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## **Computer Organization and Assembly Language**

	Lab 9
Topic	1. Video memory

Note: Ascii table is provided at the end.

#### PART 1

#### VIDEO MEMORY

## **Console Display:**

Note: Each cell represents a word (2 byte).

Row 1,Col 1 Row 2,Col 1	Row 1,Col 2 Row 2,Col 2				Row 1,Col 80 Row 2,Col 80
•••	•••	•••			•••
•••	•••	•••			•••
•••	•••	•••			•••
•••	•••	•••			•••
•••	••••	•••			•••
•••	•••	•••			•••
<b>Row 25, Col 1</b>	<b>Row 25, Col 2</b>	•••	•••	•••	<b>Row 25, Col 80</b>

; if you change the second byte, you can change the color of the character.

; character attribute is 8 bit value,

; high 4 bits set background color and low 4 bits set foreground color.

LET AX have 16 bits with character 'A' as a value byte and Brown background with white foreground color.

Blinking of the	Attribute byte						Value byte								
foreground color	Background			Foreground											
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	1	1	0	1	1	1	1	0	1	0	0	0	0	0	1



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```
; hex bin
             color
; 0
     0000
            black
     0001
; 1
            blue
; 2
     0010
            green
     0011
; 3
            cyan
                                  possible background colors
     0100
; 4
            red
     0101
; 5
            magenta
     0110
            brown
; 6
; 7
     0111
            light gray
                                                             possible foreground color
     1000
; 8
            dark gray
;9
     1001
            light blue
     1010
            light green
; a
     1011
            light cyan
; b
     1100
            light red
; c
     1101
            light magenta
; d
     1110
            yellow
; e
; f
     1111
            white
                                    DOSBox 0.74, Cpu speed: 3000 cycles, Frameskip (
    mov ax, 0xb800;
                                    C:\>nasm test.asm -o test.com
    mov di,
                                    C:N>test.com
    mov ah, 0x6F;
                                    C:\>
    mov al, 0x41
    Mov [es:di],ax;
    mov ax,0x4c00
    int 21h
```



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### Copy character array from one to another.

[org 0x100]
jmp start
data1 db 'Abcd,edfg,ijkl,mnopqr',0 ;this is zero means null.
data2: times 21 db 0
start:
mov si, data1
mov di, data2
11:
mov al,[si]
mov [di],al
inc si
inc di
cmp al,0 ;comparing if the string is terminated or not.
jne 11
mov ax,0x4c00
int 21h



int 21h

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## "To run code without debugging simply type test.com instead of afd test.com"

## Type cls then enter before running the following codes.

### Display string on screen

[org 0x100]	
jmp start	
str1 db 'I am a student of Unive	rsity of Central Punjab',0
start:	
mov ax, 0xb800;	;segment address from where video memory starts.
Mov es, ax;	
mov di, 0;	;location on screen where we want to start displaying our string.
mov cx, 46;	; string length, 11 characters.
mov si, str1;	
mov ah, 0x1A;	; Attribute byte for the characters to be displayed.
label:	
Mov al, [si];	;reading the characters in al.
Inc si	; pointing to next character in string
Mov [es:di],ax;	; printing message on the screen, whole register of size word is written at
Add di,2;	
cmp cx,30	
jne skip	
change_blinking:	
mov ah,0x9A	
skip:	
loop label	
mov ax,0x4c00	



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### For example:

- Different attribute values of each word
- Different locations can be accessed for the display.

