

Self Modifying Programs

.model small .code Mov AH,2 Jmp L2 L1: Mov DL,65 Int 33 Mov AH,76 Int 33 L2: Mov CL,66 Mov cs:[6],CL Jmp L1 END (o/p B)	Mov AH,2 Jmp L2 L1: Mov BL,65 Int 33 Add DL,BL Int 33 Mov AH,76 Int 33 L2: Mov CL,178 Lea SI,L1 Add SI,2 Mov cs:[SI],CL Jmp L1 Int replaced by Mov DL,(number) o/p b(65+33)	Mov AH,2 Jmp L2 L1: Mov BL,65 Int 33 Add DL,BL Int 33 Stop L2: Mov CX,45610 Lea SI,L1 Add SI,1 Mov cs:[SI],CX Jmp L1 o/p K(42+33) $45610 = 256 * 178 + 42$ Mov BL,42 Mov DL,33	Mov AH,2 Mov DL,70 Jmp L2 L1: Mov CL,72 Int 33 Mov AH,76 Int 33 L2: Mov BL,1 Lea SI,L1 Add cs:[SI],BL Jmp L1 H m/c DL is 1 More than CL Put 513 in BX and Add cs:[SI],BX o/p J
Mov AH,2 Mov DL,48 Mov BL,75 Jmp L2 L1: Mov BL,DL Int 33 Stop L2: Mov CL,2 Lea SI,L1 Sub cs:[SI],CL Jmp L1 Change of direction o/p K	Mov AH,2 Mov BL,5 Jmp L2 L1: Mov DL,65 Mov BL,DL Int 33 Stop L2: Mov SI,offset L1 Mov cs:[8],byte ptr 67 Jmp L1 Replace byte by word Mov is add DL,BL o/p C H	Lea SI,L1 Mov CL,1 Add SI,1 Add cs:[SI],CL Mov AH,2 Mov DL,65 L1: Jmp L2 Int 33 L2: Int 33 Int 33 Stop o/p single A	Machine Codes: Mov reg,number (10110reg)(number) Mov reg1,reg2 (100010d0)(11reg1reg2) Add reg1,reg2 (000000d0)(11reg1reg2) Jmp (11101001)(disp)() Int number (11001101)(number) AL:000 BL:011 CL:001 DL:010
Mov AH,2 Lea SI,L2 Mov CL,cs:[SI+1] Add CL,2 Mov cs:[SI+1],CL Mov DL,65 L2: Jmp L1 L1: Int 33 Int 33 Stop o/p only single A	.model small .code k segment assume cs:k L1: Mov AX,m Lea SI,L2 Mov cs:[SI+3],AX Mov AH,2 L2: Jmp far ptr L3 k ends	p segment assume cs:p L3: Mov DL,65 Int 21h Mov AH,76 Int 33 p ends o/p is B m/c code: Jmp far EA offset seg	m segment assume cs:m L4: Mov DL,66 Int 21h Mov AH,76 Int 33 m ends End L1
Mov BH,65 Mov CH,66 Mov DH,1 Lea SI,L Add cs:[SI],DH L: Mov CL,BL Mov DL,CH Mov AH,2 Int 33 Stop Mov CX,BX W: change	Mov BH,65 Mov BL,250 Lea SI,L Mov CL,3 Add cs:[SI],CL L: Add BL,8 Mov DL,BH Mov AH,2 Int 33 Stop B(not A) S change Add BX,8	Read two letters output bigger <ol style="list-style-type: none"> Use only Mov, Int, Lea, Sub, Adc once w effect Mov BL,AL becomes BX,AX Mov, Int, Lea, Sub, Adc, Add, d effect do not use BH,CH,DH(Mov AL,DL -> DL,AL) Mov, Int, Lea, Cmp, Add, [L: JG or JL once] change of displacement Mov, Int, Lea, Sub, Cmp, Jmp Hint m/c JG is 127 Print A..Z Mov, Int, Add, Sub, CBW, Lea, And, Jmp Dynamic change of displacement 	