

Experiment No. 8

AIM – Write a ALP to display a string using INT 10H & INT 21 H.

Program - (1)

; this is an example of bios function: int 10h / ah=13h.

```
name "int10h"
org 100h
; set es (just in case):
push cs
pop es
mov bh, 0 ; page.
lea bp, msg ; offset.
mov bl, 0f3h ; default attribute.
mov cx, 12 ; char number.
mov dl, 2 ; col.
mov dh, 1 ; row.
mov ah, 13h ; function.
mov al, 1 ; sub-function.
int 10h
; show current cursor position:
mov al, '<'
mov ah, 0eh
int 10h
mov bh, 0 ; page.
lea bp, cmsg ; offset of string with attributes.
mov bl, 0f3h ; default attribute (not used when al=3).
mov cx, 12 ; char number.
mov dl, 2 ; col.
mov dh, 3 ; row.
mov ah, 13h ; function.
mov al, 3 ; sub-function.
int 10h
; show current cursor position:
mov al, '<'
mov ah, 0eh
int 10h
; wait for any key press....
mov ah, 0
int 16h
ret ; return control to the operating system.
msg db 'hello world!'
cmsg db 'h', 0cfh, 'e', 8bh, 'l', 0f0h, 'l', 5fh, 'o', 3ch, ' ', 0e0h
db 'w', 0b3h, 'o', 2eh, 'r', 0cah, 'l', 1ah, 'd', 0ach, '!', 2fh
```

-----end-----

Program (2)

; The easiest way to print out "Hello, World!"
name "hi"

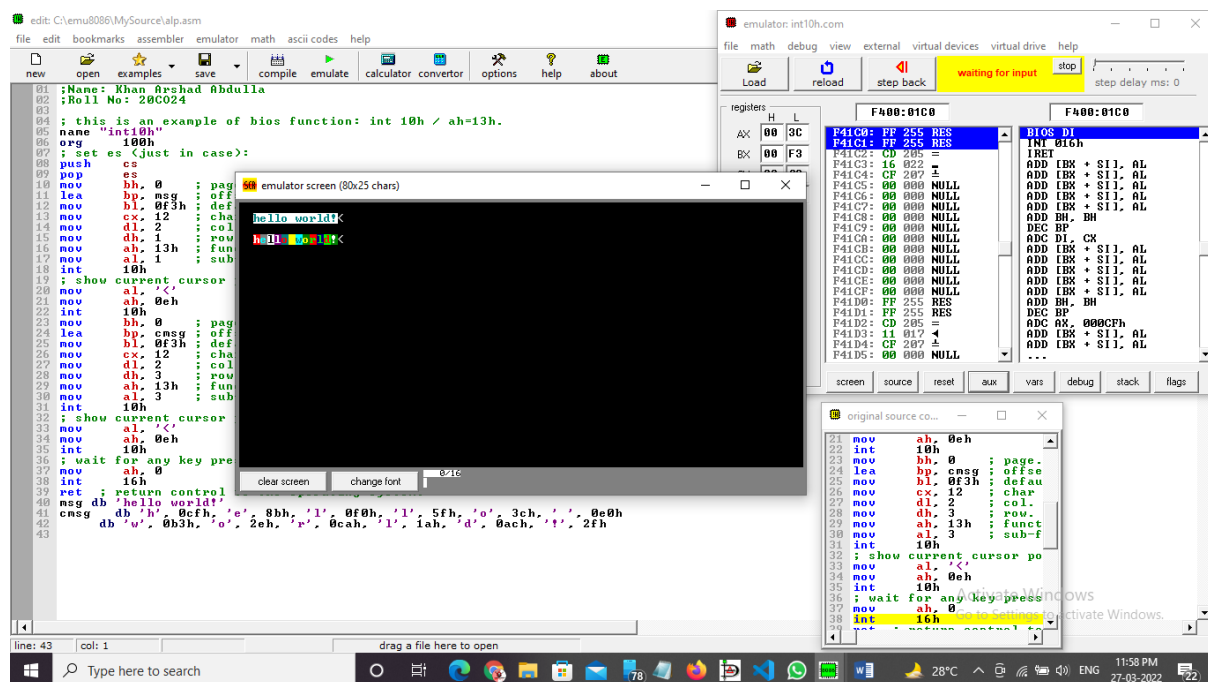
```
org 100h
jmp start ; jump over data declaration
msg: db "Hello, World!", 0Dh, 0Ah, 24h
start: mov dx, msg ; load offset of msg into dx.
      mov ah, 09h ; print function is 9.
      int 21h ; do it!
      ret ; return to operating system.
```

