

CSE2006 Microprocessor and Interfacing

Lab Assignment 5

Slot: L39+L40

Faculty: Dr. Kumaravelu R.

Name: Rajendra Agrawal

Reg. No: 17BCE2151

Question: Write an 8086 Assembly Language Program to read characters from the standard output device (monitor – Video RAM) and store it in a file using interrupts?

C Code:

```
#include<stdio.h>
#include<conio.h>
#include<stdlib.h>
unsigned char far *vram = (unsigned char far *)0xB8000000;
void main()
{
 int i,j;
 char data;
 unsigned int row;
 unsigned int col;
 FILE * fptr;
                                                           //Declaring file pointer
  printf("\t**********);
  printf("\n\tHello World\n\tThis message will be stored in text file");
  printf("\n\t17BCE2151");
  printf("\n\tRajendra Agrawal");
  printf("\n\t*********");
 if(fptr == NULL)
 {
    printf("Failure");
  }
 for(i=1;i<25;i++)
    row=i;
    for(j=1;j<80;j++)
     col=j;
      data = *(vram+((row-1)*160)+(col-1)*2);
                                                           //Reading from screen
     fprintf(fptr,"%c",data);
                                                           //Writing to File
    fprintf(fptr,"\n");
 fclose(fptr);
 getch();
}
```

In the above code we first declare a memory pointer vram that points to the memory allocated to output screen buffer. Then we create a file pointer, fptr that points to the given file. After that the file is opened and row-wise characters are read from output screen and written to the file pointed by "fptr".

Output of Turbo C:

Output written to file: