# **Differences between: INT 10H , INT 16H, INT 21H**

First of all INT means interrupt and has nothing to do with int data type.

Each INT represents a functions family, where usually AH represents the function number.

For example :

1. **INT 0x10 is used for screen manipulation**
   * AH=0x00 -> set video mode
   * AX=0x1003 -> Set Blinking mode
   * AH=0x13 -> write string
   * AH=0x03 -> get cursor position

**Use INT 10H function calls to:**

* Clear the screen.
* Set the cursor position.
* Write characters to the screen in text mode.
* Draw lines on the screen in graphics mode.
* Change the video mode.

1. **INT 0x16 is for Keyboard control and read:**
   * AH=0x00 -> GetKey
   * AH=0x03 -> Set typematic rate and delay