

1、实验任务一：Hello OS

1.1 代码

```
;boot.asm
    org 07c00h
    mov ax, cs
    mov ds, ax
    mov es, ax
    call DispStr
    jmp $

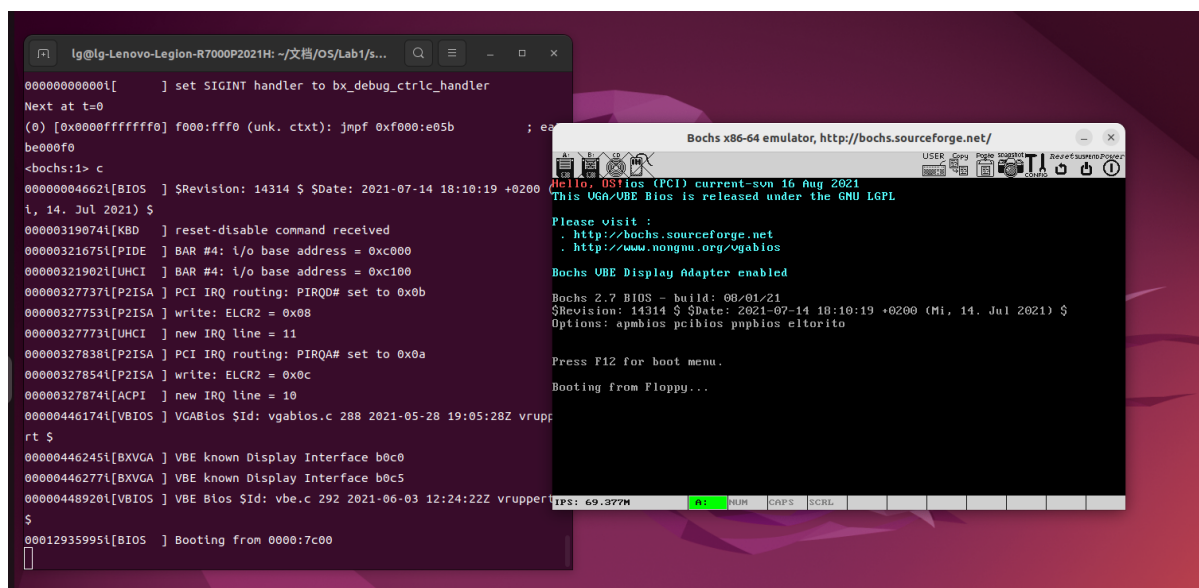
DispStr:
    mov ax, BootMessage
    mov bp, ax
    mov cx, 10
    mov ax, 01301h
    mov bx, 000ch
    mov dl, 0
    int 10h
    ret

BootMessage: db "Hello, OS!"
times 510-($-$$) db 0
dw 0xaa55
```

boshsrc

```
megs:32
display_library: sdl2
floppya: 1_44=a.img, status=inserted
boot: floppy
romimage: file=$BXXSHARE/BIOS-bochs-legacy
```

