

Lecture 21

Macros

Text: Chapter 22

Macros

- allow one assembly language statement to expand to many statements
- may be used for code or data generation
- allow conditional assembly
- may be put in a library file for repeated/shared use

Example:

Suppose you are often adding three numbers and storing the answer in a fourth, such as

```
MOV    AX , A
ADD    AX , B
ADD    AX , C
MOV    D , AX
```

To avoid typing this, you would prefer to type

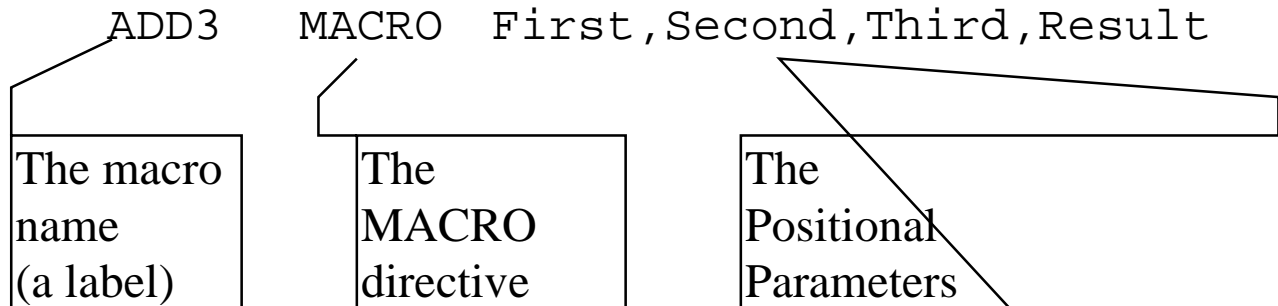
```
ADD3   A , B , C , D   ; D := A+B+C
```

or

```
ADD3   X , Y , Z , Q   ; Q := X+Y+Z
```

This macro has a NAME (“ADD3”) and parameters (in the operands field).

To define a macro, you need to give the name and the parameters. The directive “MACRO” is used to do this:



Following the macro definition is the body of the macro (what it is to do), and it is concluded with the ENDM (“end Macro”) directive.

```
ADD3    MACRO    First, Second, Third, Result
        MOV     AX, First
        ADD     AX, Second
        ADD     AX, Third
        MOV     Result, AX
        ENDM
```

Note that “First”, “Second” and “Third” are NOT variables in your program. They are just place holders for the macro.

The macro must be placed in your program before any defined segment.

```

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cs201\macro.ASM
P22MACR1 (EXE) Simple macro to initialize

1; -----
2  ADD3    MACRO First,Second,Third,Result
3          MOV  AX,First
4          ADD  AX,Second
5          ADD  AX,Third
6          MOV  Result,AX
7  ADD3    ENDM
8 ;End macro
9; -----
10 0000          .MODEL  SMALL
11 0000          .STACK  64
12; -----
13 0000          .DATA
14 0000  0003    A      DW   3
15 0002  0004    B      DW   4
16 0004  0005    C      DW   5
17 0006  0006    D      DW   6
18; -----
19 0008 .CODE
20 0000 BEGIN          PROC FAR
21 0000 B8 0000s      MOV  AX,@DATA
22 0003 8E D8        MOV  DS,AX
23 0005 8E C0        MOV  ES,AX
24;
25          ADD3 A,B,C,D
1 26 0007 A1 0000r  MOV  AX,A
1 27 000A 03 06 0006r ADD  AX,B
1 28 000E 03 06 0004r ADD  AX,C
1 29 0012 A3 0006r  MOV  D,AX
30;
31 0015 CD 21        INT  21H
32 0017 B8 4C00      MOV  AX,4C00H;Exit

```

Repetition Directives

REPT *expression*

Repeat the statements until the closing ENDM *expression* number of times.

Define all the lower case letters:

```
ASCII=61h          ; 61h is 'a'  
REPT 26  
DB ASCII  
ASCII=ASCII+1  
ENDM
```

IRP *variable,<arguments>*

Repeat the statements until the closing ENDM as the *variable* takes on each value in the list of *arguments*.

```
IRP D,<1,5,8,11,12>  
DB D  
ENDM
```

IRPC *variable,string*

Repeat the statements until the closing ENDM as the *variable* takes on the value of each individual character in the *string*.

```
IRPC Vowels,AEIOU  
DB Vowels  
ENDM
```

CONDITIONAL ASSEMBLY

IFxx *condition*

Statements here may be executed depending on the type of IF statement used.

ELSE

Optional; If present, statements here are executed if the above statements are not executed.

ENDIF

Example:

Generate a table of 256 characters containing zeros except for the lower case letters (61h-7Ah):

```
listlow macro
    n=0
    rept 256
        if (n ge 61h) and (n le 7Ah)
            db n
        else
            db 0
        endif
    n=n+1
endm
endm
```

File: GENDATA.LIB

```
GENDATA MACRO STARTER, ENDER, TOTAL
        IF ( ENDER ) LE ( STARTER )
            EXITM
        ENDIF
        IFB <TOTAL>
            M=256
        ELSE
            M= TOTAL
        ENDIF
        N=0
        REPT M
        IF ( N GE STARTER ) AND ( N LE ENDER )
            DB N
        ELSE
            DB 0
        ENDIF
        N=N+1
        ENDM ; REPT
        ENDM ; GENDATA
```

```
TITLE Example in INCLUDE with macro
; -----
include c:\bp\bin\cs201\initz.lib
include c:\bp\bin\cs201\cond.lib
; -----
.MODEL SMALL
.STACK 64
; -----
.DATA
GENDATA 1,10,10
GENDATA 60h,30h
```

