

**ASSEMBLY LANGUAGE PROGRAM**  
**BEGINNING- LECTURE #2**

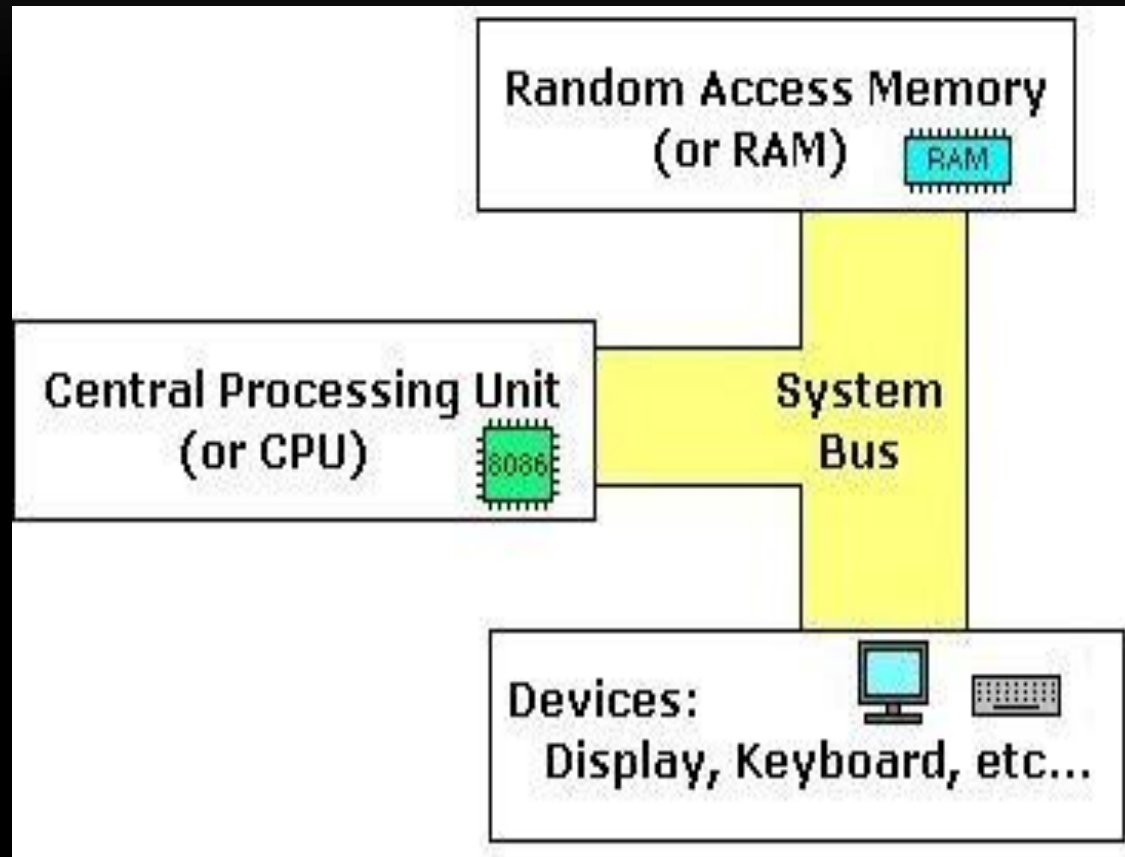
Course Teacher

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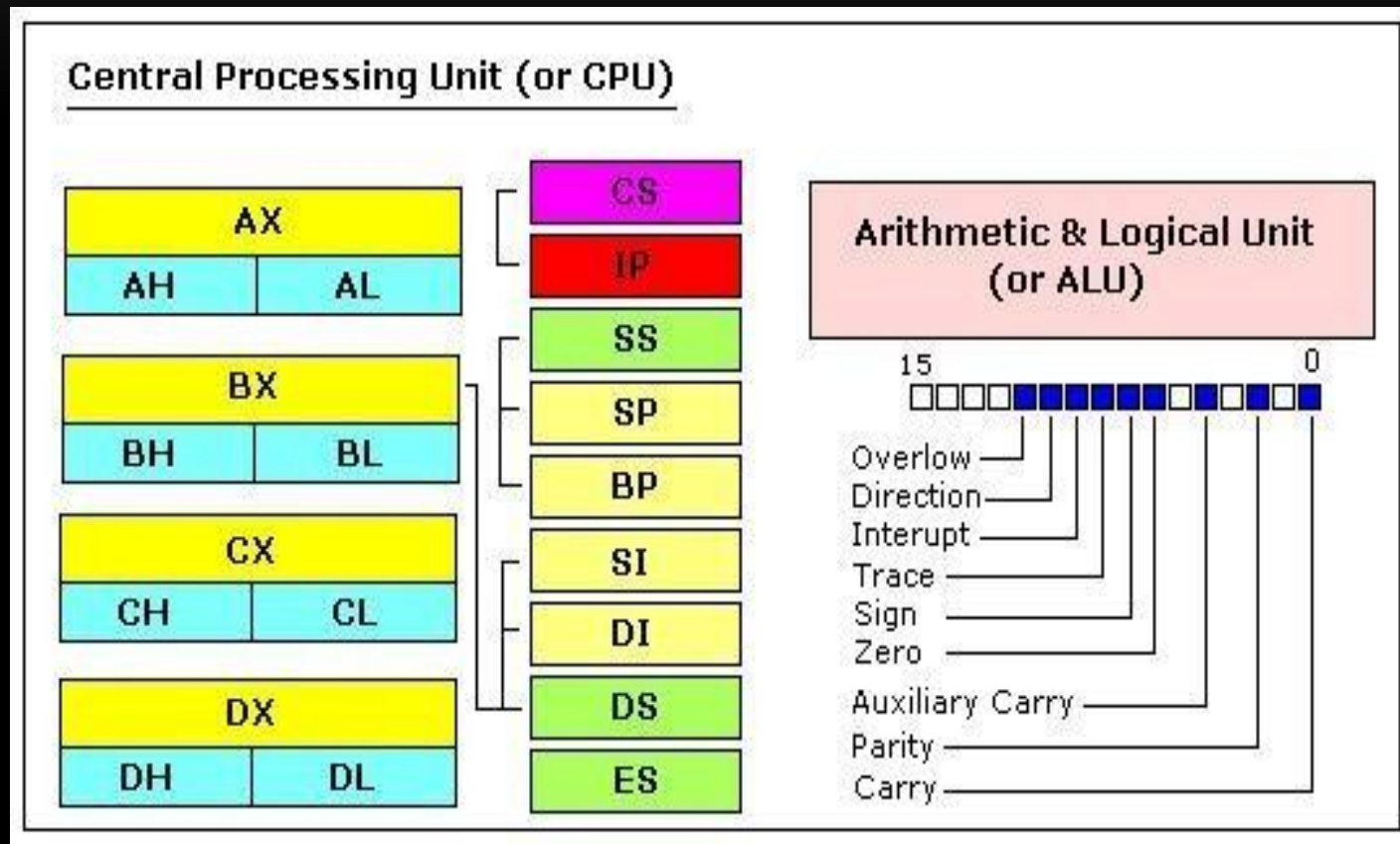
# LESSON PLAN

- Assembly program structure
- First assembly program with EMU8086
- Related concepts with the first program:
  - Loading program
  - Boot process
  - Handling the stack

# MAIN COMPUTING SYSTEM STRUCTURE



# RECALLING MAIN CONCEPTS



# DIRECTIVE MODEL

The model indicates the size of code and data segment.

## ➤ Syntax

`.MODEL SMALL/ COMPACT/MEDIUM/ LARGE`

<b>SMALL</b>	<b>code - one segment data - one segment</b>
<b>MEDIUM</b>	<b>code more than one segment data one segment</b>
<b>COMPACT</b>	<b>code one segment data more than one segment</b>
<b>LARGE</b>	<b>code more than one segment data more than one segment</b>
	<b>One segment size is 64 KB</b>

# SEGMENT DIRECTIVES

8086 uses Segment: special areas defined to contain **CODE, DATA and STACK**

Assembly program consists of three parts, or segments according to this concept.

