

**Lab 1****Brief Introduction of COAL and Software Installation**

Computer Organization refers to the way in which the hardware components of a computer system are arranged and interconnected. Computer Organization and Assembly Language (COAL) Programming deals with lower-level computer programming—machine or assembly language, and how these are used in the typical computer system. Assembly language programming develops a very basic and low-level understanding of the computer. In higher level languages there is a distance between the computer and the programmer. This is because higher level languages are designed to be closer and friendlier to the programmer, thereby creating distance with the machine. This distance is covered by translators which are called compilers and interpreters. The aim of programming in assembly language is to bypass these intermediates and talk directly with the computer.

Different architectures of the computer system are adopted to understand the rules, methods, and procedures that describe the execution and functionality of the entire computer system. John von Neumann coined and developed an architecture named **von Neumann architecture**. The computer we are using nowadays is based on the von Neumann architecture. It has some concepts. It is also known as Princeton architecture. It renders a unique design for the electronic digital systems having the following components:

- A Central Processing Unit (CPU) with arithmetic and logic unit (ALU) and processors with attached registers.
- A memory that can store data and instructions.
- External mass storage or secondary storage.
- A Control Unit (CU) with the ability to hold instructions in the program counter (PC) or instruction register (IR).
- Input and output mechanisms and peripherals.

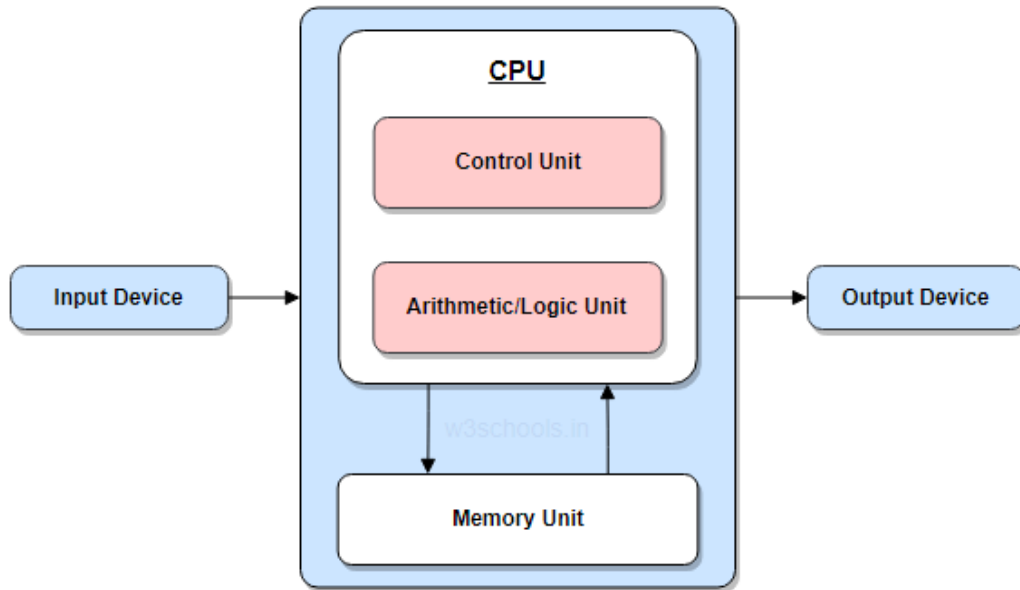


Figure 1: Von Neumann Architecture

The von Neumann design thus constitutes the foundation of modern computing. The Harvard architecture, a similar model, had committed data addresses and buses for reading and writing to memory. It won because von Neumann's architecture was easier to execute in real hardware.