1.2 运行截图



2、实验任务二：进制转换

2.1 代码

```
;hello.asm
;; nasm -f elf32 hello.asm -o hello.o && ld -m elf_i386 hello.o -o hello &&
./hello

SECTION .bss
input: resb 256

SECTION .data
    msginput: db "Please input:", 0h ;输入提示
    msgerror: db "error", 0h ;error
    msg0x: db "0x", 0h
    msg0b: db "0b", 0h
    msg0o: db "0o", 0h
    num: resb 256 ;存储原数字
    res: resb 256 ;存储答案
    calcbase: db 0h ;存储基数
    myflag: db 0h ;状态机
    ismaximum: db 0h ;判断是否等于1e30
    ;input: db "11 o", 0h

SECTION .text
global _start

_start:
    call read ;输入，整行存储于input中
    call solve_input

    ;push eax
    ;mov eax, myflag
    ;add byte[myflag], 48
    ;call charprint
    ;sub byte[myflag], 48
    ;pop eax

    cmp byte[myflag], 0
    jz _start
    cmp byte[myflag], 1
    jz printerror
    cmp byte[myflag], 2
    jz printerror
    cmp byte[myflag], 3
    jz check_num
    cmp byte[myflag], 4
    jz quit

    cmp byte[myflag], 5
    jz printerror

solve_input: ;处理输入，提取原数num，目标进制base
```

```

mov eax,          input
mov byte[myflag], 0

nextchar:
    cmp byte [eax], 0
    jz  finished
    cmp byte [eax], 10
    jz  finished
    cmp byte[eax], 13
    jz  finished

    ;小小的调试
    ;push eax
    ;call charprint
    ;pop eax

    ;push eax
    ;add byte[myflag], 48
    ;mov eax, myflag
    ;call charprint
    ;sub byte[myflag], 48
    ;pop  eax

    mov bl, byte[eax] ;ebx存储当前字符
    inc eax

    cmp byte[myflag], 4
    je  solve4
    cmp byte[myflag], 3
    je  solve3
    cmp byte[myflag], 2
    je  solve2
    cmp byte[myflag], 1
    je  solve1
    cmp byte[myflag], 0
    je  solve0

solve0:
    cmp bl, 32
    je  nextchar
    cmp bl, 113 ;等于'q'
    je  set4
    cmp bl, 48
    jl  finisherr
    cmp bl, 57
    jg  finisherr
    jmp set1

set1:
    mov byte[myflag], 1

    mov ecx, num
    mov byte[ecx], bl

```

```

    inc ecx
    jmp nextchar

solve1:
    cmp bl, 32
    je set2
    cmp bl, 48
    jl finisherr
    cmp bl, 57
    jg finisherr
    mov byte[ecx], bl
    inc ecx
    jmp nextchar

set2:
    mov byte[myflag], 2
    mov byte[ecx], 0
    jmp nextchar

solve2:
    cmp bl, 32
    je nextchar
    cmp bl, 98
    je set3b
    cmp bl, 111
    je set3o
    cmp bl, 104
    je set3h
    jmp finisherr

set3b:
    mov byte[calcbase], 2
    mov byte[myflag], 3
    jmp nextchar

set3o:
    mov byte[calcbase], 8
    mov byte[myflag], 3
    jmp nextchar

set3h:
    mov byte[calcbase], 16
    mov byte[myflag], 3
    jmp nextchar

solve3:
    cmp bl, 32
    je nextchar
    jmp finisherr

set4:
    mov byte[myflag], 4
    jmp nextchar

solve4:
    cmp bl, 32

```

```

        je nextchar
        jmp finisherr

finisherr:
        mov byte[myflag], 5
        jmp finished

finished:
        ret

solve_num: ;处理num前导 0
        push eax
        push ecx
        mov  eax, num
        mov  ecx, num

solve_num_loop1:
        cmp byte[eax], 48
        jne solve_num_loop2
        inc  eax
        jmp solve_num_loop1

solve_num_loop2:
        ;byte[ecx]=byte[eax]
        push eax
        mov  al,      byte[eax]
        mov  byte[ecx], al
        pop  eax

        cmp byte[ecx], 0
        jz   end_solve_num
        inc  ecx
        inc  eax
        jmp solve_num_loop2
end_solve_num:
        pop  ecx
        pop  eax
        ret

check_num: ;判断数落在正确区间内

        call solve_num          ;去0
        mov  byte[ismaximum], 1
        mov  eax,               num

        mov  bl, byte[eax]
        mov  bh, 0              ;index
        cmp  bl, 0
        jz   calc_res
        cmp  bl, 49
        jne  no_one
        inc  eax
        inc  bh
        jmp  loop_check_num

loop_check_num:

```

```

        cmp byte[eax], 0
        jz  end_loop_check_num1
        cmp byte[eax], 48
        jne no_zero
        inc eax
        inc bh
        jmp loop_check_num

no_one:
        mov byte[ismaximum], 0
        inc eax
        inc bh
        jmp loop_check_num

no_zero:
        mov byte[ismaximum], 0
        inc eax
        inc bh
        jmp loop_check_num

end_loop_check_num1:
        cmp bh, 31
        jg  printerror
        cmp bh, 31
        je  end_loop_check_num2
        jmp calc_res

end_loop_check_num2:
        cmp byte[ismaximum], 1
        je  calc_res
        jmp printerror

