

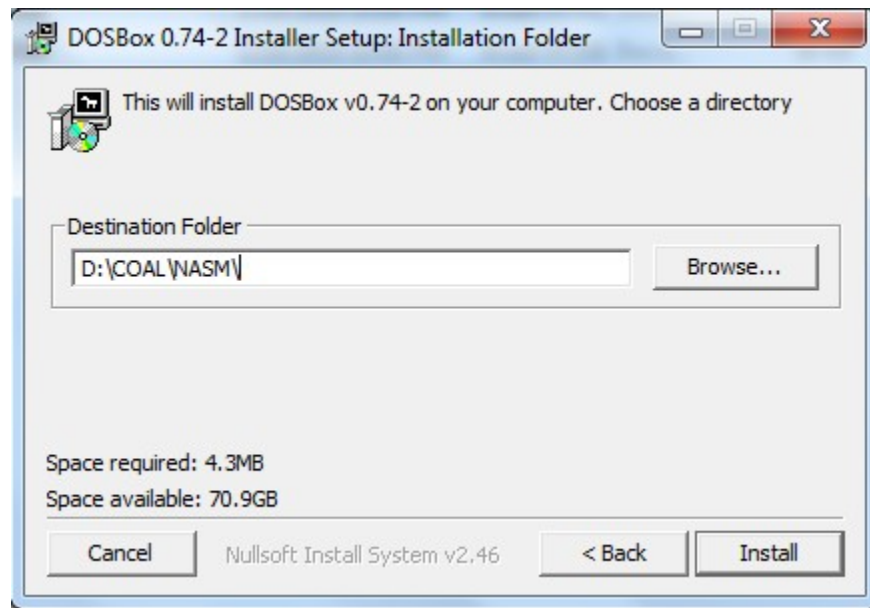
COAL (E) - Fall 2020

Lab Manual 1 - Introduction

Activity 1: Setup

Make a separate folder COAL and NASM in your machine for example "D:\COAL\NASM". Visit the link given below. Download and install NASM, AFD and DOSBOX, according to the instructions, in your NASM folder.

<http://wetolearn.blogspot.com/2013/09/setting-up-afd-nasm-and-dosbox-for-8086.html>



After installations double click "DOSBox 0.74-2 Options.bat" file and at the end of the file paste following lines:

```
MOUNT C D://COAL//NASM  
C:
```

(We are mounting C drive to our folder where we have saved AFD and we will save our .asm file in this directory)

You may follow links given below for **Video Tutorial of Setup:**

Tutorial part

1: https://drive.google.com/file/d/1N3IWL8hsN0ZbhF3tINwCWWwj_eHQqk6/view?usp=sharing

Tutorial part 2: <https://drive.google.com/file/d/10p8qyaOVOwF5IDighrMKE-uNYQX-c3bL/view?usp=sharing>

AFD: https://drive.google.com/file/d/1eXnD3JEwBelFijT6ilk7gluudV2Fu_iX/view?usp=sharing

NASM: https://drive.google.com/file/d/1ZoeE2MxjNaK7DdJKCacYfAjyn006MI_F/view?usp=sharing

Dosbox: <https://drive.google.com/file/d/1DnaDlk4RoGBFDP1y4Dr3q89xwM3gx1d1/view?usp=sharing>

Activity 2: Running your First Program

Follow these step in order to run your first program:

- 1- Copy/paste following code in notepad

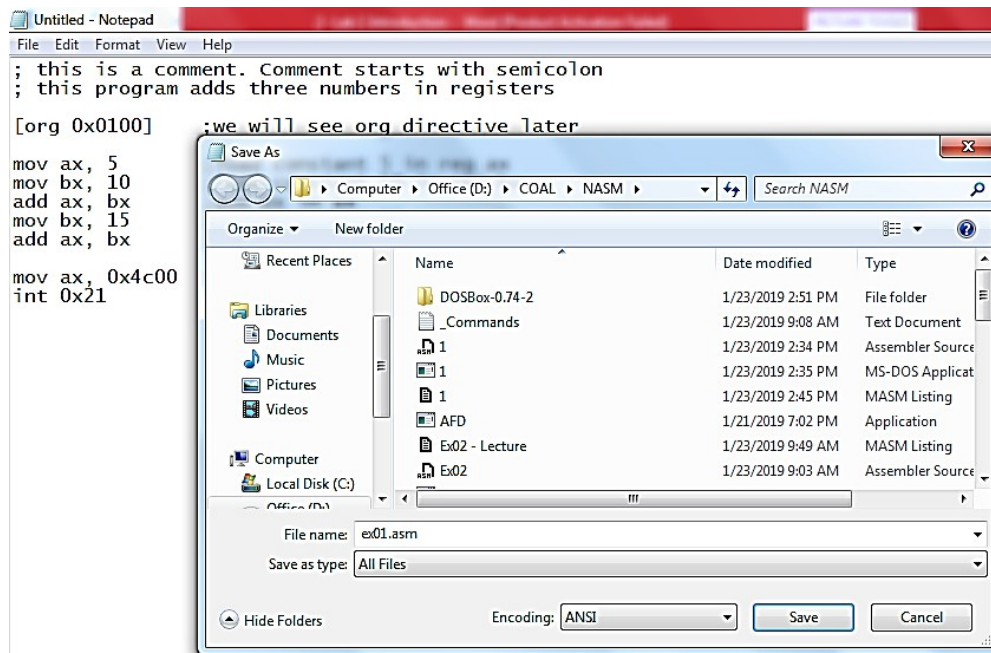
```
; this is a comment. Comment starts with semicolon
; this program adds three numbers in registers

[org 0x0100];we will see org directive later

mov ax, 5    ; AX = 5
mov bx, 10   ; BX = 10
add ax, bx   ; AX = AX + BX
mov bx, 15   ; BX = 15
add ax, bx   ; AX = AX + BX

mov ax, 0x4c00 ;terminate the program
int 0x21
```