Procedure –

1. Launch emu8086 IDE from menu.
2. Edit your program , save as file_name.asm
3. Compile your program to check for syntax errors, rectify if any error is present. Save and recompile your program.
4. Run to observe output of your program.

Output –

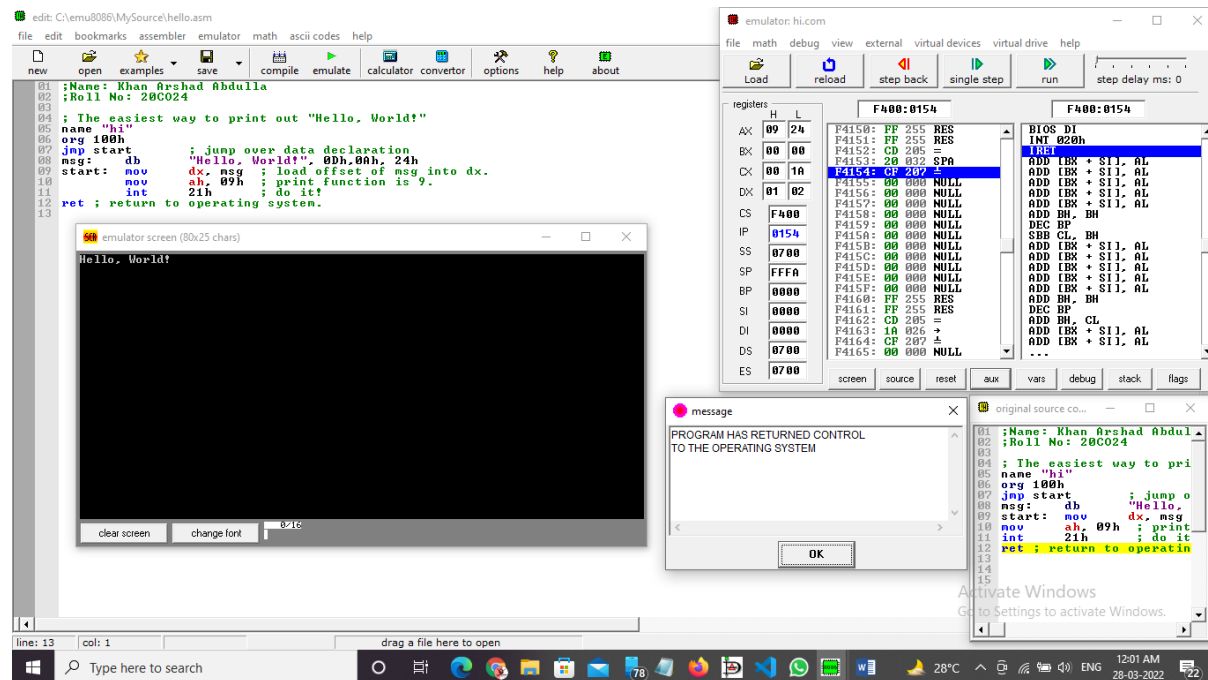
1. Program(a)



2. Program(b)

Name: Khan Arshad Abdulla
Roll No: 20CO24

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Conclusion – To display a string “HELLO WORLD!” using INT 10H & INT 21 H.

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