### Software Required

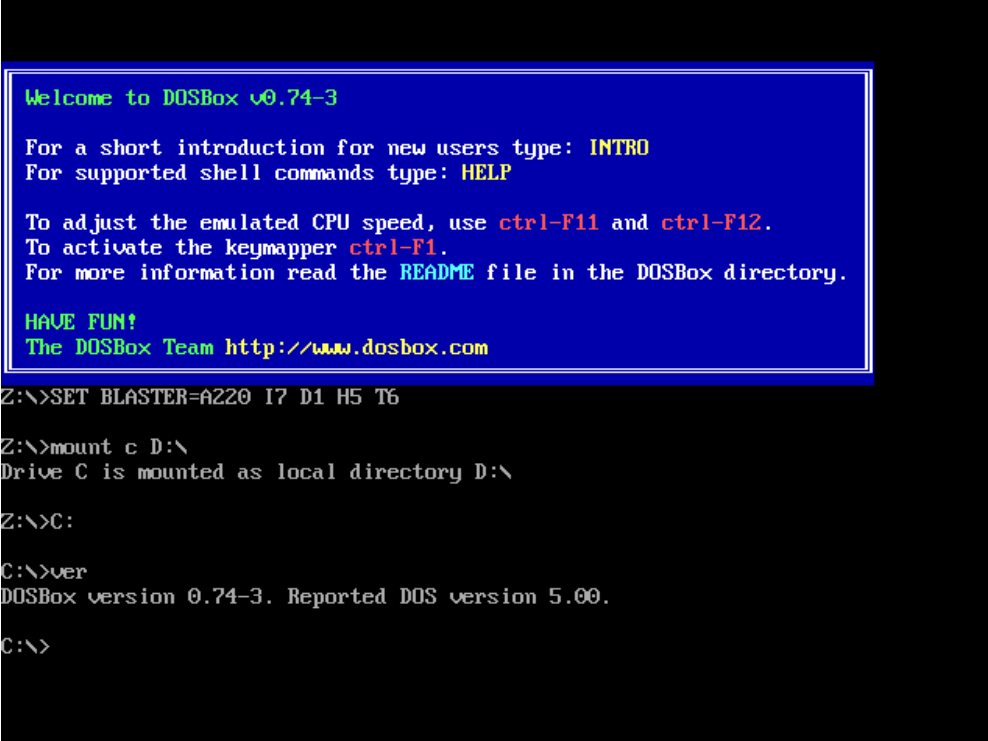
- DOSBox (An Emulator)
- Notepad ++/Visual Studio Code for Assembly Coding

### Objective of Using DOSBox

DOSBox is an emulator and the purpose of using it here is to study a specific 16-bit architecture of Intel IBM PC using assembly language on a 32-bit or 64-bit machine.



Figure 2: DOSBox Icon



```
Welcome to DOSBox v0.74-3

For a short introduction for new users type: INTRO
For supported shell commands type: HELP

To adjust the emulated CPU speed, use ctrl-F11 and ctrl-F12.
To activate the keymapper ctrl-F1.
For more information read the README file in the DOSBox directory.

HAVE FUN!
The DOSBox Team http://www.dosbox.com

Z:\>SET BLASTER=A220 I7 D1 H5 T6

Z:\>mount c D:\
Drive C is mounted as local directory D:\

Z:\>C:

C:\>ver
DOSBox version 0.74-3. Reported DOS version 5.00.

C:\>
```

Figure 3: Interface of the DOSBox

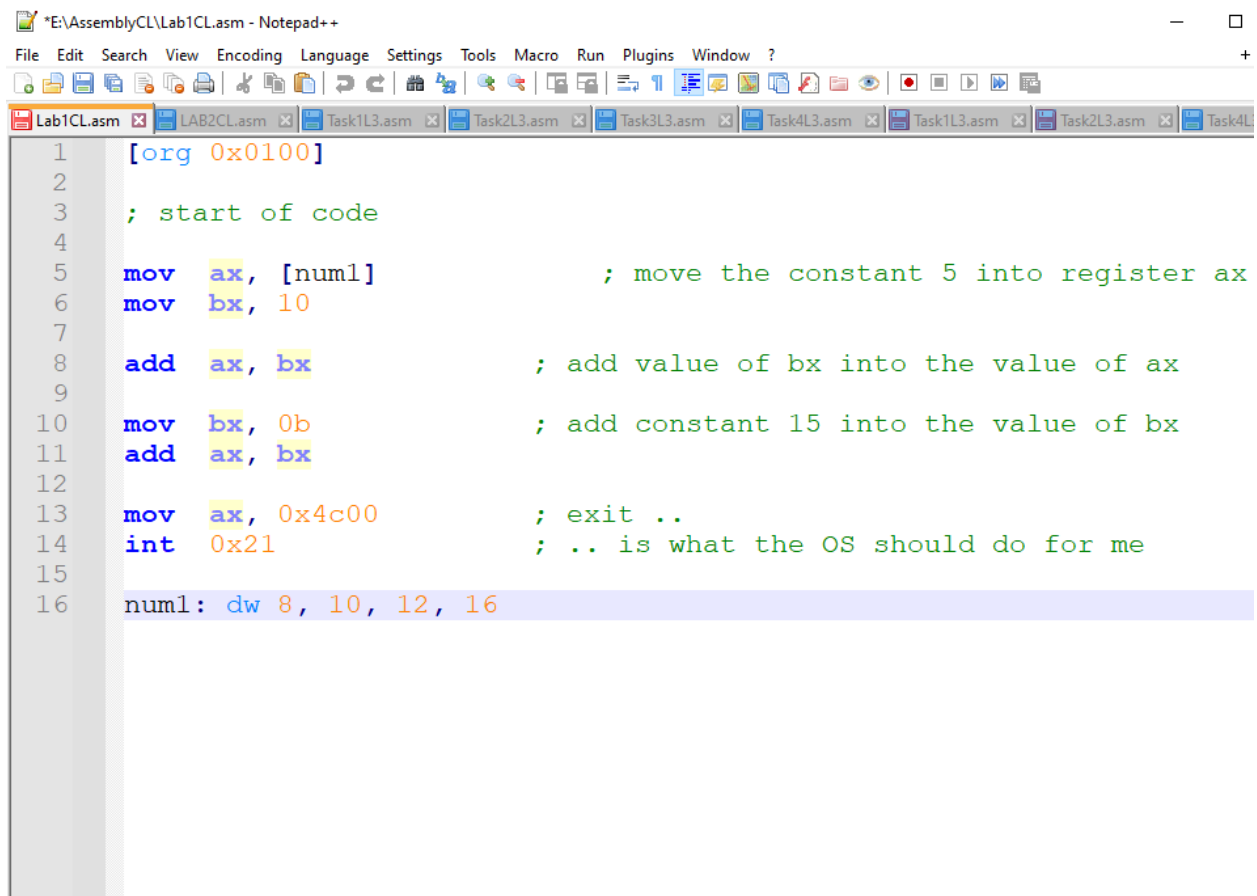
### **Steps of Installation for Windows**

Follow these steps if you have a Windows PC to download and install DOSBox:

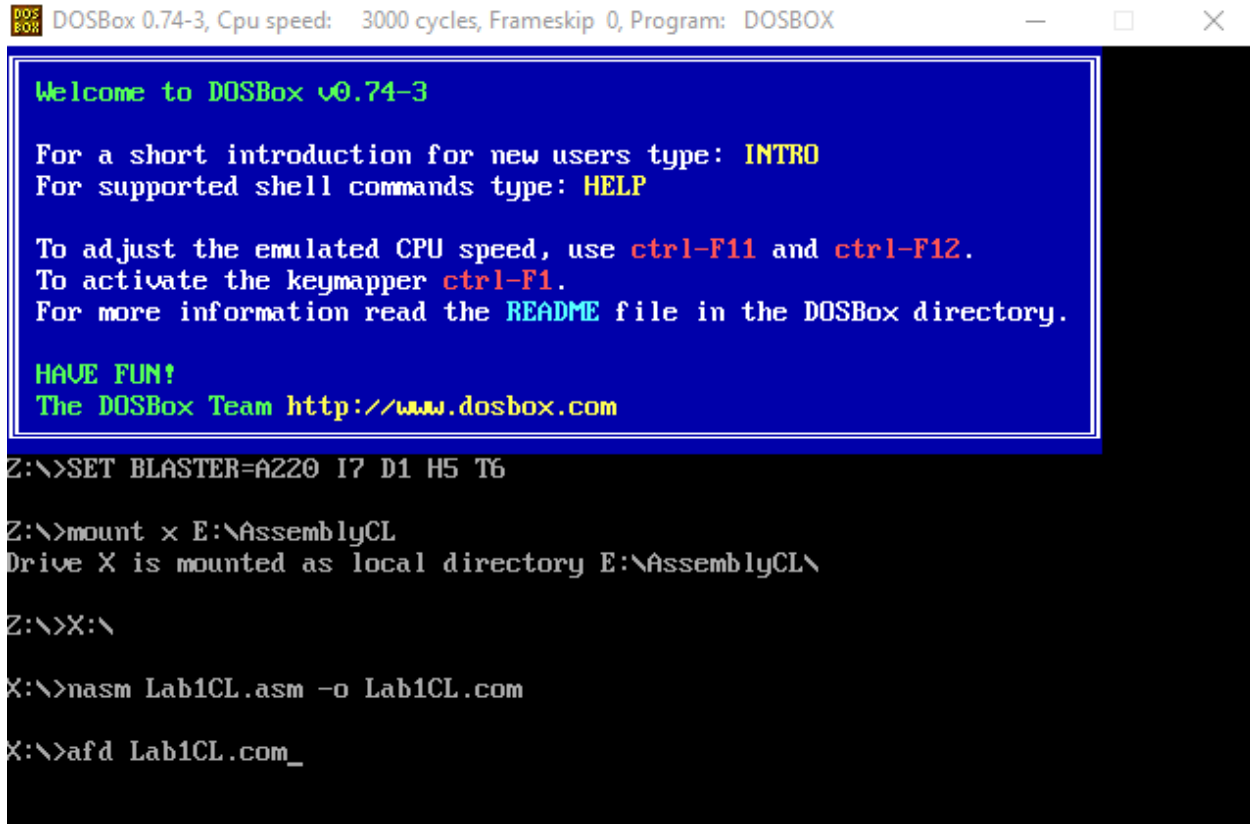
- Open a browser and go to the [DOSBox download page](#).
- Locate the latest Windows installer download and select it.
- After the download is completed, run the installer.
- Follow the on-screen directions. It's fairly simple, and the default options should suffice in most situations.

## Lab Work

- Installation of the Softwares
- Getting familiar with the interface of DOSBox and making **.asm** files in NotePad++



```
*E:\AssemblyCL\Lab1CL.asm - Notepad++
File Edit Search View Encoding Language Settings Tools Macro Run Plugins Window ?
Lab1CL.asm LAB2CL.asm Task1L3.asm Task2L3.asm Task3L3.asm Task4L3.asm Task1L3.asm Task2L3.asm Task4L
1  [org 0x0100]
2
3  ; start of code
4
5  mov ax, [num1]           ; move the constant 5 into register ax
6  mov bx, 10
7
8  add ax, bx              ; add value of bx into the value of ax
9
10 mov bx, 0b              ; add constant 15 into the value of bx
11 add ax, bx
12
13 mov ax, 0x4c00          ; exit ..
14 int 0x21               ; .. is what the OS should do for me
15
16 num1: dw 8, 10, 12, 16
```