```

calc_res: ;获取答案, 高精除法, 模拟长除法, edx作为余数寄存器, eax作为被除数寄存器, ebx作为num指针, ecx作为res指针

```

        mov ecx, res
begin_calc_loop:
        call solve_num
        ; 判断被除数为0, 0则结束
        mov  eax,      0
        mov  edx,      0
        mov  ebx,      num
        cmp  byte[ebx], 0
        jne  calc_loop      ;若被除数不为0, 则calc_loop模拟长除法
        mov  byte[ecx], 0
        jmp  solveres

calc_loop:
        cmp  byte[ebx], 0
        jz   end_calc_loop      ;遍历完毕, 结束循环
        mov  eax,      edx
        imul eax,      10
        push ebx
        movzx ebx,      byte[ebx]

```

```

add    eax,    ebx
sub    eax,    48
movzx  ebx,    byte[calcbase]
div    ebx
pop    ebx
mov    byte[ebx], al
add    byte[ebx], 48
inc    ebx
jmp    calc_loop

```

```

end_calc_loop:
    call get_digit
    mov  byte[ecx], dl
    inc  ecx
    jmp  begin_calc_loop

```

solveres: ;翻转并去除前导0

```

mov  eax, res
mov  ecx, res
loop_reverse_begin:
    cmp  byte[ecx], 0
    jz   loop_reverse_then
    inc  ecx
    jmp  loop_reverse_begin
loop_reverse_then:
    dec  ecx
loop_reverse:
    cmp  eax,    ecx
    jnl  end_loop_reverse
    mov  bh,     byte[eax]
    mov  bl,     byte[ecx]
    mov  byte[eax], bl
    mov  byte[ecx], bh
    inc  eax
    dec  ecx
    jmp  loop_reverse

```

```

end_loop_reverse:
    mov  eax, res
    mov  ecx, res
loop_nozero1:
    cmp  byte[ecx], 48
    jne  loop_nozero2
    inc  ecx
    jmp  loop_nozero1
loop_nozero2:
    mov  bl,     byte[ecx]
    mov  byte[eax], bl
    cmp  byte[ecx], 0
    jz   work_nozero1
    inc  ecx
    inc  eax
    jmp  loop_nozero2
work_nozero1:
    mov  eax,    res

```

```

        cmp byte[eax], 0
        jz  work_nozero2
        jmp end_solveres
work_nozero2:
        mov byte[eax], 48
        inc eax
        mov byte[eax], 0
end_solveres:
        jmp printres

printres:
        push eax
        cmp byte[calcbase], 2
        jz  output0b
        cmp byte[calcbase], 8
        jz  output0o
        cmp byte[calcbase], 16
        jz  output0x

        outputres:
        mov  eax, res
        call strlen
        pop  eax
        jmp  _start

output0b:
        mov  eax, msg0b
        call strlen
        jmp  outputres
output0o:
        mov  eax, msg0o
        call strlen
        jmp  outputres

output0x:
        mov  eax, msg0x
        call strlen
        jmp  outputres

get_digit: ;获取数字(edx)对应字符
        cmp edx, 10
        jl  isdigit
        sub edx, 10
        add edx, 97
        ret
isdigit:
        add edx, 48
        ret

strlen: ;求字符串长
        push ebx
        mov  ebx, eax
        strlennextchar:

```



```

        cmp byte [eax], 0
        jz  strlenfinished
        inc eax
        jmp strlennextchar
strlenfinished:
        sub eax, ebx
        pop ebx
        ret

```

read:

```

        push eax
        ;mov  eax, msginput
        ;call strcpy
        push ebx
        push ecx
        push edx
        mov  edx, 255
        mov  ecx, input
        mov  ebx, 0
        mov  eax, 3
        int  80h
        pop  edx
        pop  ecx
        pop  ebx
        pop  eax
        ret

```

charprint: ;输出字符

```

        push edx
        push ecx
        push ebx
        mov  ecx, eax
        mov  edx, 1
        mov  ebx, 1
        mov  eax, 4
        int  80h
        pop  ebx
        pop  ecx
        pop  edx
        ret

```

strcpy: ;输出字符串

```

        push edx
        push ecx
        push ebx
        push eax
        push eax
        call strlen
        mov  edx, eax
        pop  eax
        mov  ecx, eax
        mov  ebx, 1
        mov  eax, 4
        int  80h
        pop  eax

```