

National University of Computer and Emerging Sciences

Lab Manual

Computer Organization and Assembly Language



Lab 06

Course Instructor
Instructor(s)

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Class

BCS-3E

Semester

Fall 2023

Fast School of Computing

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Objectives

- Display Memory Formation
- Hello World in Assembly Language
- Screen Location Calculation

Contents

Objectives

ACTIVITY 1:

ACTIVITY 2:

ACTIVITY 3:

Note for all questions: You can make as many memory variables, subroutines as you need.
Must read all the manual before starting.

ACTIVITY 1: (5 marks)

Write a program to print three different characters on the three different locations on the screen. All characters should have different colors. Play with changing background color, foreground color and blinking foreground.

ACTIVITY 2: (5 marks)

Write a function **drawrect** that takes four parameters via the stack. The parameters are top, left, bottom, and right in this order. The function should display a rectangle on the screen using the characters " * ".

ACTIVITY 3: (5 marks)

Write a program to print a string on the 5th row and 10th column of the screen. Take your first name as a string.

REFERENCES

- <http://www.dosbox.com/download.php?main=1>
- <http://sourceforge.net/projects/nasm>
- <http://www.nasm.us/>
- <http://www.programmersheaven.com/download/21643/download.aspx> (AFD)