# STACK SEGMENT

Stack segment is used to store temporary information actually the contents of registers for interrupted section of program, mainly return address.

➤ The stack segment begins with *directive* `.STACK`

➤ Syntax

**`.STACK size`**

Size in no. of bytes.

`.STACK 100h` ; allocates 100 bytes for stack segment

# STACK

- The word is from data structure
- Last In, First Out (LIFO) mechanism
- STACK in OS has three main functions:
  - Contains return address
  - Data
  - Content of present registers



# STACK

- PUSH
  - Decrease SP by 2 and store a value there
- POP
  - Return a value from stack and increase SP by 2

# DATA SEGMENT

The data segment begins with *directive* .DATA

## ➤ Syntax

**.DATA** ; logical definition of data segment

Memory variables will be declared in this section.

# DATA TYPES

There are four types of data -

BYTES (8-bit) : This can be defined as DB = Define Byte

WORD (16-bit): This can be defined as DW = Define Word

DOUBLE WORD (32-bit): This can be defined as DD = Define Double

QUAD WORD (64-bit) : This can be defined as DQ = Define Quad

Syntax :

Variable\_Name type value

8086 works with byte and word

i.e. DB or DW applicable.

# EXAMPLES

- B DW 3478h
- C DB 'D'
- D DW 10h,20h,30h
- Msg DB "THIS IS A MESSAGE\$"
- A EQU 12345h
- Num DB ' ? '

# CODE SEGMENT

The code segment begins with the *directives*

## ➤ Syntax

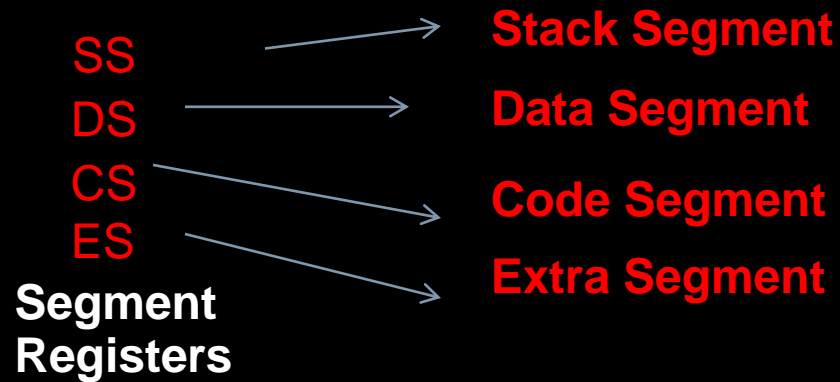
**.CODE** ; logical position of code segment  
starts from here

Instructions goes after this statement .

# INSTRUCTION EXECUTION AND ADDRESSING

- Executing an instruction include
  - Fetch the next instruction, put to a queue (QUEUE: FIFO vs. STACK LIFO)
  - Decode the instruction
  - Execute the instruction

# SEGMENT REGISTERS



# PROCEDURES

Inside a code segment, instructions are organized as procedures. The simplest procedure definition is-

## ➤ Syntax

**name PROC**

;body of the procedure

**name ENDP**

where name is user given and the keyword PROC for procedure and ENDP for end of procedure.



# AN EXAMPLE OF A CODE SEGMENT DEFINITION

```
.CODE
```

```
MAIN PROC
```

```
;main procedure instructions go here
```

```
MAIN ENDP
```

```
;other procedures go here. Any procedure needs RET  
statement but not needed in main.
```

# A PROGRAM STRUCTURE

.MODEL SMALL

. STACK 100H

.DATA

;data definitions go here

.CODE

MAIN PROC

;instructions go here

MAIN ENDP

;other procedures go here

END MAIN