

# LAB 06

## PROCEDURES & FILE HANDLING



STUDENT NAME

ROLL NO

SEC

SIGNATURE & DATE

MARKS AWARDED: \_\_\_\_\_

NATIONAL UNIVERSITY OF COMPUTER AND EMERGING SCIENCES  
(NUCES), KARACHI

Prepared by: Aamir Ali

Version: 1.0  
Date: 06<sup>th</sup> Oct 2021

## Lab Session 06: PROCEDURES & FILE HANDLING

### Objectives:

- Built-in-Procedure
- PROC Directive
- Call & Ret Instructions
- File Handling

### Procedure in Irvine32 Library:

Some of the procedures available in Irvine32 library are:

1. **Clrscr:**  
Clears the console window and locates the cursor at the above left corner.
2. **Crlf:**  
Writes the end of line sequence to the console window.
3. **DumpRegs:**  
Displays the EAX, EBX, ECX, EDX, ESI, EDI, ESP:EIP and EFLAG registers.
4. **DumpMem (ESI=Starting OFFSET, ECX=LengthOf, EBX=Type):**  
Writes the block of memory to the console window in hexadecimal.
5. **WriteBin:**  
Writes an unsigned 32-bit integer to the console window in ASCII binary format.
6. **WriteChar:**  
Writes a single character to the console window.
7. **WriteDec:**  
Writes an unsigned 32-bit integer to the console window in decimal format.
8. **WriteHex:**  
Writes a 32-bit integer to the console window in hexadecimal format.
9. **WriteInt:**  
Writes a signed 32-bit integer to the console window in decimal format.
10. **WriteString (EDX= OFFSET String):**  
Write a null-terminated string to the console window.
11. **ReadChar:**  
Waits for single character to be typed at the keyboard and returns that character.
12. **ReadDec:**  
Reads an unsigned 32-bit integer from the keyboard.
13. **ReadHex:**  
Reads a 32-bit hexadecimal integers from the keyboard, terminated by the enter key.
14. **ReadInt:**  
Reads a signed 32-bit integer from the keyboard, terminated by the enter key.
15. **ReadString (EDX=OFFSET String, ECX=SIZEOF):**  
Reads a string from the keyboard, terminated by the enter key.
16. **SetTextColor (Background= Upper AL, Foreground= Lower AL):**  
Sets the foreground and background colors of all subsequent text output to the console.
17. **GetTextColor (Background= Upper AL, Foreground= Lower AL):**  
Returns the active foreground and background text colors in the console window.
18. **MsgBox (EDX=OFFSET String, EBX= OFFSET Title):**



Displays a pop-up message box.

19. **MsgBoxAsk (EDX=OFFSET String, EBX= OFFSET Title):**

Displays a yes/no question in a pop-up message box.

20. **WaitMsg:**

Display a message and wait for the Enter key to be pressed.

21. **Delay:**

Pauses the program execution for a specified interval (in milliseconds).

22. **getDateTime:**

Gets the current date and time from system

23. **GetMaxXY (DX=col, AX=row):**

Gets the number of columns and rows in the console window buffer.

24. **Gotoxy (DH=row , DL=col):**

Locates the cursor at a specific row and column in the console window. By default X coordinate range is 0-79 and Y coordinate range is 0-24.

25. **Randomize:**

Seeds the random number generator with a unique value.

Color and Its Value							
Color	Value	Color	Value	Color	Value	Color	Value
Black	0	Red	4	Gray	8	Light Red	C
Blue	1	Magenta	5	Light Blue	9	Light Magenta	D
Green	2	Brown	6	Light Green	A	Yellow	E
Cyan	3	Light Gray	7	Light Cyan	B	White	h

**Example 01:**

**Gotoxy (DH=row , DL=col):**

Locates the cursor at a specific row and column in the console window. By default X coordinate range is 0-79 and Y coordinate range is 0-24.

