

Write an ALP that takes in a single user input from 1 to 7. The key pressed by the user must not be displayed. The program should display the 5th character (counting from 1) in file lab1.txt on the top left of the screen and 10th character (counting from 1) on the bottom right of the screen. The background of the display must be black. The foreground depends on the user input.

If user input is '1' then foreground must be blue

If user input is '2' then foreground must be green

If user input is '3' then foreground must be cyan

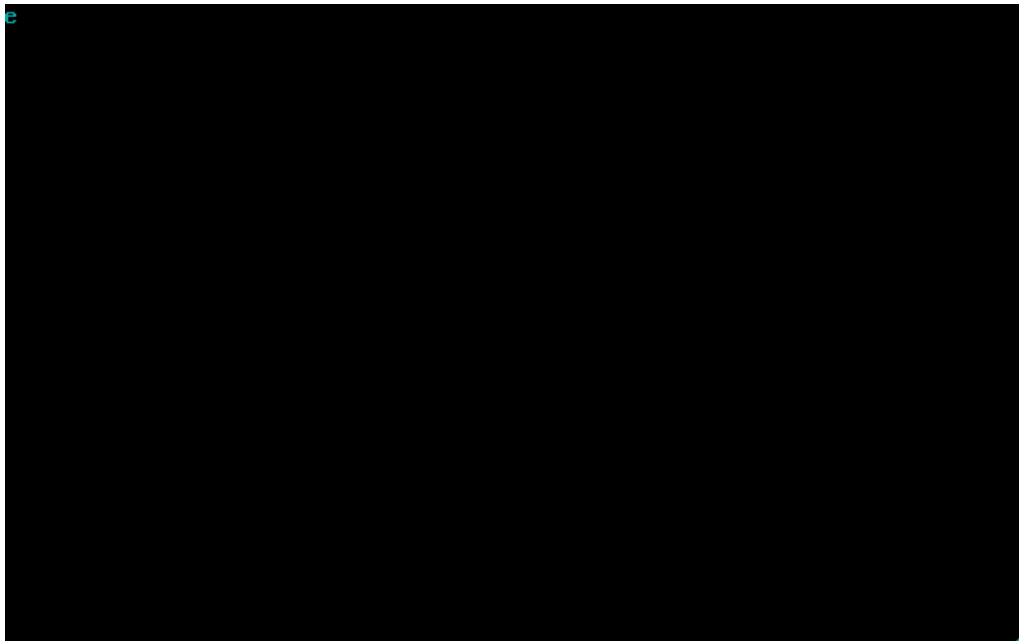
If user input is '4' then foreground must be red

If user input is '5' then foreground must be magenta

If user input is '6' then foreground must be brown

If user input is '7' then foreground must be white.

For e.g if the 5th character is **e** and the 10th character of the file is **j** and the user input corresponds to **3** (that is cyan) the display must be as shown below.



Use Text mode of display. The file lab1.txt is available and can be downloaded into your MASM/BIN folder. The size of the file is atleast 20 bytes. The exit function from display is '@'.