Практична робота №4

Тема: Графіка в асемблер

Мета: Вивчити принцип побудови анімаційного зображення застосовуючи кадри.

Код:

.model tiny

.286

.code

org 100h

*start:* **MOV** AH,0Fh

 **INT** 10h

 **MOV** byte ptr VIDEOR,AL*;*

 **mov** ax,0A000h

 **mov** ES,ax

 **MOV** AX,13h

 **INT** 10h

 **cld**

 **MOV** BX,2

 **MOV** DI,320\*12

 **mov** cx,200

*MOVE\_MASK:* **push** cx

 **MOV** SI,tab[bx]

*SHOW\_KADR:* **MOV** CX,13

*DRAW\_H:* **push** cx

 **MOV** CX,10

 **REP** **MOVSW**

 **ADD** DI,320-20

 **pop** cx

 **loop** DRAW\_H

 **xor** bx,2

 **sub** di,320\*13-1

 **push** bx

 **mov** ah,0

 **int** 1Ah

 **mov** bx,dx

*delay:* **int** 1Ah

 **cmp** bx,dx

 **jz** delay

 **pop** bx

 **pop** cx

 **loop** MOVE\_MASK

*exit:* **MOV** AX,VIDEOR

 **INT** 10h

 **INT** 20h

H1 DB 0,0,0,0,0,0,0,0,0,0,0,0,0,0,9,9,9,0,0,0

 DB 0,0,0,0,0,0,0,0,0,0,0,0,0,0,9,9,9,0,0,0

 DB 0,0,0,0,0,0,0,0,0,0,0,0,0,0,9,9,0,0,0,0

 DB 0,0,0,0,0,0,0,0,0,0,0,0,9,9,9,9,9,0,0,0

 DB 0,0,0,0,0,0,0,0,0,0,0,0,9,9,9,9,9,9,0,0

 DB 0,0,0,0,0,0,0,0,0,0,0,9,9,0,9,9,0,9,9,0

 DB 0,0,0,0,0,0,0,0,0,0,9,9,0,0,9,9,0,0,9,9

 DB 0,0,0,0,0,0,0,0,0,0,0,0,0,0,9,9,0,0,0,0

 DB 0,0,0,0,0,0,0,0,0,0,0,0,0,0,9,9,0,0,0,0

 DB 0,0,0,0,0,0,0,0,0,0,0,0,0,9,9,0,9,9,0,0

 DB 0,0,0,0,0,0,0,0,0,0,0,0,0,9,9,0,9,9,0,0

 DB 0,0,0,0,0,0,0,0,0,0,0,0,0,9,9,0,9,9,0,0

 DB 0,0,0,0,0,0,0,0,0,0,0,0,0,9,9,0,9,9,0,0

H2 DB 0,0,0,0,0,0,0,0,0,0,0,0,0,0,9,9,9,0,0,0

 DB 0,0,0,0,0,0,0,0,0,0,0,0,0,0,9,9,9,0,0,0

 DB 0,0,0,0,0,0,0,0,0,0,0,0,0,0,9,9,0,0,0,0

 DB 0,0,0,0,0,0,0,0,0,0,0,0,9,9,9,9,9,9,0,0

 DB 0,0,0,0,0,0,0,0,0,0,0,0,9,9,9,9,9,9,0,0

 DB 0,0,0,0,0,0,0,0,0,0,0,0,9,0,9,9,9,9,0,0

 DB 0,0,0,0,0,0,0,0,0,0,0,0,9,0,9,9,9,9,0,0

 DB 0,0,0,0,0,0,0,0,0,0,0,0,0,0,9,9,0,0,0,0

 DB 0,0,0,0,0,0,0,0,0,0,0,0,0,0,9,9,9,9,0,0

 DB 0,0,0,0,0,0,0,0,0,0,0,0,0,9,9,0,9,9,0,0

 DB 0,0,0,0,0,0,0,0,0,0,0,0,9,9,0,0,9,9,0,0

 DB 0,0,0,0,0,0,0,0,0,0,0,9,9,0,0,0,0,9,9,0

 DB 0,0,0,0,0,0,0,0,0,0,9,9,0,0,0,0,0,0,9,9

tab dw H1,H2

VIDEOR dw 0

end start