Include Irvine32.inc

.code

main proc

call Clrscr

mov dh, 24

mov dl, 79

; bottom-right corner

call Gotoxy

; Move cursor there

mov al, '\*'

call WriteChar

; Write '\*' in bottom right

call ReadChar

; Character entered by user is in AL

mov dh, 10

mov dl, 10

call Gotoxy

call WriteChar

; Output the character entered at 10,10

call CrLf

; Carriage return to line 11

call DumpRegs

; Output registers

; output a row of '&'s to the screen, minus first column



```

mov al, '&'
mov cx, 79
mov dh, 5                ; row 5
L1: mov dl, cl
    call Gotoxy
    call WriteChar
loop L1
call CrLf
exit
main ENDP
END main

```

**Here are some more:**

<b>Randomize</b>	Initialize random number seed
<b>Random32</b>	Generate a 32 bit random integer and return it in eax
<b>RandomRange</b>	Generate random integer from 0 to eax-1

**Example 02:**

```

Include Irvine32.inc
.data
myInt DWORD ?
myChar BYTE ?
myStr BYTE 30 dup(0)
myPrompt BYTE "Enter a string:",0
myPrompt2 BYTE "Enter a number:",0
.code
main proc
; Output 2 random numbers
call Randomize                ; Only call randomize once
call Random32
call WriteInt                  ; output EAX as int
call CrLf
call RandomRange
call WriteInt                  ; output EAX as int
call CrLf
; Get and display a string
mov edx, offset myprompt
call Writestring                ; Display prompt
mov ecx, 30                     ; Max length of 30
mov edx, offset myStr
call Readstring
call Writestring                ; Output what was typed
call CrLf
; Get a number and display it
mov edx, offset myprompt2

```



```
call WriteString          ; Display prompt
call ReadInt              ; Int stored in EAX
call CrLf
call WriteInt
call CrLf

exit
main endp
end main
```

**Example 03:**

```
Include Irvine32.inc
.data
msg byte "Genrating 50 number",0
.code
main PROC
mov edx,offset msg
call WriteString
call crlf
mov ecx,50
L1:
mov eax,+33
call RandomRange
call writeDec
call CrLf
Loop L1
exit
main endp
end main
```

**Writing Procedures**

You have already been defining your own procedures – the main procedure works just like any other procedure.

The format to define a procedure is:

```
<Procedure-Name> proc
...
... ; code for procedure
...
ret ; Return from the procedure
<Procedure-Name> endp
```

The keyword `proc` indicates the beginning of a procedure, and the keyword `endp` signals the end of the procedure. Your procedure must use the `RET` instruction when the procedure is finished. This causes the procedure to return by popping the instruction pointer off the stack.



To invoke a procedure, use call:  
**call procedure-name**

**Example 04: (Addition of Two Numbers)**

```
INCLUDE Irvine32.inc
.data
var1 DWORD 5
var2 DWORD 6
.code
main PROC
call AddTwo
call writeint
call crlf
exit
main ENDP
AddTwo PROC
mov eax,var1
mov ebx,var2
add eax,var2
ret
AddTwo ENDP
END main
```

**Example 05: (Addition of Elements within an Array)**

```
INCLUDE Irvine32.inc
.data
myarray DWORD 1,2,3,4,5,6

.code
main PROC
call ArraySum
call writeint
call crlf
exit
main ENDP
ArraySum PROC
mov esi,0
mov eax,0
mov ecx, LENGTHOF myarray

L1:
add eax,myarray[esi]
add esi,4
```



```
Loop L1  
ret  
ArraySum ENDP  
END main
```

## **FILING HANDLING**

### **Creating a New File**

EAX contains the newly created file's handle or INVALID\_HANDLE\_VALUE if creation is unsuccessful.

### **Opening an Existing File**

Offset of file name is passed to EDX. Handle of opened file is returned in EAX

### **Reading From a File**

#### **Call arguments:**

EAX = an open file handle  
EDX = offset of the input buffer  
ECX = maximum number of bytes to read

#### **Return arguments:**

If CF = 0, EAX contains the number of bytes read.  
If CF = 1, EAX contains a system error code.

### **Writing To a File:**

#### **Call arguments:**

EAX = an open file handle  
EDX = offset of the buffer  
ECX = maximum number of bytes to write

#### **Return arguments:**

If CF = 0, EAX contains the number of bytes written.  
If CF = 1, EAX contains a system error code.

