

**RĪGAS TEHNISKĀ UNIVERSITĀTE**  
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**Lietišķo datorsistēmu institūts**  
**Lietišķo datorzinātņu katedra**

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# **Datoru organizācija un asemblieri**

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## Vienkāršas COM programmas piemērs

```
; Illustrates full segment directives for COM program

TEXT      SEGMENT                      ; Code segment
ASSUME  cs:TEXT, ds:TEXT
ORG     100h

start:   jmp    go

msg      DB     "Sveiks!", 7, 13, 10, "$"

go:      mov    ah, 9h          ; Request DOS Function 9
         mov    dx, OFFSET msg   ; Load DX with offset of string
                           ; (segment already in DS)
         int    21h            ; Display String to Standard Output

         int    20h            ; Exit

TEXT      ENDS
END     start           ; End with reference to first statement
```

```
; Illustrates simplified segment directives for COM program

.MODEL    tiny

.DATA
msg      DB     "Sveiks!", 7, 13, 10, "$"

.CODE
.STARTUP

mov    ah, 9h          ; Request DOS Function 9
mov    dx, OFFSET msg   ; Load DX with offset of string
                           ; (segment already in DS)
int    21h            ; Display String to Standard Output

.EXIT 0
END
```

## Vienkāršas EXE programmas piemērs

```
; Illustrates full segment directives for EXE program

ASSUME cs:CSEG, ds:DSEG, ss:SSEG

CSEG      SEGMENT; Code segment
begin:    mov     ax, DSEG          ; Set data segment
          mov     ds, ax

          mov     ah, 9h           ; DOS function 9
          mov     dx, OFFSET msg   ; Load DX with offset of string
          int     21h              ; (segment is in DS)
          int     21h              ; Display string to standard output

          mov     ah, 4ch           ; DOS function 4ch
          mov     al, 0              ; Return code
          int     21h              ; Return to DOS
CSEG      ENDS

DSEG      SEGMENT; Data segment
msg       db      "Sveiks!", 7, 13, 10, "$"
DSEG      ENDS

SSEG      SEGMENT STACK          ; Stack segment
dw      64 dup(0)
SSEG      ENDS

END      begin                  ; End with reference to first statement
```

## Vienkāršas COM programmas piemērs ar skaitlisku rezultātu izvadi

```
code      segment
assume      cs:code, ds:code
org      100h

start:   jmp      go

string    db       '01234567891*ABC', 0
buf       db       '000000$'

go:       mov      si,0
          mov      ah,'*'
check:   cmp      string[si],0
          je       notfound
          cmp      ah,string[si]
          je       found
          inc      si
          jmp      check

found:   inc      ax
          mov      ax,si
          mov      si,5
          mov      bl,10
d:        div      bl      ; ax/bl = ah - atlikums, al -dalijums
          add      ah,30h   ; make ASCII digit
          mov      buf[si],ah  ;
          cmp      al,0      ; dalijums = 0?
          je       put
          mov      ah,0
          dec      si
          jmp      d

put:     mov      ah,9
          mov      dx, offset buf
          int      21h
          jmp      done

notfound:  mov      dl,'?'
          mov      ah,6
          int      21h

done:    int      20h

code      ends
end      start
```

## DOS funkcijas ievadei un izvadei

<pre> text      segment assume    cs:text,ds:text org      100h  start:   jmp    go  inbuf    equ    this byte  maxlen   db     20  actlen   db     0  intext  db     20 dup(0)  chr      db     ? msg1    db     'Ievadi simbolu:\$' msg2    db     'Ievadi virkni:\$' newline  db     13,10,'\$' outbuf  db     '00000\$'  go:         mov    ah, 9         mov    dx,offset msg1         int    21h          mov    ah,1         int    21h         mov    chr,al          mov    ah,9         mov    dx,offset newline         int    21h          mov    ah, 9         mov    dx,offset msg2         int    21h          mov    ah, 0ah         mov    dx,offset inbuf         int    21h          mov    ah,9         mov    dx,offset newline         int    21h          cmp    actlen,0         je     notext          xor    ax,ax         xor    cx,cx         mov    cl,actlen         xor    si,si         mov    dl,chr </pre>	<pre> c:       cmp    intext[si],dl jne    next inc    ax inc    si loop   c  output:         mov    si,4         mov    bl,10         div    bl         add    ah,30h         mov    outbuf[si],ah         cmp    al,0         je     put         mov    ah,0         dec    si         jmp    d  notext: put:         mov    ah,9         mov    dx, offset outbuf         int    21h          int    20h  text:         ends end   start </pre>
--	--

