

Lab Manual, Ch 1 Introduction to the Labs	5
Laboratory Manual, Ch 2 Data Representation	9
2.1 System Configurations	9
2.1.1 Booting Floppy Based Systems	9
2.1.2 Booting a Hard Disk Based System	9
2.1.3 Using a PC Emulator	10
2.2 MS-DOS Commands	10
2.3 Directories, Subdirectories, and Filenames	10
2.4 Wildcards	12
2.5 Useful MS-DOS Commands	13
2.5.1 The Change Drive Command	13
2.5.2 The DIR Command	13
2.5.3 The DEL Command	13
2.5.4 The Type Command	14
2.5.5 The RENAME Command	14
2.5.6 The COPY Command	14
2.6 Some Useful MS-DOS Extrinsic Commands	15
2.6.1 The PRINT Command	15
2.6.2 The FORMAT Command	15
2.6.3 A Final Note About DOS Commands	16
2.7 A Note about Viruses and Other Nasty Objects on the System	16
2.8 MS-DOS Laboratory Exercises	17
2.8.1 Before Coming to the Laboratory	17
2.8.2 Laboratory Exercise	17
2.9 Sample Pre-Lab Report	20
2.10 Sample Lab Report	23
2.11 Chapter Two Examples and Study Guide	29
2.12 Answers To Selected Questions	38
Laboratory Manual, Ch 3 80x86 Based Systems	41
3.1 Debuggers and SIM886	41
3.1.1 Displaying and Entering Memory Values	41
3.1.2 Disassembling (Unassembling) 886 Instructions	42
3.1.3 Displaying CPU Registers	43
3.1.4 Executing 886 Instructions	43
3.1.5 Miscellaneous SIM886 Commands and Other Notes	44
3.2 Machine Language vs. Assembly Language	44
3.3 A Review of the 886 Instruction Set	45
3.4 Converting 886 Programs to Machine Code	47
3.4.1 Encoding the LOAD, STORE, ADD, and SUB Instructions	48
3.4.2 Encoding the IFEQ, IFLT, and IFGT Instructions	50
3.4.3 Encoding the HALT, GET, PUT, and GOTO Instructions	52
3.4.4 Creating Machine Language Programs	53
3.5 The Execution Time of an x86 Program	55
3.6 Using the Built-in “Mini-Assembler”	58
3.7 The SIM886 Laboratory Exercises	59
3.7.1 Before Coming to the Laboratory	59

3.7.2 Laboratory Exercises	59
3.8 Programming Projects	61
3.9 Answers to Selected Questions	62
Laboratory Manual, Ch 4 Memory Organization &	65
4.1 Debuggers and CodeView™	65
4.1.1 A Quick Look at CodeView	66
4.1.1.1 The Source Window	67
4.1.1.2 The Memory Window	67
4.1.1.3 The Register Window	69
4.1.1.4 The 8087 Window	69
4.1.1.5 The Command Window	70
4.1.1.6 The Help Window	70
4.1.1.7 The Output Menu Item	70
4.1.1.8 Adjusting the Size of the Windows	70
4.1.2 The CodeView Command Window	70
4.1.2.1 The Radix Command (N)	71
4.1.2.2 The Assemble Command	72
4.1.2.3 The Compare Memory Command	73
4.1.2.4 The Dump Memory Command	74
4.1.2.5 The Enter Command	75
4.1.2.6 The Fill Memory Command	77
4.1.2.7 The Input Command	77
4.1.2.8 The Move Command	78
4.1.2.9 The Output Command	78
4.1.2.10 The Quit Command	78
4.1.2.11 The Register Command	79
4.1.2.12 The Unassemble Command	79
4.1.3 CodeView Function Keys	80
4.1.4 Some Comments on CodeView Addresses	80
4.1.5 A Wrap on CodeView	81
4.2 Segmented Addressing on the 80x86	82
4.3 Normalized Addresses on the 80x86	83
4.4 Memory Addressing Modes on the 80x86	83
4.5 Memory Addressing Modes on the 80386 (and Later)	86
4.6 The 80x86 MOV Instruction	88
4.7 The LEA, LES, ADD, and MUL Instructions	91
4.8 Variables in an Assembly Language Program	93
4.9 Declaring Your Own Types with TYPEDEF	94
4.10 Pointers	95
4.11 Arrays in Assembly Language Programs	95
4.12 Multidimensional Arrays	98
4.13 Structures	98
4.14 Memory Organization Laboratory Exercises	100
4.14.1 Before Coming to the Laboratory	100
4.14.2 Laboratory Exercises	100
4.15 Programming Projects	104
Laboratory Manual, Ch 5	The 80x86 Instruction Set

