;Make an assembly language program that will display “HNU”

;on the top left portion of the screen

;to the bottom center portion

;and to the top right portion as if it is bouncing on the screen.

**org 100h**

**mov ax, 0b800h**

**mov ds, ax**

**mov si, 4**

**mov cx, 5**

delay: ;variable or it is a like a group name

mov si, (160\*0) + (0\*2) ;it Display the text in the top left

mov bx[si], 'H' ;it display letter H

mov bx[si+2], 'N' ;it display letter N

mov bx[si+4], 'U' ;it display letter U

mov bx[si],' ' ;it make the letter H disappear and display the next letter

mov bx[si + 2], ' ' ;it make the letter H disappear and display the next letter

mov bx[si + 4], ' ' ;it make the letter H disappear and display the next letter

call delay1

push cx

mov cx, 0ffffh

delay1:

mov si, (160\*24) + (34\*2) ;it Display the text in the bottom center

mov bx[si], 'H' ;it display letter H

mov bx[si+2], 'N' ;it display letter N

mov bx[si+4], 'U' ;it display letter U

mov bx[si],' ' ;it make the letter H disappear and display the next letter

mov bx[si + 2], ' ' ;it make the letter H disappear and display the next letter

mov bx[si + 4], ' ' ;it make the letter H disappear and display the next letter

call delay2 ;Call function

push cx

mov cx, 0ffh

delay2:

mov si, (160\*0) + (76\*2) ;it Display the text in the top right

mov bx[si], 'H' ;it display letter H

mov bx[si+2], 'N' ;it display letter N

mov bx[si+4], 'U' ;it display letter U

mov bx[si],' ' ;it make the letter H disappear and display the next letter

mov bx[si + 2], ' ' ;it make the letter H disappear and display the next letter

mov bx[si + 4], ' ' ;it make the letter H disappear and display the next letter

push cx

mov cx, 0ffffh

pop cx

loop delay ; it loop the delay variable to countinue the process

pop cx

loop delay1

pop cx

loop delay2

int 20h

ret ;return function