\*2) ;HNU in the top left

mov bx[si], 'H' ;display letter H

mov bx[si+2], 'N' ;display letter N

mov bx[si+4], 'U' ;display letter U

mov bx[si],' ' ;it make the letter H disappear

mov bx[si + 2], ' ' ;the letter N disappear

mov bx[si + 4], ' ' ;the letter U disappear

call delay1

push cx

mov cx, 0ffffh

delay1:

mov si, (160\*24) + (38\*2) ;HNU in the bottom center

mov bx[si], 'H' ;display letter H

mov bx[si+2], 'N' ;display letter N

mov bx[si+4], 'U' ;display letter U

mov bx[si],' ' ;it make the letter H disappear

mov bx[si + 2], ' ' ;the letter N disappear

mov bx[si + 4], ' ' ;the letter U disappear

call delay2 ;Call function

push cx

mov cx, 0ffh

delay2:

mov si, (160\*0) + (77\*2) ;HNU in the top right

mov bx[si], 'H' ;display letter H

mov bx[si+2], 'N' ;display letter N

mov bx[si+4], 'U' ;display letter U

mov bx[si],' ' ;it make the letter H disappear

mov bx[si + 2], ' ' ;the letter N disappear

mov bx[si + 4], ' ' ;the letter U disappear

push cx

mov cx, 0ffffh

pop cx

loop delay ; it loop the delay variable to countinue the process

pop cx

loop delay1

pop cx

loop delay2

int 20h

ret ;return function