

# SOURCE CODE

**NAME:** PRIYANKA SURESH SALUNKE

**CLASS:** SE COMPUTER 1

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;Write X86/64 ALP to perform non-overlapped block transfer without string specific instructions.  
Block containing data can be defined in the data segment.

;write system call to display message ;in the form of print macro

%macro print 2

```
    mov rax,01          ;request to write
    mov rdi,01          ;on stdout = screen
    mov rsi,%1          ;1st parameter
    mov rdx,%2          ;lnd parameter
    syscall
```

%endmacro

section .data

srcblk db 10h,20h,30h,40h,50h

m0 db 10,13,"Non-Overlapping BDT without String instructions"

l0 equ \$-m0

m1 db 10,13," Source Block: ",10,13

l1 equ \$-m1

m2 db 10," Destinition Block After Transfer: ",10,13

l2 equ \$-m2

space db " "

newline db 0xa

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```
section .bss

dstblk resb 05

count resb 01

count1 resb 01
```

```
section .text

global _start

_start:
```

```
print m0,l0          ;display Aim of Program
```

```
print m1,l1          ;print srcblk msg
mov rsi,srcblk       ;rsi pointing to the base address of srcblk
call disp_block      ;call to procedure named disp_block
```

```
mov rcx,05           ;load counter in counter register
mov rsi,srcblk
mov rdi,dstblk
```

```
s1:
mov al,[rsi]         ;copy element of srcblk in AL
    mov [rdi],al      ;paste it in dstblk
    inc rsi           ;increment pointer in srcblk
```

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```
inc rdi          ;increment pointer in dstblk

loop s1          ;rcx--;
                 ;Compare if rcx =0?; 2 Cases [Y/N]
                 ;If No then jump to the label given in the instruction [label s1]
                 ;If rcx=0 come out of the loop nd goto the next instruction following loop
                 ;instruction

print m2,l2      ;print dstblk message

mov rsi,dstblk   ;rsi pointing to the base address of dstblk
call disp_block  ;call to procedure named disp_block

print newline,1

mov rax, 60
xor rdi, rdi
syscall

;Procedure to display block elements
disp_block:
    mov rbp,05    ;count of array elements
back: mov al,[rsi]
    push rsi      ;push address of array element on stack
    mov bl, al
    call disp_8
```

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```
print space,1
```

```
    pop rsi
```

```
    inc rsi
```

```
    dec rbp
```

```
    jnz back
```

```
ret
```

```
disp_8:
```

```
    mov dl, bl
```

```
    and dl,0f0h
```

```
    rol dl,04
```

```
    cmp dl,09h
```

```
    jbe skip
```

```
    add dl,07h
```

```
skip:
```

```
    add dl,30h
```

```
    mov byte[count],dl    ;ASCII of higher nibble (1st digit of n.)
```

```
    and bl,0fh
```

```
    cmp bl,09h
```

```
    jbe skip1
```

```
    add bl,07h
```

```
skip1:
```

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```
add bl,30h
```

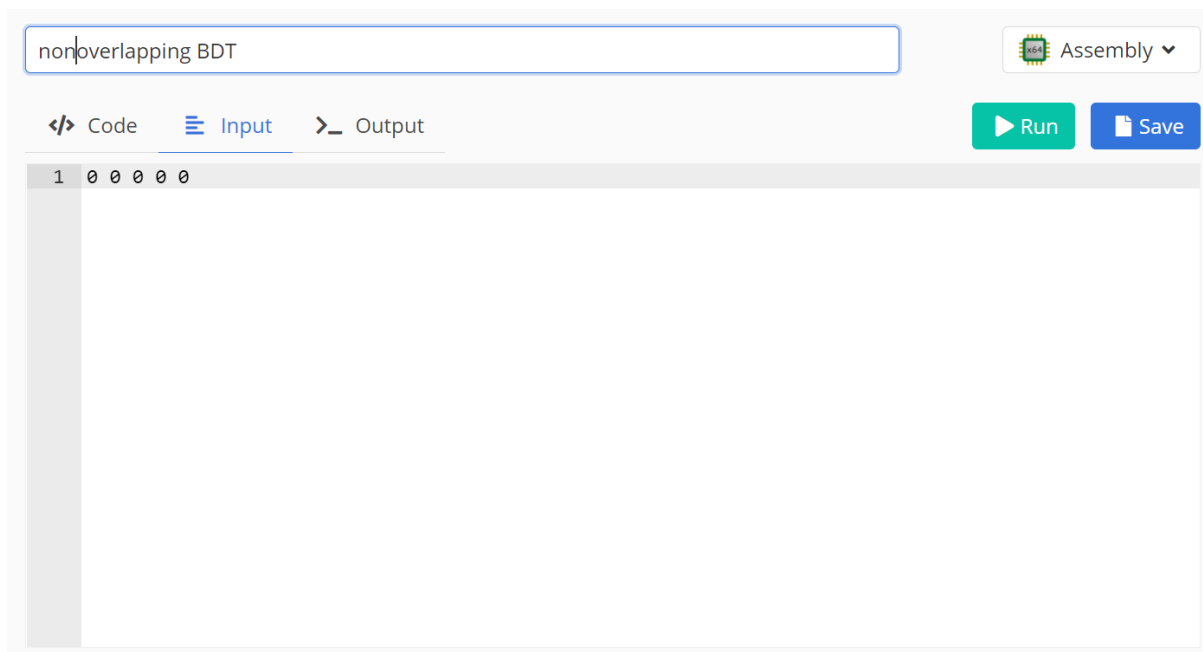
```
mov byte[count1],bl    ;ASCII of lower nibble (lInd digit of n.)
```

```
print count,01
```

```
print count1,01
```

```
ret
```

## INPUT:



nonoverlapping BDT

Assembly

Code Input Output

Run Save


```
1 0 0 0 0 0
```


## OUTPUT:


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Non overlapping


 Assembly ▾

 Code

 Input

 Output

 Run

 Save

```
Non-Overlapping BDT without String instructions
Source Block:
10 20 30 40 50
Destinition Block After Transfer:
10 20 30 40 50

[Program exited with exit code 0]
```