page 60,132

TITLE A04ASM1 (COM) Move and add operations plus display

.MODEL SMALL

.CODE

ORG 100H

BEGIN: JMP MAIN

; ----------------------------------------------------------

FLDD DW 0AH

FLDE DW 0F120H

FLDF DW ?

; ----------------------------------------------------------

MAIN PROC NEAR

MOV AX, CS

MOV DS, AX ; - init DS by CS

MOV AX, FLDD

ADD AX, FLDE

MOV FLDF, AX ; - FLDF = FLDD + FLDE

MOV CX, 2 ; - 2 byte, 2 loop

LEA DI, FLDF

ADD DI, CX ; - for load byte of FLDF

A10PRINTLOOP:

DEC DI

MOV DH, [DI] ; - load 1 byte of FLDF

MOV BX, 2 ; - 1 byte need 2 character,

; so, 2 print loop

A20LOADDL:

MOV DL, 11110000B

AND DL, DH ; - load upper 4 bit into DL

MOV AH, CL

MOV CL, 4

SHR DL, CL

MOV CL, AH ; - shift DL's bit to bottom

CMP DL, 10 ; - 0~9 or A~F

JB ARABIT

JMP ALPHABET

ARABIT:

ADD DL, 30H

JMP A30PRINTDL

ALPHABET:

ADD DL, 37H

JMP A30PRINTDL

A30PRINTDL:

MOV AH, 02H

INT 21H ; - print DL character

MOV AH, CL

MOV CL, 4

SHL DH, CL

MOV CL, AH ; - shift DH left 4 bit to reuse above   
 ; DL 4bit loadding codes.

DEC BX

JNZ A20LOADDL ; - loop for loading twise

; (2 character per 1 byte)

LOOP A10PRINTLOOP

MOV AX, 4C00H

INT 21H

MAIN ENDP

END BEGIN