Hardware Interrupts

- 16 interrupts
- INT 00h to INT 0Fh (Each takes up 2 bytes)

1. Interval Timer, Watchdog Timer, Real-Time Clock
2. Keyboard (PS/2)
3. Video Adapter (Raster Interrupt)
4. Sound Adapter
5. Serial Ports
6. Direct Memory Access Controller (?)
7. Network Interface Adapter
8. Floppy Disk Drives
9. Parallel Ports, Printer (Thermal Printer)
10. Mouse (PS/2)
11. Mathematics Coprocessor
12. Graphics/Other Coprocessor
13. Hard Disks, Mass Storage (SD Cards, CompactFlash)
14. Cassette Deck, Paper Tape Punch
15. GPIO Ports (TTL Breadboarding Pins), Game Controllers, Other Human Input Devices
16. Miscellaneous/Any other device (always assigned to misc/all other devices)

Software Interrupts

- 110 interrupts
- INT 10h to INT FDh (Each takes up 2 bytes)
- "INT" can access hardware interrupt vectors too (therefore 128 total)
- Some interrupts reserved for operating system API or system calls

I. INT 13h reserved for Breakpoint instruction (A.K.A. INT3)
II. INT 14h reserved for Overflow Interrupt instruction (A.K.A. INTO)
III. INT 17h reserved for unsupported instruction emulation (if no coprocessor)

Non-Maskable Interrupt

- Just 1 interrupt
- INT 7Eh (2 bytes long)

Reset Interrupt

- Just 1 vector
- INT 7Fh (2 bytes long)

** Check hex byte addresses for each vector. Relocate if better address.*