### **Example 06**

```
; Creating a File (CreateFile.asm)  
INCLUDE Irvine32.inc  
BUFFER_SIZE = 501  
.data  
buffer BYTE BUFFER_SIZE DUP(?)  
filename BYTE "output.txt",0  
fileHandle HANDLE ?  
stringLength DWORD ?  
bytesWritten DWORD ?  
str2 BYTE "Bytes written to file [output.txt]:",0
```



```
str3 BYTE "Enter up to 500 characters and press"
BYTE "[Enter]: ",0dh,0ah,0
.code
main PROC
; Create a new text file.
mov edx,OFFSET filename
call CreateOutputFile
mov fileHandle,eax
; Ask the user to input a string.
mov edx,OFFSET str3 ; "Enter upto ...."
call WriteString
mov ecx,BUFFER_SIZE ; Input a string
mov edx,OFFSET buffer
call ReadString
mov stringLength,eax ; counts chars entered
; Write the buffer to the output file.
mov eax,fileHandle
mov edx,OFFSET buffer
mov ecx,stringLength
call WriteToFile
mov bytesWritten,eax ; save return value
call CloseFile
; Display the return value.
mov edx,OFFSET str2 ; "Bytes written"
call WriteString
mov eax,bytesWritten
call WriteDec
call CrLf

exit
main ENDP
END main
```

### **Example 07**

```
; Reading a File (ReadFile.asm)
; Opens, reads, and displays a text file using
; procedures from Irvine32.lib.
INCLUDE Irvine32.inc
INCLUDE macros.inc
BUFFER_SIZE = 5000
.data
buffer BYTE BUFFER_SIZE DUP(?)
filename BYTE 80 DUP(0)
fileHandle HANDLE ?
```

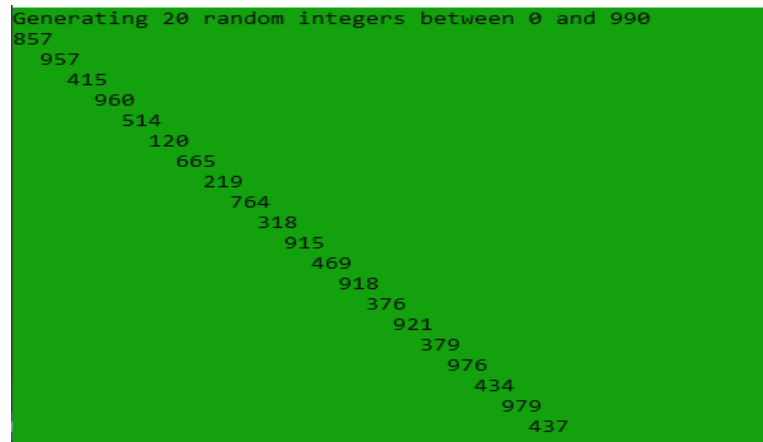




```
.code
main PROC
; Let user input a filename.
mWrite "Enter an input filename: "
mov edx,OFFSET filename
mov ecx,SIZEOF filename
call ReadString
; Open the file for input.
mov edx,OFFSET filename
call OpenInputFile
mov fileHandle,eax
; Read the file into a buffer.
mov edx,OFFSET buffer
mov ecx,BUFFER_SIZE
call ReadFromFile
mov buffer[eax],0 ; insert null terminator
mWrite "File size: "
call WriteDec ; display file size
call Crlf
; Display the buffer.
mWrite <"Buffer:",0dh,0ah,0dh,0ah>
mov edx,OFFSET buffer ; display the buffer
call WriteString
call Crlf
mov eax,fileHandle
call CloseFile
exit
main ENDP
END main
```

