

# Solutions to Assignment 6

## Question 1

```

;
; ELEC 464, Assignment 6
; Example of IBM PC keyboard ISR
; Ed Casas, 96/10/23
;

; keyboard interrupt vector location
kbvec equ 4*(8+1)

; standard directives for DOS .com files

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

start:
; print name and student number

    mov bx,offset msg ; offset of string
    mov ah,02H          ; print function
print1:
    mov dl,[bx]         ; load a character
    or dl,dl           ; set PSW flags
    jz print2           ; stop if zero
    int 21H             ; call DOS
    inc bx              ; point to next
    jmp print1           ; and loop back

print2:
; set flag to zero

    mov al,0
    mov flag,al

; clear ES (for access to interrupt vectors)

    mov ax,0
    mov es,ax

; save old interrupt vector

    mov ax,es:[kbvec]
    push ax
    mov ax,es:[kbvec+2]
    push ax

; set up new keyboard interrupt vector

    cli                  ; disable interrupts
    mov ax,offset kbisr
    mov es:[kbvec],ax
    mov ax,cs
    mov es:[kbvec+2],ax
    sti                  ; [re-]enable interrupts

; loop until ISR sets flag

loop:
    mov al,flag
    or al,al
    jz loop

; restore old interrupt vector and return to DOS

    cli                  ; prevent interrupts
    pop ax               ; during change-over
    mov es:[kbvec+2],ax
    pop ax
    mov es:[kbvec],ax
    sti                  ; re-enable interrupts
    int 20h

; variables for main program

flag db ?
msg db 'Ed Casas, 12345678',13,10,0

; The (temporary) keyboard ISR

kbisr:
    mov cs:tmpax,ax ; save working registers
    mov ax,ds
    mov cs:tmpds,ax

    mov ax,cs ; set up DS
    mov ds,ax

    in al,60H ; get the keyboard scan code
    cmp al,81H ; is it ESC key release?
    jnz isrl ; if not, ignore it
    mov al,1 ; otherwise, set flag=1
    mov flag,al

isrl:
    mov al,20h ; send EOI to PIC to
    out 20h,al ; re-enable interrupts
    mov ax,tmp ; restore working register
    iret ; return from ISR

; variables for ISR

tmpax dw ?
tmpds dw ?
stack: dw 10 dup ?

; stack for ISR

code ends
end start

```