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Computer Organization and Assembly Language

Lab 03				
Topic	Direct Addressing Mode with variations.			

PART 1

Types of Registers:-

The registers are grouped into three categories:-

1. General Purpose registers

- 1.1. Data registers
 - 1.1.1. AX is the primary accumulator.
 - 1.1.2. **BX** is known as the base register.
 - 1.1.3. CX is known as the count register.
 - 1.1.4. **DX** is known as the data register.
- 1.2. Pointer registers
 - 1.2.1. Instruction Pointer IP
 - 1.2.2. Stack Pointer SP
 - 1.2.3. Base Pointer **BP**
- 1.3. Index registers
 - 1.3.1. Source Index SI
 - 1.3.2. Destination Index *DI*

2. <u>Control registers</u>

2.1. Instruction Pointer and Flag register

3. <u>Segment registers</u>

- 3.1. Code Segment CS
- 3.2. Data Segment *DS*
- 3.3. Stack Segment SS
- 3.4. Extra Segment *ES*



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Types of variables

Туре		No. of bits	Example declaration:
Byte		8	Num1: db 43
Word=>	2 bytes	16	Num2: dw 0xABFF
double word=>	2 words	32	Num3: dd 0xABCDEF56

Note: size of both operands must be same for any type of instruction.

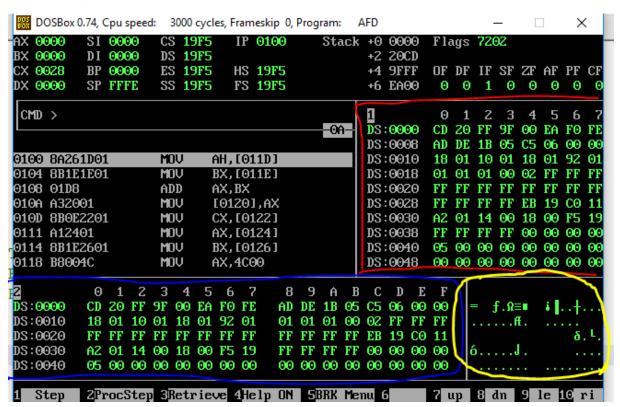
For example:

Mov ax,dh ; is wrong because destination is 2 bytes and source is 1 byte.

Viewing memory in DOSBOX

Areas highlighted in red(memory 1) "m1" and blue (memory 2) "m2" are showing the memory contents. *Note:* Two copies of the same memory is displayed in the given windows.

Area highlighted with yellow is showing the ascii values of the contents displayed in the memory m2.

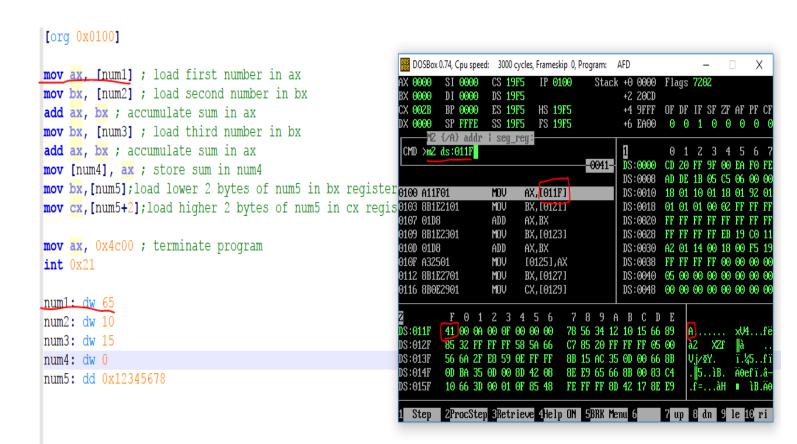




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Viewing sample variable in memory.

- To view memory from window m2 run the command "m2 ds: <u>Addressofvariable</u>" example: m2 ds:011F
- A variable with name "num1" is initialized at memory location 11F with value 65 decimal.
 - 41 hex = 65 decimal is the ascii of "A".





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Direct Addressing Mode

Direct

A fixed offset is given in brackets and the memory at that offset is accessed. For example "mov [1234], ax" stores the contents of the AX registers in two bytes starting at address 1234 in the current data segment. The instruction "mov [1234], al" stores the contents of the AL register in the byte at offset 1234.

- Mov ax,[num1] ;reading
- Mov [num2],ax ;writing

Execute every part of Question 1 in *Nasm with Dosbox* and observe the memory variables and register values.

Example 1.

```
; a program to add three numbers using memory variables by direct mode.
   [org 0x0100]
                           ; load first number in ax
 3 mov
        ax, [num1]
        bx, [num2]
                            ; load second number in bx
   mov
                            ; accumulate sum in ax
   add
        ax, bx
        bx, [num3]
                            ; load third number in bx
   mov
        ax, bx
                            ; accumulate sum in ax
   add
                            ; store sum in num4
        [num4], ax
   mov
                            ; terminate program
10 mov
        ax, 0x4c00
11 int 0x21
12
13 num1:dw 5
14 num2:dw 10
15 num3:dw 15
16 num4:dw 0
```



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Example 2

```
1; a program to add three numbers accessed using a single label
2 [org 0x0100]
        ax, [num1]
                           ; load first number in ax
3 mov
4 mov bx, [num1+2]
                           ; load second number in bx
                           ; accumulate sum in ax
   add ax, bx
        bx, [num1+4]
                           ; load third number in bx
 6 mov
7 add ax, bx
                           ; accumulate sum in ax
                           ; store sum at num1+6
        [num1+6], ax
8 mov
        ax, 0x4c00
                           ; terminate program
 9 mov
10 int 0x21
11
12 num1:dw
13
             10
        dw
14
             15
        dw
15
        dw
             0
```

Example 3

```
; a program to add three numbers using byte variables
  [org 0x0100]
   mov al, [num1]
                           ; load first number in al
   mov bl, [num1+1]
                           ; load second number in bl
   add al, bl
                           ; accumulate sum in al
   mov bl, [num1+2]
                           ; load third number in bl
   add al, bl
                           ; accumulate sum in al
   mov [num1+3], al
                           ; store sum at num1+3
10
                          ; terminate program
11 mov ax, 0x4c00
12
   int 0x21
13
14 num1:
                 db
                      5, 10, 15, 0
```



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Practice Tasks

Write a program to solve the following:

Use Direct addressing mode to access memory variables:

Var1=10 Var2=20 Var3=2 Var4=50 Var5=90

Save the sum of these (using **Direct** addressing mode) Five variables (Var1+ Var2+ Var3+ Var4+Var5) in ax.

NOTE: Execute the code in sequence.