

Generate Random Number:

```
randomNumber:    ; generate a random number using the system time

push cx
push dx
push ax

rdtsc            ;getting a random number in ax dx
xor dx,dx        ;making dx 0
mov cx,5
div cx            ;dividing by 5 to get numbers from 0-4
mov [randomNum],dl ;moving the random number in variable
pop ax
pop dx
pop cx
ret
```

Mouse Interrupt:

;to check is mouse clicked?

noMouseClicked:

```
xor ax, ax                ;subservice to reset mouse
```

```
int 33h
```

waitForMouseClicked:

```
mov ax, 0001h            ;to show mouse
```

```
int 33h
```

```
mov ax,0003h
```

```
int 33h
```

```
or bx,bx
```

```
jz short waitForMouseClicked
```

```
mov ax, 0002h            ;hide mouse after clicking
```

```
int 33h
```

```
shr cx, 1 ;mouse position is according to 640 x  
200 window
```

```
;check mouse click coordinates [click should be inside the game play area]
```

```
cmp cx, 115
```

```
jbe waitForMouseClicked
```

```
cmp cx, 205
```

```
jae waitForMouseClicked
```

```
cmp dx, 30
```

```
jbe waitForMouseClicked
```

```
cmp dx, 90
```

```
jae waitForMouseClicked
```