### **Name:** Enas Morsy Mohamed Shehata

**1D:20** 

# Micro: LAB2

#### Problem 1:

Write a program that sums six elements (bytes), stored in memory starting from address 300, but ignores those that are 80 hex or above (80h) OR 20 hex or below (20h). Program should stop after 6 comparisons even if numbers were added or not.

#### The program:

- Start the sum (AX) with zero.
- Start the address (BX)with 2ff to be added one equals 300.
- Start the counter(CX) with 0.
- Add one to the address.
- Read the element in DX.
- Check if it's greater than or equal
   80 return to the loop .
- Check if it's smaller than or equal
   20 return to the loop.
- Otherwise add it to the sum and check if the counter does not exceed 6 return to the loop.

```
D:\>debug.exe

-E 300 10 20 40 50 80 90

-E 400 06 00

-E 500 80

-E 600 20

-A 100
```

```
073F:0100 MDU AX,0

073F:0103 MDU BX,2FF

073F:0106 MDU CX,0

073F:0109 ADD BX,1

073F:010C MDU DL,[BX]

073F:010E CMP DL,[500]

073F:0112 JAE 11C

073F:0114 CMP DL,[600]

073F:0118 JBE 11C

073F:011A ADD AX,DX

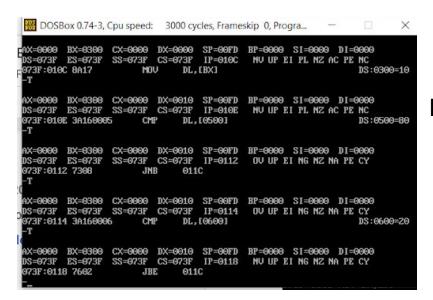
073F:011C ADD CX,1

073F:0115 CMP CX,[400]

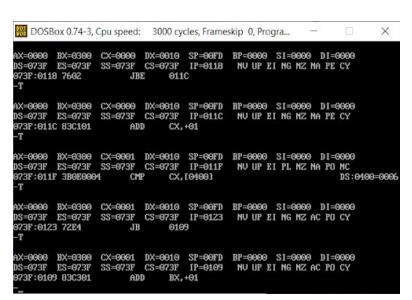
073F:0123 JB 109

073F:0126
```

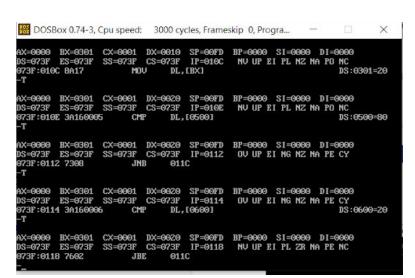
#### Sample run:



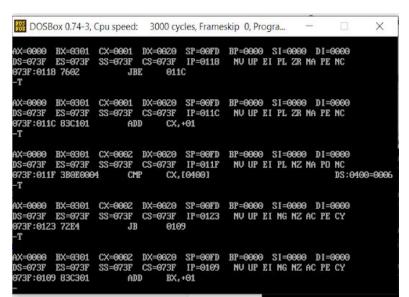
First element DX=10



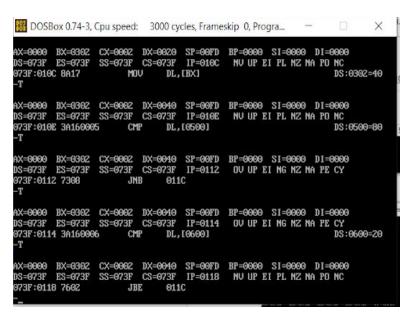
10 is less than 20 then AX = 0. CX=1.



