

# EEE 410 – Microprocessors I

## Fall 05/06 – Lecture Notes # 6

### Outline of the Lecture

- Directives and sample programs
- Assemble, link and run a program

### DIRECTIVES AND SAMPLE PROGRAMS

- *Directives* are statements that give directions to the assembler about how it should translate the assembly language instructions into machine code.
- An assembly language instruction consists of four fields,

[label:] mnemonic [operands] [;comments]

Brackets indicate that the field is optional. Brackets are not typed.

1. The label field allows the program to refer to a line of code by name.
2. In a line of assembly language program there can be mnemonic (instruction) and operand(s).

Ex:    ADD  AL,BL  
       MOV  AX,6764H

3. Alternatively, instead of these two fields there can be directives. Directives are used by the assembler to organize the program as well as other output files. The following program adds two bytes to calculate their sum. IN this program SEGMENT, DB, ENDS, ASSUME, END, and ENDP are examples of directives.

4. The comment field begins with a “;”

;A Sample Assembly Language Program using **FULL SEGMENT DEFINITION**

```
STSEG SEGMENT
    DB 64 DUP (?)
STSEG ENDS
;-----
DTSEG SEGMENT
    DATA1    DB    52H
    DATA2    DB    29H
    SUM       DB    ?
DTSEG ENDS
;-----
CDSEG      SEGMENT
MAIN      PROC   FAR                ;This is the program entry point
          ASSUME CS:CDSEG,DS:DTSEG,SS:STSEG
          MOV   AX,DTSEG            ;load the data segment address
          MOV   DS,AX              ;assign value to DS
          MOV   AL,DATA1           ;get the first operand
          MOV   BL,DATA2           ;get the second operand
          ADD   AL,BL              ;add the operands
          MOV   SUM,AL             ;store result in location SUM
          MOV   AH,4CH             ;set up to
          INT   21H                ;return to the Operating System (DOS)
MAIN      ENDP
CDSEG     ENDS
          END    MAIN              ;this is the program exit point
```

➤ **Program segments:**

```

label          SEGMENT [options]
               ;place the statements belonging to this segment
here
label          ENDS

```

The stack segment defines storage for the stack, the data segment defines the data that the program will use and the code segment contains the Assembly Language instructions.

➤ **Stack segment definition**

```

STSEG          SEGMENT          ;the "SEGMENT" directive begins the segment
               DB 64 DUP (?)    ;this segment contains only one line
STSEG          ENDS            ;the "ENDS" segment ends the segment

```

"DB 64 DUP (?)", directive reserves 64 bytes of memory for the stack.

➤ **Data segment definition**

- There are three data items in this sample program: DATA1, DATA2 and SUM. Each is defined as DB (define byte).
- The DB directive is used to allocate memory in byte-sized chunks. DW (define word) allocates 2 bytes of memory. DATA1 and DATA2 have initial values but SUM is reserved for later use.

➤ **Code segment definition**

- The first line after the SEGMENT directive is the PROC directive. A *procedure* is a group of instructions designed to accomplish a specific function.
- The PROC and ENDP directives must have the same label. The PROC directive may have the option FAR or NEAR. DOS requires FAR option to be used at the program entry.
- ASSUME directive associates segment registers with specific segments by assuming that the segment register is equal to the segment labels used in the program.
- Note that there can be many segments of the same type. So Assume helps to differentiate which is to be used at a time.
- DOS determines the CS and SS segment registers automatically. DS has to be manually specified.

```

MOV    AX,DTSEG    ;load the data segment address
MOV    DS,AX       ;assign value to DS

```

- Load AL and BL with DATA1 and DATA2 and ADD them together, and store the result in SUM.

```

MOV    AL,DATA1    ;get the first operand
MOV    BL,DATA2    ;get the second operand
ADD    AL,BL       ;add the operands
MOV    SUM,AL      ;store result in location SUM

```

- The last two instructions returns the control to the operating system.

```

MOV    AH,4CH      ;set up to
INT    21H         ;return to DOS

```

## SIMPLIFIED SEGMENT DEFINITION

- An assembly language program can be written in two segment definition formats. In addition to the *Full Segment Definition* Format, the recent assemblers support *Simplified Segment Definition*, which is simpler and easier to write.
- The following program uses the Simplified Segment Definition.

;A Sample Assembly Language Program using **SIMPLIFIED SEGMENT DEFINITION**

```
.MODEL SMALL           ;Gives the memory model to be used by the program
.STACK 64
```

```
;-----
.DATA
```

```
    DATA1      DB    52H
    DATA2      DB    29H
    SUM         DB    ?
```

```
;-----
.CODE
```

```
MAIN: MOV AX,@DATA
      MOV DS,AX           ;assign value to DS
      MOV AL,DATA1       ;get the first operand
      MOV BL,DATA2       ;get the second operand
      ADD AL,BL          ;add the operands
      MOV SUM,AL         ;store result in location SUM
      MOV AH,4CH         ;set up to
      INT 21H           ;return to the Operating System (DOS)
      END MAIN          ;this is the program exit point
```

- In a program with Simplified Segment Definition, the memory model that the program will use must be specified. The following Memory Models can be used:
  - **SMALL MODEL** (.MODEL SMALL): The model uses maximum of *64K bytes for Code* and *64K bytes for Data (Code<=64K and Data <=64K)*. This model is the most widely used memory model and is sufficient for all the programs to be used in this course.
  - **MEDIUM MODEL**, (.MODEL MEDIUM): The model uses maximum of *64K bytes for Data* and Code can exceed *64K bytes (Code>64K and Data <=64K)*.
  - **COMPACT MODEL**, (.MODEL COMPACT): The model uses maximum of *64K bytes for Code* and Data can exceed *64K bytes (Code<=64K and Data >64K)*.
  - **LARGE MODEL**, (.MODEL LARGE): Both Code and Data can exceed *64K bytes. However no single data set (i.e. array) can exceed 64K bytes (Code>64K and Data >64K)*.
  - **HUGE MODEL**, (.MODEL HUGE): Both Code and Data can exceed *64K bytes. Additionally, a single data set (i.e. array) can exceed 64K bytes (Code>64K and Data >64K)*.