## Parametru saņemšana no komandrindas COM programmā

```
EXPARM      SEGMENT
ASSUME CS:EXPARM, DS:EXPARM
ORG    100H
start:   jmp    go
;
go:      xor    cx,cx
        mov    cl,ds:[80h]           ; length of command line
        cmp    cx,0
        jna    noparms
        mov    si,81h                ; offset of parameters in PSP
chklwr:   cmp    byte ptr [si],'a'    ; convert
        jb     nolwr               ; command
        cmp    byte ptr [si],'z'    ; line
        ja     nolwr               ; characters
        sub    byte ptr [si],32     ; to
        mov    [si],al               ; uppercase
nolwr:    inc    si
        loop   chklwr
;
;       ...process parm list ...
;
noparms:  ...
;
EXPARM    ENDS
END      start
```

## Programma ar apakšprogrammu, kura saņem parametrus reģistros

```
CSEG      SEGMENT
          ASSUME cs:CSEG
          ORG    100h
start:   jmp    go
wrd      dw     0ffh
buf      db     '00000$'

; Procedure counts ones in the first CX bits of register AX.
; Result is in BX.

ones      proc   near
          push   ax
          push   cx
          xor    bx,bx
tst:      test   ax,0001h
          jz    next
          inc    bx
next:    shr    ax,1           ; shift right
          loop   tst
          pop    cx
          pop    ax
          ret
ones      endp
go:
          mov    ax,wrd
          mov    cx,16
          call   ones
;
; ...
; conversion of binary value of BX to decimal ASCII string and output.
; ...
          int    20h
CSEG      ENDS
END      start
```

## Programma ar apakšprogrammu, kura saņem parametrus stekā

```

CSEG      SEGMENT
          ASSUME cs:CSEG
          ORG    100h
start:   jmp   go
wrd      dw    005fh
count    dw    ?
buf      db    '00000$'

ones     proc  near
          push  bp
          mov   bp,sp
          push  ax
          push  bx
          push  cx
          mov   bx,0
          mov   cx,[bp+6]
          mov   ax,[bp+4]
tst:     test  ax,0001h
          jz    next
          inc   bx
next:    shr   ax,1
          loop  tst
          mov   [bp+8],bx
          pop   cx
          pop   bx
          pop   ax
          pop   bp
          ret   4
ones     endp

go:      push  count           ;bp+8
          push  16              ;bp+6
          push  wrd             ;bp+4
          call  ones
          pop   count
; conversion of binary value to decimal ASCII string and output.
          mov   ax,count

;
; ...

put:     mov   ah,9
          mov   dx, offset buf
          int  21h
          int  20h
CSEG      ENDS
END      start

```

pēc	jmp	go	sp->		
				parametrs	bp+8
				parametrs	bp+6
				parametrs	bp+4
ieejot	procedūrā	ones	sp->		
				IP	bp+2
	pēc	push	bp	bp	bp
			sp, bp ->		
	pēc	push	ax	ax	
			sp ->		
	pēc	push	bx	bx	
			sp ->		
	pēc	push	cx		
			sp ->		

## Procedūras kompilešana atsevišķā failā

### CALLMAIN.ASM

```
CSEG SEGMENT
    EXTRN ones:far
    ASSUME cs:CSEG
    ORG 100h
start: jmp go
wrd dw 005fh
count dw 0000h
buf db '00000$'

go:
    push count ;bp+8
    push 16 ;bp+6
    push wrd ;bp+4
    call ones
    pop count
    mov ax, count
    mov si, 4
    mov bl, 10
d: div bl ; ax/bl = ah - atlikums
    add ah, 30h ; make ASCII digit
    mov buf[si], ah
    cmp al, 0 ; dalījums = 0?
    je put
    mov ah, 0
    dec si
    jmp d
put:
    mov ah, 9
    mov dx, offset buf
    int 21h
    int 20h
CSEG ENDS
END start
```