5.1 The 80x86 Flags Register	107
5.2 Data Movement Instructions	108
5.3 Sign/Zero Extension and Conversion Instructions	112
5.4 Arithmetic Instructions	114
5.5 Logical, Shift, Rotate, and Bit Instructions	119
5.6 The I/O Instructions	125
5.7 The String Instructions	126
5.8 Unconditional Jumps	128
5.9 The CALL and RET Instructions	128
5.10 The INT, INTO, BOUND, and IRET Instructions	128
5.11 The Conditional Jump Instructions	129
5.12 The JCXZ and LOOPxx Instructions	130
5.13 Miscellaneous Instructions	131
5.14 Using MASM and LINK	132
5.15 IBM/L (Instruction Benchmarking Language)	132
5.16 The 80x86 Instruction Set Laboratory Exercises	139
5.16.1 Before Coming to the Laboratory	139
5.16.2 Laboratory Exercises	139
5.17 Programming Projects	144
Laboratory Manual, Ch 6 MASM & the UCR StdLib	145
6.1 Assembly Language Statements	145
6.2 The Location Counter	146
6.3 Symbols	151
6.4 Literal Constants	155
6.5 Segments	157
6.6 Procedures	159
6.7 Address Expressions	161
6.8 Type Operators	164
6.9 Segment Prefixes and the ASSUME Directive	166
6.10 Conditional Assembly	168
6.11 Macros	171
6.12 Managing Large Programs	174
6.13 Project Management with MAKE/NMAKE	176
6.14 The UCR Standard Library	178
6.15 The MASM and UCR StdLib Laboratory	180
6.15.1 Before Coming to the Laboratory	180
6.15.2 Laboratory Exercises	181
6.16 Programming Projects	192
Lab Manual, Ch 7 Arithmetic and Logical Operations	193
7.1 Arithmetic Operations	193
7.2 Boolean Operations	200

7.3 Logical Operations	204
7.4 Extended Precision Operations	209
7.5 Logic Functions and Simulating Electronic Circuits with Software	210
7.6 Debugging Programs with CodeView	218
7.7 Debugging Strategies	220
7.7.1 Locating Infinite Loops	220
7.7.2 Incorrect Computations	221
7.7.3 Illegal Instructions/Infinite Loops Part II	222
7.8 Before Coming to the Laboratory	222
7.9 Laboratory Exercises	222
7.10 Programming Projects	227
Lab Manual, Ch 8 Control Structures	229
8.1 Decisions with the IF..THEN Statement	229
8.2 Decisions with the IF..THEN..ELSE Statement	233
8.3 CASE Statements	235
8.4 Loops	237
8.5 FOR Loops	241
8.6 Nested Statements	242
8.7 Timing Delay Loops	245
8.8 The 8253/8254 Timer Chip	248
8.8.1 The Physics of Sound	248
8.8.2 The Fundamentals of Music	249
8.8.3 The Physics of Music	251
8.8.4 Programming the Timer Chip to Produce Musical Tones	252
8.8.5 Putting it All Together	253
8.9 Before Coming to the Laboratory	254
8.10 Laboratory Exercises	254
8.11 Programming Projects	255