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