

Members: _____

Group #: _____

Please answer all of the following questions before coming into the lab. You will lose marks if your pre-lab is incomplete. Before attempting these questions, look through Section 4, *Monitor Function Calls*, in the MUN-88 Monitor Manual.

PC Input / Output

1. What function (name and number) would you call to wait until the user entered a single ASCII character on the PC keyboard?

2. What function (name and number) parses a string of ASCII characters so that they can be processed further by other functions?

3. Before calling the function FN_PUTC, what register must you set with the ASCII character to display?

4. If function 4 does not detect a character in the MUN-88 terminal input buffer, what is the value of the carry flag when it returns?

5. When calling the function to retrieve a sequence of characters from the PC keyboard, you must set register CL with the maximum number of characters to accept. How large a memory block, in bytes, must you allocate to hold these characters?

LEDs

6. If you set register AL to 0FFH before calling function number 7, what would happen to the LEDs?

7. What function (name and number) would you call if you wanted to turn off LEDs L1 and L2, but did not know what was already being displayed on the LEDs?

Number Conversions

8. Suppose the register DX contained 3A10h before you called function number 14. What two characters would the function generate? (You don't need to find the ASCII codes.)

9. How can you determine if function FN_GETNUM found a valid hexadecimal number when parsing an input string?

10. What function (name and number) would you call if you wanted to convert the 16-bit value in register DX into an ASCII 4-digit hex representation?
