				urce	1 C	S:IP	(ACT	IVE)—					 û - -	AX	=	4C 6	00
052A:008B	B44C			MOV		Al	1,4C								BX	= 1	000	00
052A:008D	CD21			INT		2:	1								CX	=	000	00
052A:008F	000D			ADD		Bu	jte	Ptr	[D]],C	L				DX	=	0C3	10
052A:0091	0A454	E		OR		AI	. , By	te l	Ptr	[DI	+4E]			SP	=	000	10
052A:0094	54			PUSI	Н	SI									BP	=	000	10
052A:0095	45			INC		BI	•								SI	=	000	10
052A:0096	52			PUSI		D>	(DI	= 1	000	10
052A:0097	20414	<u>C</u>		AND		Bu	jte :	Ptr	[BX	(+DI	+4E	la,[L		DS	= (053	3
052A:009A	20414	C		AND		Bu	jte i	Ptr	[BX	(+DI	+4C	lA,[L		ES	= (051	A
052A:009D	50			PUSI	4	ΑÞ	ረ 📙								SS	= (052	9
052A:009E	48			DEC		A>	(CS	= (052	A
052A:009F	41			INC		C>	(IP	= (00E	F
052A:00A0	4E			DEC		SI									FL	= (020	6
052A:00A1	55			PUSH	1	BF												
052A:00A2	4D			DEC		BF									NV L	JP :	ΕI	PL
052A:00A3	45			INC		BP									NZ N	IA I	PE	NC
0533:0000	OD Of	45	4E 54	45	52	20-41	4E	20	41	4C !	50 4	48 4	11	ENTT	DS	:0	000	
0533:0010	4E 55	4D	45 52	49	43	20-43	48	41	52	41	43 !	54 4	15	NUMER		OD		
>_																		
e -														→↓				

```
File Edit Format View Help
.MODEL SMALL
DISPLAY MACRO MSG
        LEA DX, MSG
        MOV AH, 09H
        INT 21H
ENDM
; MACRO TO DISPLAY A CHARACTER.
DISPCHAR MACRO
        MOV AH, 02H
        INT 21H
ENDM
DATA
MSG1 DB 0DH, 0AH, "ENTER AN ALPHANUMERIC CHARACTER :: $"
MSG2 DB ODH, OAH, "NOT AN ALPHANUMERIC CHARACTER.... $"
. CODE
START : MOV AX, @DATA
        MOV DS, AX
        DISPLAY MSG1
        MOV AH, 01H
        INT 21H
                               ; CHECK FOR ALPHANUMERIC CHARACTER...
        CALL CHECK
        JC ERROR
        PUSH AX
        ; SET MODE AND CLEAR THE SCREEN
        ; ROW =25 AND COLUMN = 80
        MOV AH, OOH
        MOV AL, 03H
        INT 10H
        ; MOVE THE CURSOR TO THE MID POINT OF SCREEN
        MOV AH, 02H
        MOV BH, OOH
                                 ; PAGE NUMBER
        MOV DH, 12D
                                ; ROW VALUE
        MOV DL, 40D
                                ; COLUMN VALUE
        INT 10H
        POP AX
                                ; RESTORE THE CHARACTER.
        AAM
        PUSH AX
       MOV AL, AH
        XOR AH, AH
        AAM
```

A2 - Notepad

```
A2 - Notepad
File Edit Format View Help
       AAM
       PUSH AX
       MOV AL, AH
       XOR AH, AH
       AAM
       ADD AX, 3030H
       MOV DL, AH
       PUSH AX
       DISPCHAR
                                ; DISPLAY THE ASCII VALUE
       POP AX
       MOV DL, AL
       DISPCHAR
       POP AX
       ADD AL, 30H
       MOV DL, AL
       DISPCHAR
       ; WAIT FOR USER TO PRESS ANY KEY
       MOV AH, 07H
       INT 21H
        ; FINISH ...JOB OVER
       JMP FINAL
ERROR : DISPLAY MSG2
       JMP FINAL
; THIS PROCEDURE CHECKS WHETHER THE INPUT IS ALPHANUMERIC OR NOT
CHECK PROC NEAR
       CMP AL, 30H
        JE FRET
        JC ERR
        CMP AL, 39H
        JE FRET
        JNC NEXT
        JC FRET
NEXT: CMP AL, 41H
        JE FRET
        JC ERR
        CMP AL, 5AH
        JE FRET
        JNC NEXT1
        JC FRET
NEXT1 : CMP AL, 61H
        JE FRET
        JC ERR
        CMP AL, 7AH
```

```
A2 - Notepad
File Edit Format View Help
       ADD AL, 30H
       MOV DL, AL
       DISPCHAR
        ; WAIT FOR USER TO PRESS ANY KEY
       MOV AH, 07H
       INT 21H
        ; FINISH ... JOB OVER
        JMP FINAL
ERROR : DISPLAY MSG2
        JMP FINAL
; THIS PROCEDURE CHECKS WHETHER THE INPUT IS ALPHANUMERIC OR NOT
CHECK PROC NEAR
        CMP AL, 30H
        JE FRET
        JC ERR
        CMP AL, 39H
        JE FRET
        JNC NEXT
        JC FRET
NEXT: CMP AL, 41H
        JE FRET
        JC ERR
        CMP AL, 5AH
        JE FRET
        JNC NEXT1
        JC FRET
NEXT1 : CMP AL, 61H
        JE FRET
        JC ERR
        CMP AL, 7AH
        JE FRET
        JNC ERR
        JC FRET
                         ; SET CARRY FOR ERROR
ERR : STC
RET
FRET: CLC
RET
CHECK ENDP
; PROCEDURE ENDS HERE
FINAL : MOV AH, 4CH
        INT 21H
END START
```