

CS322- Lab 4

Assembly language Programming

The purpose of the lab is to get an understanding of the development process . Task is to create a simple game that reads inputs from the keyboard and perform some interaction that uses various basic input output (BIOS) services.

(Various sample programs are given, first step is go through the asm files and understand the various input /output steps)

Your Lab Assignment 4 (100 points)

Submission (single zip file with a short report of your game (doc/pdf) and lab4.asm)

<https://u.pcloud.com/#page=puplink&code=eAd7ZD7whj1uYV0hk1sD8ALaYbbnHgElX>

. **Due on 21st September 11 PM.**