- برنامه ای بنویسید که نام پوشه را دریافت و ایجاد کند .

```
.STACK 64
.DATA
  BUF DB 10,?,10 DUP("$"),0
.CODE
MAIN PROC FAR
    MOV AX,@DATA
    MOV DS,AX

    MOV AH,0AH
    MOV DX,OFFSET BUF
    INT 21H

    MOV DX,OFFSET BUF+2
    MOV AH,39H
    INT 21H

    MOV AX,4C00H
    INT 21H
    END MAIN
MAIN ENDP
```

٢ – برنامه ای بنویسید منویی از درایو های موجود وجود داشته باشد و با پیمایش بر روی هر یک درایو پیش فرض عوض شود .

```
INCLUDE E:/karshnasi/int8086.lib
MACRO SELDR
    MOV CL,DH
    SHR CL,1
    MOV DL,CL
    MOV AH,0EH
    INT 21H
ENDM

.STACK 64
.DATA
 A DB "A"
 B DB "B"
 C DB "C"
 D DB "D"
 E DB "E"
 FF DB "F"
 J DB "J"
 F DB 26
 ;MSG DB "CHANGED DRIVE$"
.CODE
 MAIN PROC FAR
    MOV AX,@DATA
    MOV DS,AX
    mov AH,0Eh
    INT 21h
    MOV CX,7
    MOV AL,"A"
    MOV BL,0
    RETURN:
     SET_CUR BL,1
     MOV DL,AL
     SHOW_CHAR
     INC AL
     INC BL
     INC BL
    LOOP RETURN
    MOV DH,0
    SELDR DH
    SET_CUR 0,0
    SHOW_CHAR_MOD 16,0011B,1
    ; REC_SCR 0,7H,50H,45H,40H
    FOR:
     GET_ALL_CHAR
     CMP AH,48H
     JE  UP
     CMP AH,50H
     JE  DOWN
     JMP FOR
    UP:
     GET_CUR_POS
     CMP DH,0

     JNE BOT
     JMP UDLAST
    BOT:
      MOV DL," "
      SHOW_CHAR
      SUB DH,2
      SELDR DH
      SET_CUR DH,0
      SHOW_CHAR_MOD 16,0011B,1
      SET_CUR 20,20
      JMP FOR
    DOWN:
      GET_CUR_POS
      CMP DH,12
      JNE TOP
      JMP UDUP
      TOP:
        MOV DL," "
        SHOW_CHAR
        ADD DH,2
        SELDR DH
        SET_CUR DH,0
        SHOW_CHAR_MOD 16,0011B,1
        JMP FOR

    UDLAST:
      MOV DH,12
      SELDR DH
      MOV DL," "
      SHOW_CHAR
      SET_CUR DH,0
      SHOW_CHAR_MOD 16,0011B,1
      ; REC_SCR 0,7H,50H,45H,10H
      JMP FOR
    UDUP:
      MOV DH,0
      SELDR DH
      MOV DL," "
      SHOW_CHAR
      SET_CUR DH,0
      SHOW_CHAR_MOD 16,0011B,1
      ;  REC_SCR 0,7H,50H,45H,40H
      JMP FOR

    EXIT
    MAIN ENDP
```