**Lab Task(s):**

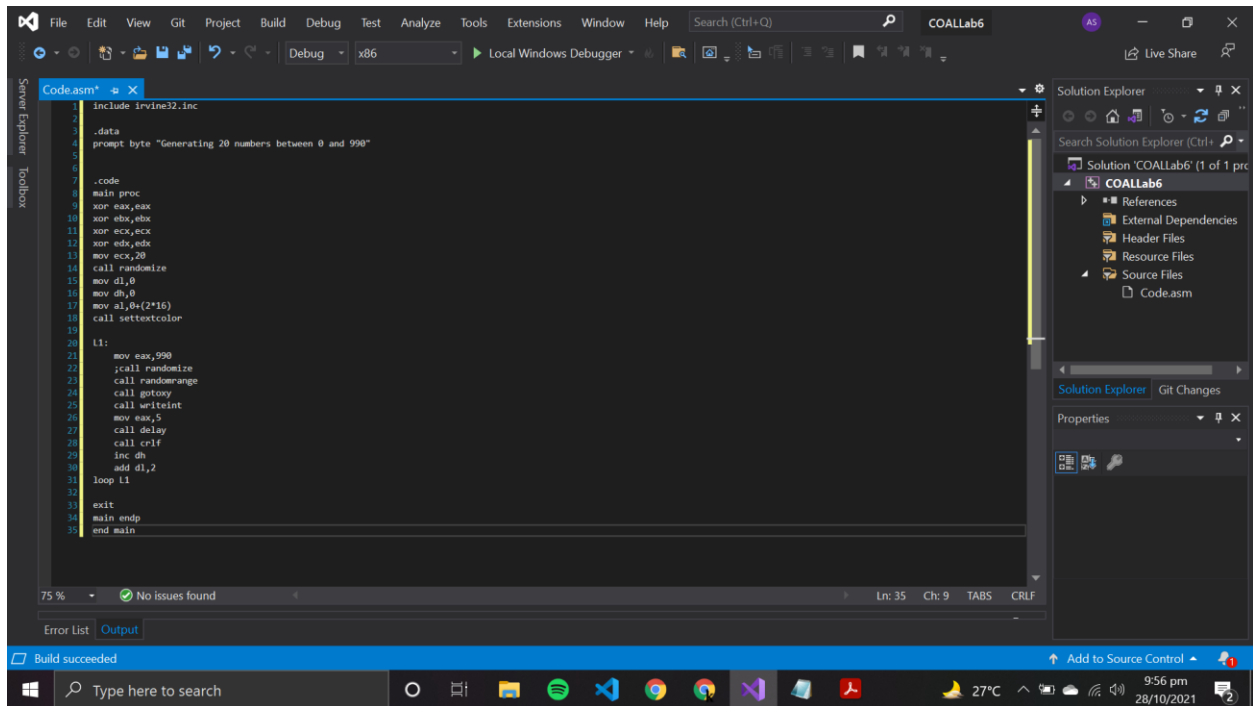
1. Write a program to display a list of 20 random numbers in diagonal pattern. Add a 5 millisecond delay before displaying each number.



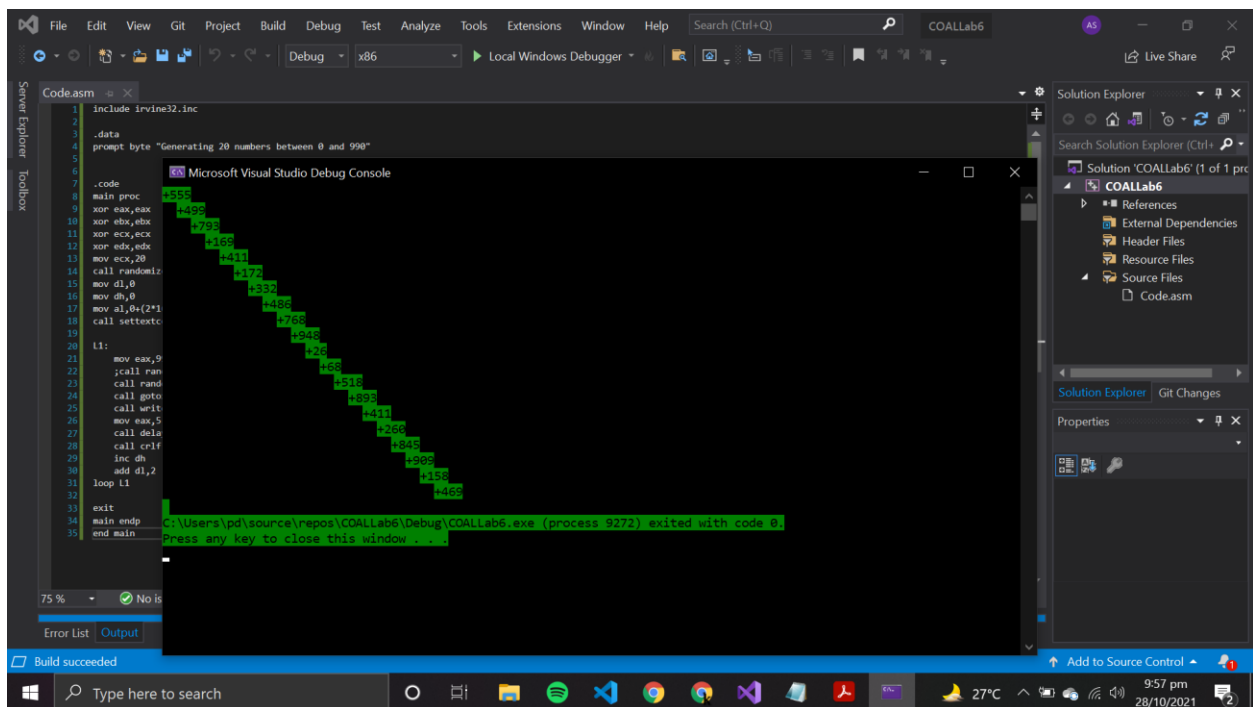
```
Generating 20 random integers between 0 and 990
857
 957
  415
   960
    514
     120
      665
       219
        764
         318
          915
           469
            918
             376
              921
               379
                976
                 434
                  979
                   437
```