### ONES.ASM

```
CSEG SEGMENT
    PUBLIC ones
    ASSUME CS:CSEG
ones proc far
    push bp
    mov bp, sp
    push cx
    mov word ptr [bp+10], 0
    mov cx, [bp+8]
tst: test word ptr [bp+6], 0001h
    jz next
    inc word ptr [bp+10]
next: shr word ptr [bp+6], 1
    loop tst
    pop cx
    pop bp
    ret 4
ones endp
CSEG ENDS
END
```

```
tasm ones
tasm callmain
tlink /t callmain+ones,callmain
```

## Rezidenta klaviatūras pārtraukuma apstrādes programma

```

kbd      segment
        assume cs:kbd
        org    100h
start:   jmp    go
flag     db     '123456'
oldint9 dd    0
status   db     08h           ; Alt
scan    db     1             ; Esc
int9h    proc   far          ; Interrupt handler
        push   ds
        push   es
        push   ax
        push   bx
        push   cx
        mov    bx,cs
        mov    ds,bx
        xor    bx,bx
        mov    es,bx
        test   byte ptr es:[0417h],20h ; Numlock status ?
        jz    getscan
        jmp   retold
getscan: in    al,60h
        mov    ah,status
        and   ah,es:[0417h]
        cmp    ah,status          ; status ?
        jne   retold
        cmp    al,scan            ; scan code ?
        jne   retold
        mov    ax,0b800h
        mov    es,ax
        mov    byte ptr es:[0],65    ; character 'A'
        mov    byte ptr es:[1],16*12+15 ; attribute
        jmp   rethw
retold:  pop   cx
        pop   bx
        pop   ax
        pop   es
        pop   ds
        jmp   [oldint9]
rethw:   in    al,61h          ; hardware housekeeping
        mov    ah,al
        or    al,80h
        out   61h,al
        xchg ah,al
        out   61h,al
        mov    al,20h
        out   20h,al
        pop   cx
        pop   bx
        pop   ax
        pop   es
        pop   ds
        iret
int9h    endp

```

```

highbyte equ this byte
ownflag db 'LRKBDU'
msgok db 'Keyboard Driver installed',13,10,'$'
msgerr db 'Keyboard driver is already active!',7,13,10,'$'
env dw 0
go: xor cx,cx
    mov cl,ds:[80h]           ; length of command line
    cmp cx,0
    jna nowraps
    mov si,81h                ; offset of parms in PSP
    cmp byte ptr [si],'a'     ; convert
    jb nolwr
    cmp byte ptr [si],'z'     ; command
    ja nolwr
    sub byte ptr [si],32      ; line
    mov [si],al                ; characters
    mov si,al
    inc si
    loop chklwr
; ...process parm list ...
noparms:
;-----
    mov ax,3509h             ; get vector
    int 21h                  ; es = segment from vector
    mov di,offset flag
    mov si,offset ownflag
    mov cx,6
    repe cmpsb
    jne install
    mov dx,offset msgerr
    mov ah,9
    int 21h
    int 20h
;-----
install: mov si,offset ownflag      ; set flag
    mov di,offset flag
    mov ax,ds
    mov es,ax
    mov cx,6
    rep movsb
;----- ds:si -> es:di
    mov ax,3509h             ; get vector
    int 21h
    mov word ptr oldint9,bx
    mov word ptr oldint9+2,es
    mov dx,offset int9h       ; set vector
    mov ax,2509h
    int 21h
;----- msgok
    mov dx,offset msgok
    mov ah,9
    int 21h
;----- Environment seg from PSP
    mov es,ds:[2ch]
    mov ah,49h
    int 21h                  ; release env seg
;----- highbyte + 10h
    mov dx,offset highbyte + 10h
    int 27h
kbd ends
end start

