

Display Memory - Homework

We did following code in class:

```
; clear the screen
[org 0x0100]

                                mov ax, 0xb800                                ; load video base
in ax
                                mov es, ax                                ; point es to
video base
                                mov di, 0                                ; point di to top
left column
                                                                ; es:di
pointint to --> 0xB800:0000 (B8000)

nextchar:    mov word [es:di], 0x0720                                ; clear next char on screen
                                add di, 2                                ; move to next
screen location
                                cmp di, 4000                                ; has the whole screen
cleared
                                jne nextchar                                ; if no clear next
position

                                mov ax, 0x4c00 ; terminate program
                                int 0x21
```

Question 1: Update above code such that it prints all characters (ASCII 0 to 255) on screen starting from location zero onwards and fills all the screen as shown in the figure below:

[Hint: Keep attribute byte in AH and characters' ASCII in AL]



[illegible]