- 2- Save this file as “ex01.asm” in your NASM folder e.g. “D:\COAL\NASM”:



- 3- Go to NASM installation directory (e.g. “D:\COAL\NASM”). Double click **nasmpath.bat** (batch file) and type following command there. (Your .asm file and nasm should be in one folder)

nasm ex01.asm -o ex01.com -l ex01.lst

- 4- Above command will assemble your code and create ex01.com and ex01.lst files. Open ex01.lst file in notepad.
- What is opcode of instruction "mov ax, someConstant"
 - Verify the above opcode everywhere the instruction has been used.
 - What does "B80500" mean?
 - Verify the opcode of instruction "mov bx, someConstant" throughout the machine code.
 - What is the offset of first instruction?
 - Why are offsets of second and third instructions 3 and 6?
 - What should be the size of ex01.com file?
 - Right click ex01.com and verify its size.

- 5- Open DOSBox (by double clicking dosbox.exe), following window will appear:



- 6- Write following command and press enter.

Afd ex01.com

(Your AFD.exe should be in same directory where we have installed everything)

DOSBox 0.74-2, Cpu speed: 3000 cycles, Frameskip 0, Program: AFD

AX 0000	SI 0000	CS 19F5	IP 0100	Stack +0 0000	Flags 7202
BX 0000	DI 0000	DS 19F5		+2 20CD	
CX 0012	BP 0000	ES 19F5	HS 19F5	+4 9FFF	OF DF IF SF ZF AF PF CF
DX 0000	SP FFFE	SS 19F5	FS 19F5	+6 EA00	0 0 1 0 0 0 0 0

CMD >

0100 B80500	MOV	AX,0005
0103 B80A00	MOV	BX,000A
0106 01D8	ADD	AX,BX
0108 B80F00	MOV	BX,000F
010B 01D8	ADD	AX,BX
010D B804C	MOV	AX,4C00
0110 CD21	INT	21
0112 0000	ADD	[BX+SI],AL

1	0	1	2	3	4	5	6	7
DS:0000	CD	20	FF	9F	00	EA	F0	FE
DS:0008	AD	DE	1B	05	C5	06	00	00
DS:0010	18	01	10	01	18	01	92	01
DS:0018	01	01	01	00	02	FF	FF	FF
DS:0020	FF	FF	FF	FF	FF	FF	FF	FF
DS:0028	FF	FF	FF	FF	EB	19	C0	11
DS:0030	A2	01	14	00	18	00	F5	19
DS:0038	FF	FF	FF	FF	00	00	00	00
DS:0040	05	00	00	00	00	00	00	00
DS:0048	00	00	00	00	00	00	00	00

2	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
DS:0000	CD	20	FF	9F	00	EA	F0	FE	AD	DE	1B	05	C5	06	00	00
DS:0010	18	01	10	01	18	01	92	01	01	01	00	02	FF	FF	FF	FF
DS:0020	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	EB	19	C0	11
DS:0030	A2	01	14	00	18	00	F5	19	FF	FF	FF	FF	00	00	00	00
DS:0040	05	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00

1 Step 2ProcStep 3Retrieve 4Help ON 5BRK Menu 6 7 up 8 dn 9 le 10 ri

- 7- Above command will open the debugger and load your ex01.com file in it.
 - a. What is the value of IP register? And what will be its effect?
 - b. Note the initial values of data registers
 - c. Press F1 and watch the values of data registers

Activity 3: Explore different functions available in debugger (after completing activity 4 and 5).

Activity 4: Write a program to generate the sum of first five entries of table of 3, using registers, and watch its execution in the debugger.

Help: [Approach 1] Can you do this using two registers only? [Approach 2] Can you do this using one register only if we have **add ax, 3** available in our instruction set? Try both of these approaches and watch the first five entries of table of 3 in AX.

Activity 5: Write a program that rotates the value of three registers clockwise twice i.e. given these initial values: ax=10, bx=20, cx=30.

Help: First draw data registers on paper. Solve this problem on paper then write your code accordingly. After writing your code verify the execution on paper first then check the execution on AFD. You may use DX.

Activity 6: Write a program in assembly language that calculates the square of six by adding six to the accumulator six times.