```

## Darbs ar videoterminālu grafiskajā 16 krāsu režīmā

### setpx.c

```
void setpx(unsigned short x, unsigned short y, unsigned short c)
{
    __asm{
        mov ax, y
        mov dx, 80
        mul dx
        ;ax = y * 80
        mov bx, x
        mov cl, 3
        shr bx, cl
        ;bx = x / 8
        add bx, ax
        ;offset = ax + bx
        mov ax, 0a000h
        ;segment of the video page 0
        mov es, ax

        mov cx, 7
        ;mask
        and cx, x
        ;get 3 bits from x
        mov ah, 80h
        shr ah, cl
        ;make the mask of bits

        mov dx, 3CEh
        ;addr. reg.
        mov al, 5
        out dx, al
        inc dx
        ;data reg. 3CFh
        mov al, 2
        out dx, al

        mov dx, 3CEh
        ;addr. reg.
        mov al, 8
        out dx, al
        inc dx
        ;data reg. 3CFh
        mov al, ah
        ;mask of bits
        out dx, al

        mov dx, 3C4h
        ;sequencer addr. reg.
        mov al, 2
        out dx, al
        inc dx
        ;data reg. 3C5h
        mov al, 0Fh
        out dx, al

        mov al, es:[bx]
        ;set latch registers
        mov ax, c
        ;color
        mov es:[bx], al
        ;set pixel
    }
}
```

### graph.c

```
#include <graphics.h>
#include <conio.h>
void main()
{
    void setpx(unsigned short x, unsigned short y, unsigned short c);
    int x, y;
    int driver = VGA, mode = VGAHI;
    initgraph(&driver, &mode, "");
    for (x = 0 ; x < 640; ++x)
    for (y = 100; y < 200; ++y) putpixel(x, y, x+y);
    for (x = 0 ; x < 640; ++x)
    for (y = 300; y < 400; ++y) setpx(x, y, x*y);

    getch();
    restorecrtmode();
}
```

## Taimera programmēšana. Skaņas ģenerēšana

```
TEXT      SEGMENT
ASSUME   cs:TEXT, ds:TEXT
ORG      100h
start:   jmp    go

msg1     DB      "Start", 13, 10, "$"
msg2     DB      "Stop", 13, 10, "$"
go:      mov    al, 10110110b      ;10-ch,11-2 bytes,011-regime,0-
bin       out   43h, al           ; command
          mov    ax, 1193            ; count = 1193180 / 1000Hz
          out   42h, al
          mov    al, ah
          out   42h, al

          in    al, 61h             ; read port
          push  ax                 ; and save
          or    al, 03h            ; enable gate and speaker
          out   61h, al

          mov    ah, 9
          lea    dx, msg1
          int   21h                ;delay loop
          mov    cx, 1000
l2:      push  cx
          mov    cx, 30000
l1:      loop  l1
          pop    cx
          loop  l2

          pop    ax                 ;restore port value
          out   61h, al

          mov    ah, 9
          lea    dx, msg2
          int   21h

          int   20h

TEXT      ENDS
END      start
```

## Diska boot sector nolasīšana

```
; .....
```

```
buffer    db      512 dup (0)
boot      equ     buffer
res       db      11 dup (0)
sectSize   dw      0
clustSize  db      0
resSects   dw      0
fatCount   db      0
rootSize   dw      0
totalSects dw      0
media     db      0
fatSize    dw      0
trackSects dw      0
heads     dw      0
hinSects   dw      0
```

```
; .....
```

```
; read disk information
        mov ah,36h ; DOS function
        mov dl,3   ; 0-current, 1-A, 2-B, ...
        int 21h
; ax = sect per cluster
; bx = available clusters
; cx = bytes per sector
; dx = clusters per drive
```

```
; read boot sector
        mov dl, 0   ; 0-A, 1-B, ...
        mov dh, 0   ; head
        mov ch, 0   ; cyl
        mov cl, 1   ; sector
        mov al, 1   ; count
        mov ah, 2   ; read
        mov bx, offset boot    ;es:bx buffer
        int 13h
```

```
; read boot sector using DOS
        mov al, 0   ; 0-A, 1-B, ...
        mov cx, 1   ; count
        mov dx, 0   ; sector number 0,1,....
        mov bx, offset boot    ;ds:bx buffer
        int 25h
```

```
; .....
```