```
[org 0x100]
mov ax,0xb800
mov es,ax

mov ah,0x7A
mov al,0x41

mov [es:0],ax

mov bh,0x2c
mov bl,0x42

mov [es:160],bx

mov ax,0x4c00
int 21h
```

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## Display code which writes and clears the string from screen.

USE CTRL+F11 to reduce cycles / sec or CTRL+F12 to increase the speed of dosbox.

Slow down the speed of dosbox by press and hold ctrl and press F11 till 1 cycle

DOSBox 0.74, Cpu speed: 1 cycles, Brameskip 0, Program: DOSBOX	_	)
C:\>nasm test.asm -o test.com		
C:\>afd test.com		
AFD-Pro is done		
C:\>_		
[org 0x100]		
jmp start		
str1 db 'HELLO WORLD'		
start:		
mov ax, 0xb800;		
Mov es, ax;		

mov di, 500;

mov cx, 11; ; string length, 11 characters.

mov si, str1;

mov ah, 0x1A;; Attribute byte, use any number

11:

Mov al, [si];

Inc si; pointing to next character in string

Mov [es:di],ax; ; printing message on the screen;

Add di,2;

loop 11



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mov cx, 2000; ; total screen locations.

mov ax, 0x0720; Attribute byte (07) and (20h) ASCII for space character.

mov di, 0; ; start from top left

12:

Mov [es:di],ax; ; writing blank spaces on whole screen

Add di,2;

loop 12

mov ax,0x4c00

int 21h



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#### **ASCII CODES**

#### **HEX** format

00: null	20: spa	40: C	60: `	80: Ç	AØ: á	CØ: L	EØ: α
01: ⊖	21: !	41: A	61: a	81: ü	A1: í	C1: 1	E1: B
02: 🖴	22: "	42: B	62: b	82: é	A2: ó	C2: T	Е2: Г
03: ♥	23: #	43: C	63: c	83: â	A3: ú	C3: -	E3: π
04: ♦	24: \$	44: D	64: d	84: ä	A4: ñ	C4: -	E4: Σ
05: ♠	25: %	45: É	65: e	85: à	A5: Ñ	Č5: +	E5: σ
06: ±	26: &	46: F	66: <b>f</b>	86: å	A6: º	č6: ⊧	
07: beep	41.	47: G	67: g	87: ç 88: ê		C7: []	Ε7: τ
08: back	28: <	48: H	68: h	88: è	3:8A	==	E8: ₫
09: tab_	29: >	49: I	69: i	89: ë	A9: -	C9: <u>Iī</u>	E9: 0
0A: newl	2A: *	4A: J	6A: j	8A: è	AA: ¬		EA: Ω
0B: 8	2B: +	4B: K	6B: k	8B: ï	AB: ½	CB: ਜ	EB: δ
0C: P	2C: ,	4C: L	6C: 1	8C: î	AC: 🍇	cc: II	EC: ∞
OD: cret	2D: -	4D: M	6D: m	8D: ì	AD: i	CD: =	ED: ø
0E: Л	2E: .	4E: N	6E: n	8E: Ä	AE: «	CE: #	EE: €
0F: *	2F: /	4F: 0	6F: 0	8F: A	AF: »	CE: # CF: ¥	EF: N
10: ▶	30: 0	50: P	70: p	90: É		ĎØ: ш	FØ: ≡
11: 1	31: 1	51: Q	71: q	91: æ	B0: B1: B2:	D1: =	F1: ±
12: ‡	32: 2	52: R	72: r	92: Æ	B2 :		F2: ≥
13: !!	33: 3	53: S		93: 6	B3:	D2: I	F3: ≤
13. ::							
14: ¶	34: 4	54: T	74: t	94: ö	B4: -		F4: ſ
15: ₹	35: 5	55: U	75: u	95: ò	B5: ‡	D5: F	F5: J
16: -	3 <u>6: 6</u>	56: V	<u>76</u> ∶ ∨	96: û	<u>B6</u> ∶ {	D6:    D7:	<u>F6</u> : ÷
17: <b>‡</b>	37: 7	57: W	77: w	97: ù	B7: n	D7: ∦	F7: ≈
18: ↑	38:8	58: X	78: x	98: ÿ	B8: 🖣	D8: Î	F8: 0
19: ↓	39: <b>9</b>	59: Y	79: y	99: Ô	B9: {	D9: J	F9: -
1A: →	3A: :	5A: Z	7A: ž	9A: Ü	B9: {  BA:	DA: r	FA: ·
1B: ←	3B: ;	5B: [	7B: {	9B: ¢		DB:	FB: J
1C: ∟	3C: 〈	5C: \	7C: i	9Ĉ: È	BC: ]	DC:	FC: "
1D: ++	3D: =	5D: i	7D: }	9D: ¥	BD: 11	DD:	FD: 2
1E: ▲	3E: >	5E: ^	7E: ~	9E: Ř	BE: Ⅎ	DE:	FE: ■
1F: ▼	3F: ?	5F: _	7F: 4	9F: f	55	DF:	
TL. A	3F • 1	or	(F: A	7F • J	BF: 7	Dr	FF: res

#### **ASCII CODES**

#### **Decimal format**

000:	null	032:	spa	064:	6	096:	•	128:	Ç	160:	á	192:	L	224:	α
001:	⊖	033:	•	065:	A	097:	a	129:		161:	í	193:	Т	225:	β
002:	8	034:	"	066:	В	098:	b	130:	é	162:	ó	194:	т	226:	Г
003:	•	035:	#	067:	С	099:	С	131:	â	163:	ú	195:	ŀ	227:	π
004:	•	036:	\$	068:	D	100:	d	132:	ä	164:	ñ	196:	<u>-</u>	228:	Σ
005:	•	037:	%	069:	E	101:	е	133:	à	165:	Ñ	197:	+	229:	σ
006:	<b>•</b>	038:	&	070:	F	102:	f	134:	a	166:	<u>⊶</u>	198:	ŧ	230:	μ
007:	beep	039:	,	071:	G	103:	g	135:	С	167:	<u>o</u>	199:	<u>[</u>	231:	ίτ
008:	back	040:	(	072:	Н	104:	ň	136:	ě	168:	ż	200:	L	232:	Φ
009:	tab	041:	)	073:	Ι	105:	i	137:	ë	169:	г	201:	Fr .	233:	Θ
010:	newl	042:	×	074:	J	106:	.i	138:	è	170:	٦.	202:	Ī	234:	Ω
011:	8	043:	+	075:	K	107:	Ř	139:	ï	171:	1/2	203:	17	235:	δ
012:	<b>Q</b>	044:	,	076:	L	108:	1	140:	î	172:	<b>%</b>	204:	Ϊ	236:	œ
013:	cret	045:	_	077:	M	109:	m	141:	ì	173:	į.	205:	Ë	237:	ø
014:	П	046:		078:	N	110:	n	142:	Ä	174:	«	206:	#	238:	$\epsilon$
015:	×	047:	/	079:	0	111:	0	143:	A	175:	>>	207:	ĭ	239:	N
016:	<b>&gt;</b>	048:	0	080:	P	112:	p	144:	É	176:		208:	П	240:	≡
017:	◀	049:	1	081:	Q	113:	ĝ	145:	æ	177:		209:	Ŧ	241:	±
018:	‡	050:	2	082:	Ŕ	114:	ŕ	146:	Æ	178:		210:	İ	242:	2
019:	!!	051:	3	083:	S	115:	S	147:	ô	179:	Ĩ	211:	Ц	243:	<u>&lt;</u>
020:	П	052:	4	084:	T	116:	t	148:	ö	180:	4	212:	Ł	244:	ſ
021:	§	053:	5	085:	U	117:	u	149:	ò	181:	4	213:	F	245:	J
022:	_	054:	6	086:	U	118:	v	150:	û	182:	- A	214:	п	246:	÷
023:	‡	055:	7	087:	W	119:	W	151:	ù	183:	Π	215:	II.	247:	×
024:	Ť	056:	8	088:	X	120:	x	152:	ÿ	184:	ä	216:	¥	248:	0
025:	†	057:	9	089:	Y	121:	y	153:	Ô	185:	a	217:	J	249:	-
026:	<b>→</b>	058:	:	090:	Z	122:	ž	154:	Ü	186:	II .	218:	г	250:	-
027:	<b>←</b>	059:	;	091:	[	123:	{	155:	¢	187:	ä	219:		251:	1
028:	L	060:	<	092:	\	124:	1	156:	£	188:	]	220:	_	252:	n
029:	**	061:	=	093:	1	125:	>	157:	¥	189:	П	221:	Γ	253:	2
030:	<b>A</b>	062:	>	094:	^	126:	•	158:	R⊾	190:	4	222:	1	254:	
031:	▼	063:	?	095:	_	127:	Δ	159:	£	191:	1	223:		255:	res