**PRACTICAL # 13**

**OBJECT:**

Working with regular expressions.

**THEORY:**

Regex are immensely useful in text processing contexts.

**Program:**

This is a simple mouse drawing program that draws pixels on the screen following the mouse cursor. It draws pixel only at the point where left mouse button is clicked.

Above program starts with initializing the video mode since mouse is available in graphics mode.

Next, program initializes and resets the mouse. The program enters the loop checking the mouse left button click status and position and drawing the pixels at the position of the cursor. This loop continues unconditionally.

**ACTIVITIES**

**Activity 1**

Rewrite about program that stops executing when ESC key is pressed.

Hint: In the continuous loop, check for the ESC key ASCII code (which is 27), when it is there, break out of the loop. To check keyboard key use

mov dl, 255

mov ah, 6

int 21h

**Activity 1**

Write a mouse program that draws pixel only when the right mouse button is pressed.

**Activity 2**

Write a mouse program that draws pixel only when the left mouse button is pressed and stops when right mouse button is pressed.

**REVIEW QUESTIONS**

1. In which mode is the mouse available to use?
2. Which interrupt is dedicated for mouse in DOS?
3. What is the use of interrupt handler number 3 (mov ah, 3) in int 33H?
4. Why did we divided CX register after calling int 33h with ah=3 (mov ah, 3) ?
5. What is the key code for ESC chatacter?