

Nama : Aristo Benedict Iskandar  
NIM : 0806022410013  
Jurusan : IMT

The following is a sequence of assembly commands used in the 8086 compiler to print the symbol "\*" in the form of a standing right triangle in the output section of the 8086 compiler.

```
1  SET 0
2  star: DB 0x2A
3
4  start:
5  MOV AX, 0
6  MOV DS, AX
7  MOV SI, OFFSET star
8  MOV AH, 0x13
9  MOV BL, 3
10
11 A:
12 INC CX
13 INT 0x10
14 MOV AL, byte DS[SI]
15 INC DI
16 MOV byte DS[DI], AL
17 CMP CL, BL
18 JNE A
19 HLT
```

In the next section, we will explain the command parts used in the coding above.

SET 0 ( In this command section, we will order the computer to set the memory on the first memory.)

star: DB 0x2A ( In this command section, we will set the star label with a value of Hexadecimal 2A which is the Hexadecimal of the symbol "\*" with a data size of 1 byte)

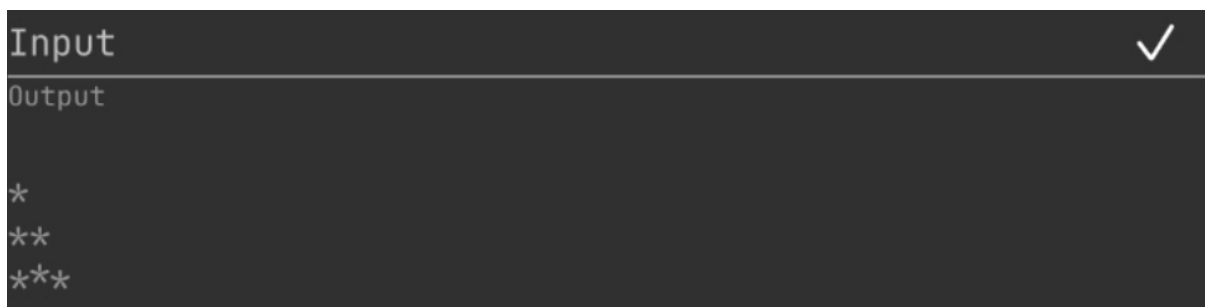
start: ( In this command section, we show the computer that this is the beginning of the program.)

MOV AX, 0 ( In this command section, we will use the AX register which has a size of 16 bits and set the value in it to 0.)

MOV DS, AX ( In this command section, we will set the existing segment data to the AX register which has a value of 0.)

MOV SI, OFFSET star	( In this command section, we will set the SI register to the star label which has a Hexadecimal value of 2A so that the value in SI changes to a Hexadecimal value of 2A which is the Hexadecimal value of the symbol "**")
MOV AH, 0x13	( In this command section, we will order the computer to use the command to display the string on the screen.)
MOV BL, 3	( In this command section, we will order the computer to set the BL register to a value of 3.)
A:	( In this command section, we will show the computer that this is the beginning of the jump if executed.)
INC CX 1	( In this command section, we will ask the computer to add the value 1 to the CX register.)
INT 0x10	( In this command section, we will ask the computer to call BIOS for screen or video operation )
MOV AL, byte DS[SI]	( In this command section, we will ask the computer to move the data from segment data that shown by SI register to AL register )
INC DI	( In this command section, we will ask the computer to add the value 1 to the DI register )
MOV byte DS[DI], AL	( In this command section, we will ask the computer to move the data from AL register to segment data that shown by DI register )
CMP CL, BL	( In this command section, we will ask the computer to compare the value between Cl register and Bl register )
JNE A	( In this command section, we will ask the computer jump to label A if the value from Cl register have highest value then Bl register )
HLT	( In this command section, we will ask the computer to stop the program )

Next is the result from the commands execution when it's done.



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Input
Output

*
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