



## PROJECT REPORT

### Snake Game Using BIOS Interrupt

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**Snake Game Using BIOS Interrupt**

This project report has been approved and ratified by the Dean of faculty of  
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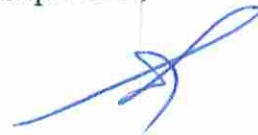
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Certify that this project was made by myself and not copy or plagiarizes from other people, except that in writing expressed to the other article. If it is proven that this project was plagiarizes or copy the other, I am ready to accept a sanction.

Semarang, July 19<sup>th</sup> 2013



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09.02.0027

## FOREWORD

Thanks to God for the bless, I have been completed this project with title:

Snake game using BIOS interrupt

I in process complete program many people support and writer would thanks to:

1. My parents Rusbandi Abdullah, and Aily Chandra and my sisters Selvia Setiono and Yesica Setiono for their support, love, and pray.
2. Desca Meilia for their support, love, and pray.
3. All lecturers in Faculty of Computer Science.
4. All my best Friend in ikom and many more for support to finish this project. We are best friend forever.
5. IKOM SOEGIJAPRANATA CATHOLIC UNIVERSITY.

Finally,writer apologizes because this project is not perfect, Hopefully this project may be useful for everyone.

Semarang, July 19<sup>th</sup> 2013



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## **ABSTRACT**

Snake game is a simple game that uses cursor. The cursor is moving around the computer screen and you can control it by press a certain button, if it hit a wall it will bounce and if hit its tail will end. In coding, game the user set keypress by in al. this game using w, a, s, d for moving w for up, a for left, s for down, and d for right. Writer created this program using BIOS interrupt 10h, for to manipulated the screen. To use this call, we must load AH with the number. Example: AH 02h for set cursor position, AH 03h for get cursor position and shape, and AH 09h for Write character and attribute at cursor position.

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