

### quiz

## **Computer Organization and Assembly Language**

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**Fast School of Computing** 

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# **Activity 1**

#### **Assembly Language Code**

```
[org 0x0100]
jmp start
string2: db 0
string1: db '123321'
len : dw 7
message1: db 'The given string is palindrome' , 0
message2: db 'The given string is not a palindrome' , 0
len2 : dw 7
len3: dw 7
string3: db 0
clrscreen:
push es
push ax
push cx
push di
mov ax, 0xb800
mov es, ax
xor di, di
mov ax, 0x0720
mov cx, 2000
cld
rep stosw
pop di
рор сх
pop ax
pop es
ret
printstr: push bp
mov bp, sp
push es
push ax
push cx
push si
push di
mov ax, 0xb800
mov es, ax
mov al, 80
```

```
mul byte [bp+10]
add ax, [bp+12]
shl ax, 1
mov di,ax
mov si, [bp+6]
mov cx, [bp+4]
mov ah, [bp+8]
cld
nextchar: lodsb
stosw
loop nextchar
pop di
pop si
рор сх
pop ax
pop es
pop bp
ret 10
Reverse:
push bp
mov bp , sp
push di
push ax
push cx
push si
push bx
push es
mov cx , [len3]
mov dx , cx
mov si , cx
dec si
mov di , 0
proc:
mov al , byte[string2 + si]
mov byte[string3 + di] , al
add di , 1
sub si , 1
loop proc
mov ax, 0xb800
mov es, ax
mov di, 640
mov si, string3
mov cx, dx
mov ah, 0x4F
```

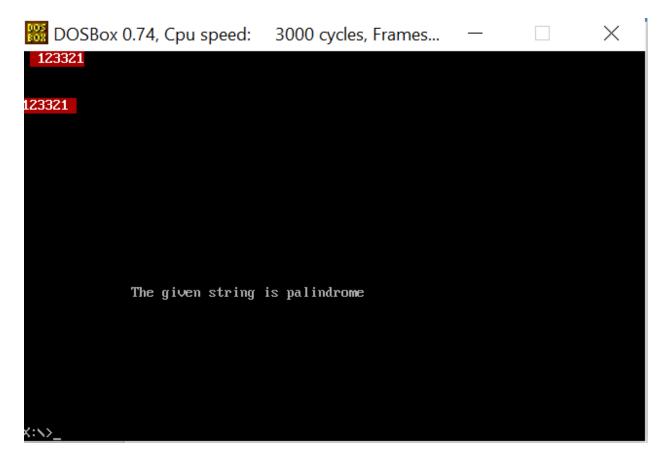
```
nextchara:
mov al, [si]
mov [es:di], ax
add di, 2
add si, 1
loop nextchara
pop es
pop bx
pop si
pop cx
pop ax
pop di
pop bp
ret
printstring: push bp
mov bp, sp
push es
push ax
push cx
push si
push di
push ds
pop es
mov di, [bp+4]
mov cx, 0xffff
xor al, al
repne scasb
mov ax, 0xffff
sub ax, cx
dec ax
jz exit1
mov cx, ax
mov ax, 0xb800
mov es, ax
mov al, 80
mul byte [bp+8]
add ax, [bp+10]
shl ax, 1
mov di,ax
mov si, [bp+4]
mov ah, [bp+6]
cld
nextcharac: lodsb
stosw
```

```
loop nextcharac
exit1: pop di
pop si
рор сх
pop ax
pop es
pop bp
ret 8
strlen: push bp
mov bp,sp
push es
push cx
push di
les di, [bp+4]
mov cx, 0xffff
xor al, al
repne scasb
mov ax, 0xffff
sub ax, cx
dec ax
pop di
рор сх
pop es
pop bp
ret 4
strcmp: push bp
mov bp, sp
push cx
push si
push di
push es
push ds
lds si, [bp+4]
les di, [bp+8]
push ds
push si
call strlen
mov cx, ax
push es
push di
call strlen
cmp cx, ax
jne exitfalse
mov ax, 1
```

```
repe cmpsb
jcxz exitsimple
exitfalse:
mov ax, 0
exitsimple:
pop ds
pop es
pop di
pop si
рор сх
pop bp
ret 8
    start:
    call clrscreen
    mov ax, 1
    push ax
    mov ax, 1
    push ax
    mov ax, 0x4F
    push ax
    mov ax, string2
    push ax
    push word[len2]
    call printstr
    call Reverse
    push ds
    mov ax, string2
    push ax
    push ds
    mov ax, string3
    push ax
    call strcmp
    11:
        cmp ax, 0
        jne 12
        mov ax, 14
        push ax
        mov ax, 16
        push ax
        mov ax, 00000111b
        push ax
        mov ax, message1
```

```
push ax
        call printstring
        mov bl,170
        push bx
    12:
        cmp ax, 1
        jne exit5
        mov ax, 14
        push ax
        mov ax, 16
        push ax
        mov ax, 00000111b
        push ax
        mov ax, message2
        push ax
        call printstring
        mov bl,00h
    exit5:
mov ax, 0x4c00
int 21h
```

#### **Debugging Screenshots**



# **Activity 2**

### **Assembly Language Code**

```
[org 0x0100]
jmp start
MoveToLast7Lines:
push ax
push ds
push es
push si
push di
push cs
mov ax, 0xb800
mov ds, ax
mov es, ax
mov di, 2880
xor si, si
mov cx, 560
cld
rep movsw
pop cs
pop di
pop si
pop es
pop ds
pop ax
ret
start:
    call MoveToLast7Lines
mov ax, 0x4c00
int 0x21
```

#### **Debugging Screenshots**