BX=301DX = 20



20 is equal to 20 so AX=0

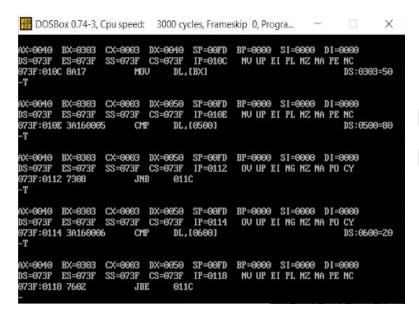


BX=302 DX=40

CX=2

X=0000	BX=0302	CX=0002	DX=0040	SP=00FD	RP=0000 SI=0000 DI=0000
S=073F	ES=073F	SS=073F	CS=073F	IP=0118	NU UP EI PL NZ NA PO NC
73F : 011 T		JB		С	
X=0000	BX=0302	CX=0002	DX=0040	SP=00FD	BP=0000 SI=0000 DI=0000
S=073F	ES=073F	SS=073F	CS=073F	IP=011A	NU UP EI PL NZ NA PO NC
73F:011 T	A 01D0	AD	D AX,	DX	
X=0040	BX=0302	CX=000Z	DX=0040	SP=00FD	BP=0000 SI=0000 DI=0000
S=073F	ES=073F	SS=073F	CS=073F	IP=011C	NU UP EI PL NZ NA PO NC
73F : 011 T	C 83C101	AD	D CX,	+01	
X=0040	BX=0302	CX=0003	DX=0040	SP=00FD	BP=0000 SI=0000 DI=0000
S=073F	ES=073F	SS=073F	CS=073F	IP=011F	NU UP EI PL NZ NA PE NC
73F : 011 T	F 3B0E000	4 CM	P CX,	[0400]	DS:0400=000
X=0040	BX=0302	CX=0003	DX=0040	SP=00FD	BP=0000 SI=0000 DI=0000
S=073F	ES=073F	SS=073F	CS=073F	IP=0123	NV UP EI NG NZ AC PO CY

20<40<80 AX=40 CX=3



BX=303 DX=50

DOSBox 0.74-3, Cpu speed: 3000 cycles, Frameskip 0, Progra.... 

AX=0040 BX=0303 CX=0063 DX=0050 SP=00FD BP=0000 SI=0000 DI=0000 NU UP EI PL NZ NA PE NC 073F:0118 7602 JBE 011C

-T

AX=0040 BX=0303 CX=0003 DX=0050 SP=00FD BP=0000 SI=0000 DI=0000 NU UP EI PL NZ NA PE NC 073F:011A 01DD AX, DX

-T

AX=0040 BX=0303 CX=0003 DX=0050 SP=00FD BP=0000 SI=0000 DI=0000 NU UP EI PL NZ NA PE NC 073F:011A 01DD AX, DX

-T

AX=0090 BX=0303 CX=0003 DX=0050 SP=00FD BP=0000 SI=0000 DI=0000 NU UP EI PL NZ NA PE NC 073F:011C 83C101 ADD CX, +01

-T

AX=0090 BX=0303 CX=0004 DX=0050 SP=00FD BP=0000 SI=0000 DI=0000 NU UP EI PL NZ NA PE NC 073F:011F 3B0E0004 CMP CX, [0400]

-T

AX=0090 BX=0303 CX=0004 DX=0050 SP=00FD BP=0000 SI=0000 DI=0000 NU UP EI PL NZ NA PD NC 073F:011F 3B0E0004 CMP CX, [0400]

-T

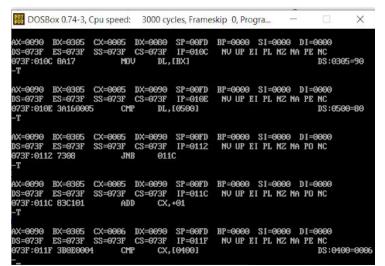
AX=0090 BX=0303 CX=0004 DX=0050 SP=00FD BP=0000 SI=0000 DI=0000 NU UP EI PL NZ NA PD NC 073F:011F 3B0E0004 CMP CX, [0400]

-T

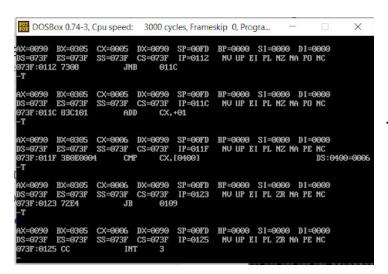
AX=0090 BX=0303 CX=0004 DX=0050 SP=00FD BP=0000 SI=0000 DI=0000 NU UP EI NG NZ AC PD CY 073F:0123 72E4 JB 0109

AX=40+50=90 CX=4

BX=304
DX=80
AX=90 doesn't change
CX=5



BX=305 DX=90 CX=6



The program has ended.

