

04/11/2020

### LAB PROGRAM - 3

Q. Print ASCII values.

A. • MODEL SMALL

• DATA

MSG1 DB 0DH, 0AH, "ENTER ALPHANUMERIC CHARACTER : \$"  
RES DB 02H DUP(0)

• CODE

MOV AX, @DATA

MOV DS, AX

LEA AX, MSG1

CALL DISP

MOV AH, 01H

; Reading Input Characters from keyboard

INT 21H

MOV BL, AL

; Input is stored always in AL register by default

MOV CL, 4

SHR AL, CL

CMP AL, 0AH

JC DIGIT

ADD AL, 07H

DIGIT: ADD AL, 30H

MOV RES, AL

AND BL, 0FH

CMP BL, 0AH

JC DIGIT1

ADD BL, 07H

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DIGIT1: ADD BL, 30H

MOV RES+1, BL

MOV AH, 00H

MOV AL, 03H

INT 10H

MOV AH, 00H ; CLEAR THE SCREEN

MOV AL, 03H

INT 21H

MOV AH, 02H ; SET THE CURSOR POSITION

MOV BH, 00H

MOV DH, 00H ; ROW NUMBER

MOV DL, 028H ; COLUMN NUMBER

MOV RES+2, '\$'

LEA DX, RES

CALL DISP ; RES VALUE WILL BE PRINTED ON SCREEN

MOV AH, 4CH

INT 21H

DISP PROC NEAR

MOV AH, 09H

INT 21H

RET

DISP ENDP

END