2. Write a program to display a single character at 100 random screen locations, using a timing delay of 100 millisecond. (Hint: Use GetMaxXY and movzx procedures)
3. Write a program to generate 10 unsigned integers in the range 0 to 4,294,967,294 and 10 signed integers in the range -50 to +49.
4. Make a program to create a text file name MyFile.txt and write a string in file.

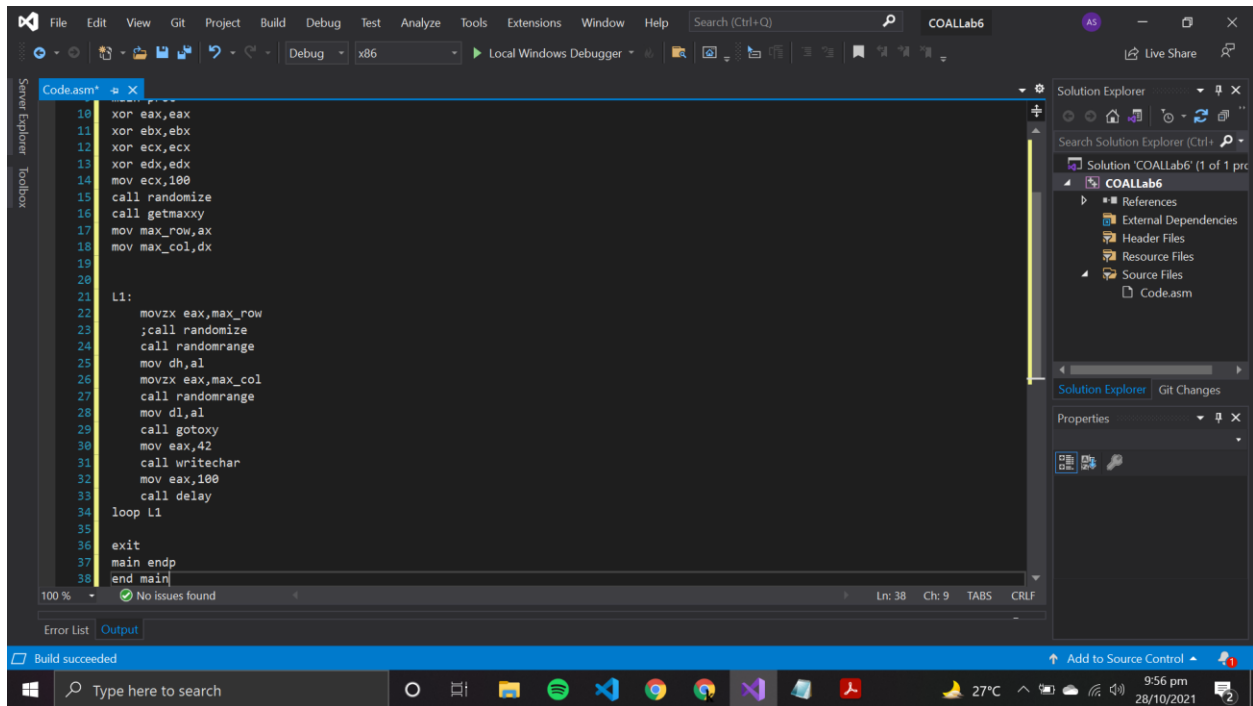
## TASK 1:



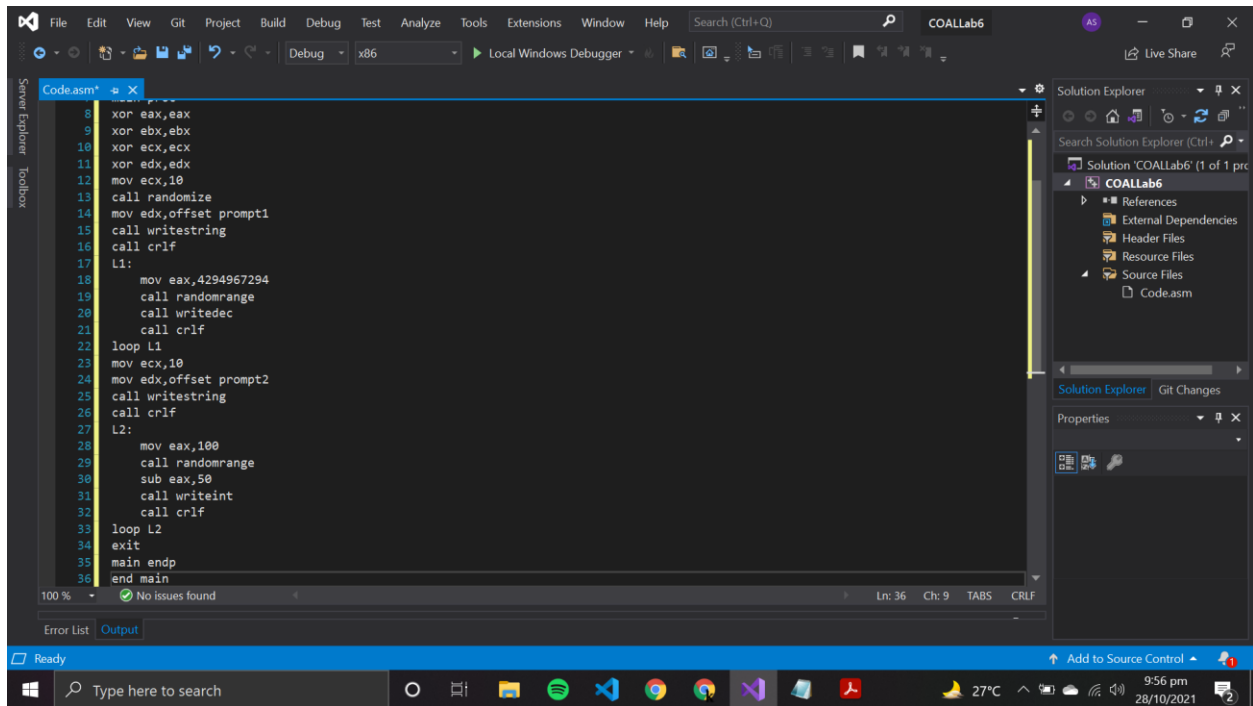
## OUTPUT:



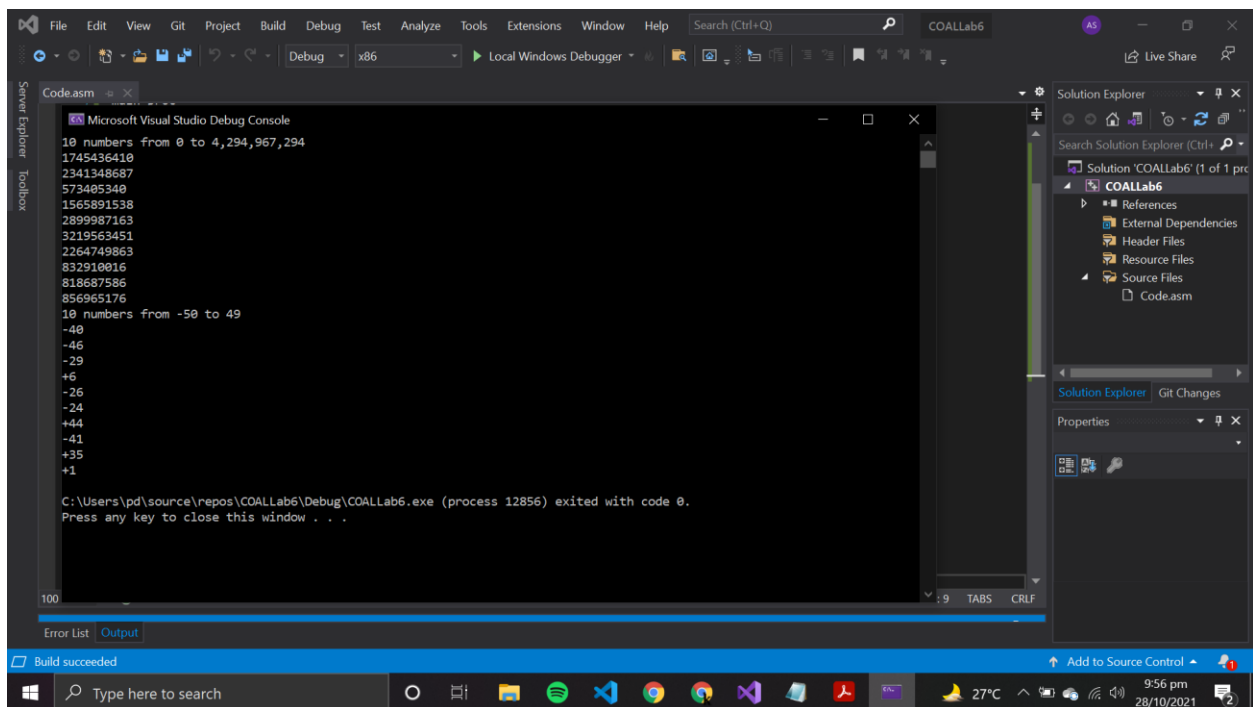
## TASK 2:



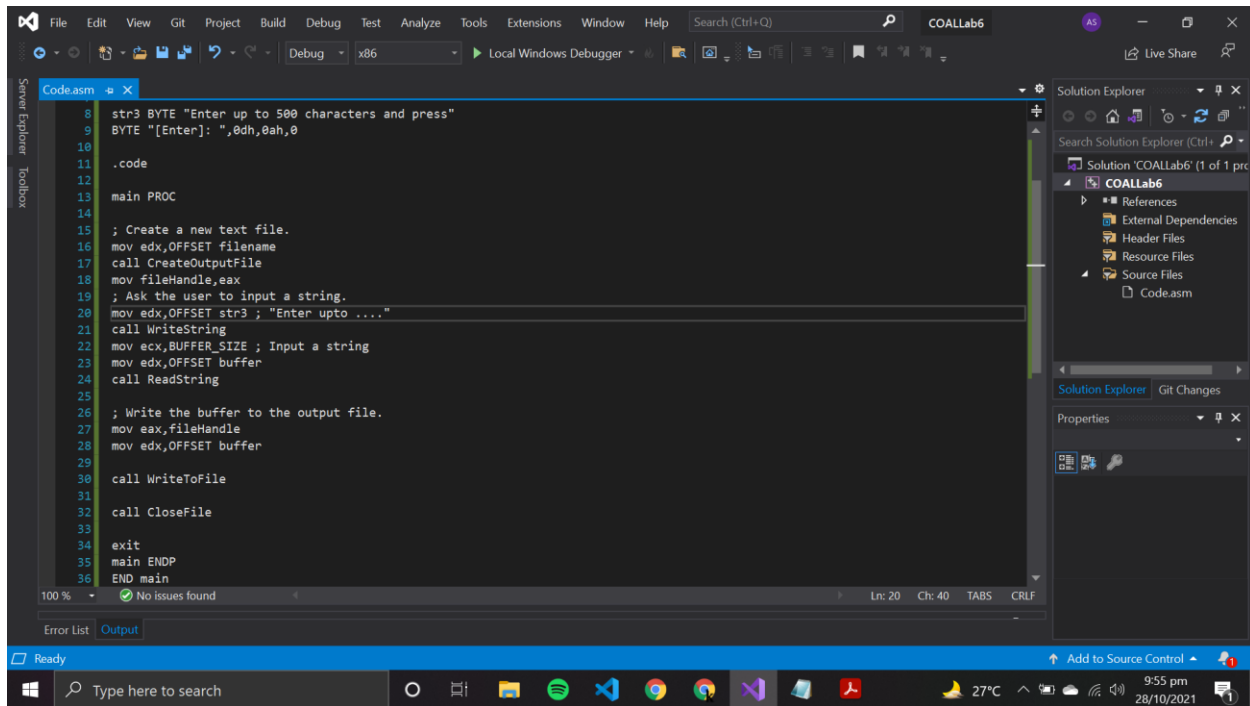
## TASK 3



## OUTPUT:



## TASK 4:



## OUTPUT:

