UCOK SAYUTI

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LAPORAN MODUL 1 PRAKTIKUM SISTEM OPERASI

1. (ASCII) American Standard Code for Information Interchange atau Kode Standar Amerika untuk Pertukaran Informasi adalah standar pengkodean karakter untuk alat komunikasi. Kode ASCII mewakili teks dalam computer, peralatan telekomunikasi, dan perangkat lainnya.

Kode ASCII (desimal)	Kode ASCII (2-ary)	Kode ASCII (oktal)	Kode ASCII (heksadesimal)	Char (karakter)	Deskripsi (Pendahuluan)
00	0	0	0	NULL	Null character
01	1	1	1	SOH	Start of Header
02	10	2	2	STX	Start of Text
03	11	3	3	ETX	End of Text, hearts card suit
04	100	4	4	EOT	End of Transmission, diamonds card suit
05	101	5	5	ENQ	Enquiry, clubs card suit
06	110	6	6	ACK	Acknowledgement, spade card suit
07	111	7	7	BEL	Bell
08	1000	10	8	BS	Backspace
09	1001	11	9	HT	Horizontal Tab
10	1010	12	a	LF	Line feed
11	1011	13	b	VT	Vertical Tab, male symbol, symbol for Mars
12	1100	14	c	FF	Form feed, female symbol, symbol for Venus
13	1101	15	d	CR	Carriage return
14	1110	16	e	SO	Shift Out
15	1111	17	f	SI	Shift In
16	10000	20	10	DLE	Data link escape
17	10001	21	11	DC1	Device control 1
18	10010	22	12	DC2	Device control 2
19	10011	23	13	DC3	Device control 3
20	10100	24	14	DC4	Device control 4
21	10101	25	15	NAK	NAK Negative-acknowledge
22	10110	26	16	SYN	Synchronous idle
23	10111	27	17	ETB	End of trans. block
24	11000	30	18	CAN	Cancel
25	11001	31	19	EM	End of medium
26	11010	32	1a	SUB	Substitute
27	11011	33	1b	ESC	Escape
28	11100	34	1c	FS	File separator
29	11101	35	1d	GS	Group separator
30	11110	36	1e	RS	Record separator
31	11111	37	1f	US	Unit separator

127	1111111	177	7f	DEL	Delete

2. Daftar perintah Bahasa assembly untuk mesin intel keluarga x86 lengkap.

Instruksi	Keterangan Singkatan
ACALL	Absolute Call
ADD	Add
ADDC	Add with Carry
AJMP	Absolute Jump
ANL	AND Logic
CJNE	Compare and Jump if Not Equal
CLR	Clear
CPL	Complement
DA	Decimal Adjust
DEC	Decrement
DIV	Divide
DJNZ	Decrement and Jump if Not Zero
INC	Increment
JB	Jump if Bit Set
JBC	Jump if Bit Set and Clear Bit
JC	Jump if Carry Set
JMP	Jump to Address
JNB	Jump if Not Bit Set
JNC	Jump if Carry Not Set
JNZ	Jump if Accumulator Not Zero
JZ	Jump if Accumulator Zero
LCALL	Long Call

Instruksi	Keterangan Singkatan
LJMP	Long Jump
MOV	Move from Memory
MOVC	Move from Code Memory
MOVX	Move from Extended Memory
MUL	Multiply
NOP	No Operation
ORL	OR Logic
POP	Pop Value From Stack
PUSH	Push Value Onto Stack
RET	Return From Subroutine
RETI	Return From Interrupt
RL	Rotate Left
RLC	Rotate Left through Carry
RR	Rotate Right
RRC	Rotate Right through Carry
SETB	Set Bit
SJMP	Short Jump
SUBB	Subtract With Borrow
SWAP	Swap Nibbles
XCH	Exchange Bytes
XCHD	Exchange Digits
XRL	Exclusive OR Logic