#### Problem 2:

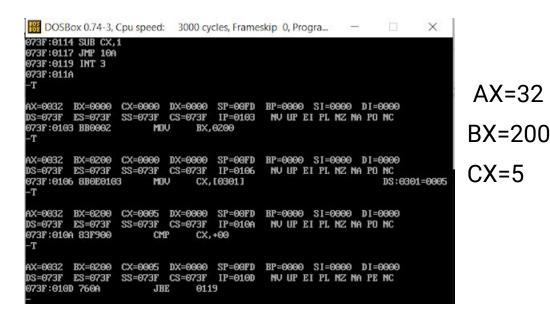
Write a program that copies the byte found in memory location 0300 into the memory start-ing from location 200 through a number of times given by the memory location 0301. Make sure it works properly if the number of times = 00.

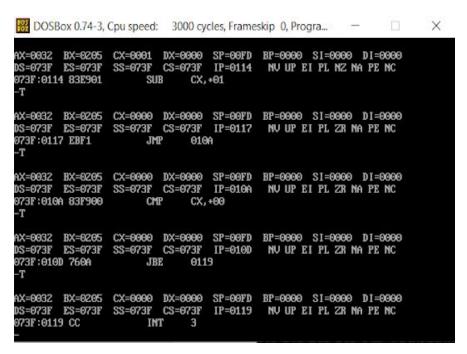
#### The program:

- Read the bytes from location
   300 and store it in AL.
- Start the address(BX) with 200.
- Start the counter(CX) with the number of times stored in location 301.
- Compare the counter with zero .
- Move the AL to the location of the address.
- Add one to the address.
- Subtract one from the counter.
- Return to the main loop.

```
D:\>debug.exe
-E 300 32 05
-A 100
073F:0100 MOV AL,[300]
073F:0103 MOV BX,200
073F:0106 MOV CX,[301]
073F:0100 CMP CX,0
073F:010D JBE 119
073F:010F MOV [BX],AL
073F:0111 ADD BX,1
073F:0114 SUB CX,1
073F:0117 JMP 10A
073F:0119 INT 3
```

#### Sample run:





# AFTER TRACING CX=0 BX=205

	BX=00 ES=00			<=00 S=07			(=00 3=01	1000	-		)FD 119			900 IP T		I=0000 PI 70	DI=00 NA PEN			
73F:0119 T		JI.	J.	3-01		T T	)-O	3	m	-0,	.1.7			JI J		L CA	111 II II	*)		
X=003Z BX=0205		CX=0000		DX=0000		900	SP=00F7		BP=0000 SI=0000			0 DI=0000								
S=073F	ES=073F		SS=073F		CS=01A3		LA3	IP=13B1		NV UP DI PI			I I	PL ZR	NA PE N	3				
)1A3:13B1	55				Pl	JSH		BP												
D 200																				
73F:0200	32	32	32	32	32	00	90	00-0	00	00	00	99	00	00	00	00	22222			
73F:0210	00	00	00	00	00	00	00	00-6	90	00	00	00	00	00	00	00				
73F:0220	99	00	00	00	00	00	00	00-6	90	00	00	00	00	00	00	00				
73F:0230	90	00	00	00	00	00	90	00-6	00	00	00	00	00	00	90	00				
73F:0240	00	00	00	00	00	00	00	00-6	90	00	00	00	00	00	00	00				
73F:0250	99	00	00	00	00	00	00	00-6	90	00	00	00	00	00	00	00				
73F:0260	90	00	00	00	90	00	90	00-0	00	90	00	00	00	00	00	00				
73F:0270	00	00	00	00	00	00	00	00-0	90	00	00	00	00	00	00	00			•	
												27.18°5	1114	DESM		2010	CC+91			

## THE RESULT