DOSBox 0.74-3, Cpu speed: 3000 cycles, Frameskip 0, Program: DOSBOX

```

Welcome to DOSBox v0.74-3

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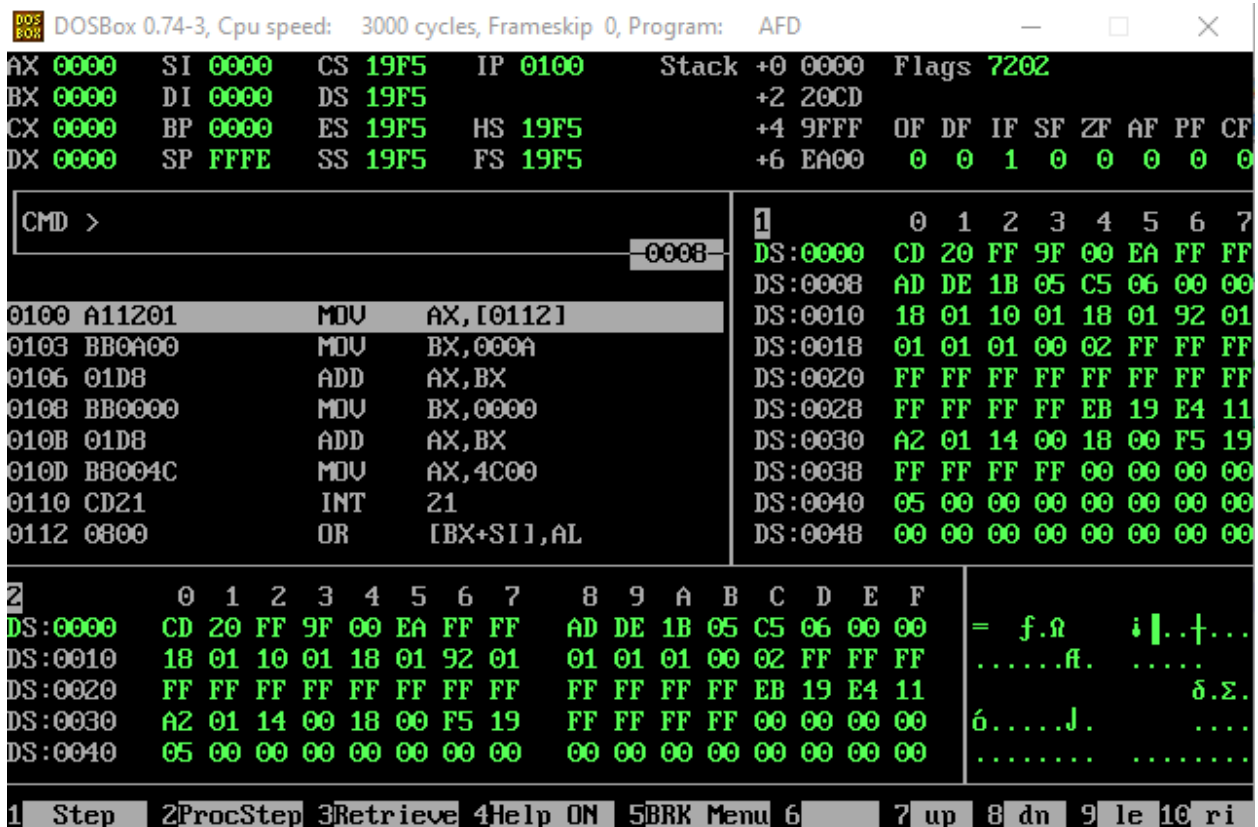
Z:\>SET BLASTER=A220 I7 D1 H5 T6

Z:\>mount x E:\AssemblyCL
Drive X is mounted as local directory E:\AssemblyCL\

Z:\>X:\

X:\>nasm Lab1CL.asm -o Lab1CL.com

X:\>afd Lab1CL.com_
  
```



DOSBox 0.74-3, Cpu speed: 3000 cycles, Frameskip 0, Program: AFD

AX	SI	CS	IP	Stack	Flags
0000	0000	19F5	0100	+0 0000	7202
BX	DI	DS		+2 20CD	
CX	BP	ES	HS	+4 9FFF	OF DF IF SF ZF AF PF CF
DX	SP	SS	FS	+6 EA00	0 0 1 0 0 0 0 0

CMD >			0	1	2	3	4	5	6	7
0100	A11201	MOV	AX,	[0112]						
0103	BB0A00	MOV	BX,	000A						
0106	01D8	ADD	AX,	BX						
0108	BB0000	MOV	BX,	0000						
010B	01D8	ADD	AX,	BX						
010D	B8004C	MOV	AX,	4C00						
0110	CD21	INT	21							
0112	0B00	OR	[BX+SI],	AL						

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DS:0010	18	01	10	01	18	01	92	01	01	01	00	02	FF	FF	FF	FF
DS:0020	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	EB	19	E4	11	
DS:0030	A2	01	14	00	18	00	F5	19	FF	FF	FF	FF	00	00	00	00
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