



## INT 21H (DOS Interrupt) Important for College Practicals and Viva

- 1) DOS provides **various internal interrupts** which are used by the system programmer. The **most commonly used** interrupt is **INT 21H**. #For doubts contact Bharat Sir on 98204 08217
- 2) It **invokes inbuilt DOS functions** which can be used to perform tasks such as reading a user input char from the screen, displaying result on the screen, exiting the program etc.
- 3) While calling the INT21H Dos interrupt, we must **first assign a correct value in AH** register.
- 4) The value in the AH register **selects the INT 21H function** which is required by the user.
- 5) The most commonly used INT 21H functions are as shown:

Task	Method	Comment
How to <b>input</b> a <b>character</b> from the screen	<b>Mov AH, 01H INT 21H</b>	Takes the user input character from the screen. Returns the ASCII value of the character in AL register. If AL=0, then a control key was pressed.
How to <b>input</b> a <b>string</b> from the screen	<b>Mov AH, 0AH LEA DX, string INT 21H</b>	0AH is the parameter for the input string function. The string will be stored from the offset address given by DX.
How to <b>display</b> a <b>character</b> on the screen	<b>Mov AH, 02H Mov DL, char INT 21H</b>	02H is the parameter for the display char function. DL should contain the char to be displayed.
How to <b>display</b> a <b>string</b> on the screen	<b>Mov AH, 09H LEA DX, string INT 21H</b>	09H is the parameter for the display string function. DX should contain the offset address of the output string.
How to <b>terminate</b> the program	<b>Mov AH, 4CH Mov AL, 00H INT 21H</b>	4CH is the parameter for the terminate function. The return code is placed by the system in AL register. If AL is 00h then the program terminated without an error.