

* Printing the equivalent ASCII value :

.model small

.data

msg1 db 0dh, 0ah, "Enter alphanumeric character \$"

res db 02 dup(0)

.code

mov ax, @data

mov ds, ax

lea dx, msg1
call disp

mov ah, 01h

int 21h

mov bl, al

mov cl, 4

shr, al, cl

cmp al, 0ah

JG digit

ADD AL, 07h

```
digit : add al, 30h  
        mov esi, al  
        and bl, 0fh  
        cmp bl, 0ah  
        JC digit1  
        add bl, 07h
```

```
digit1 : add bl, 30h  
        mov esi+1, bl  
        jmp digit
```

```
        mov ah, 00h           ; TEXT MODE  
        mov al, 03h           ; BIOS  
        int 10h
```

```
        mov ah, 02h  
        mov bh, 00h  
        mov dh, 0ch  
        mov dl, 28h  
        int 10h
```

```
        mov esi+2, '$'  
        lea dx, esi  
        call disp  
        ret  
disp endp  
end
```


* Palindrome:

.model small

Display macro msg

lea dx, msg

mov ah, 09h

int 21h

ENDM

.DATA

msg1 db 0dbh, 0ch, "Enter STRING \$"

msg2 db 0dbh, 0ch, "Reverse STRING \$"

msg3 db 0dbh, 0ch, "IS A PALINDROME \$"

msg4 db 0dbh, 0ch, "NOT A PALINDROME \$"

STRING db 80h dup(?)

RESTRING db 80h dup(?)

.code

START : mov ax, @DATA

mov dx, ax

display msg1

mov si, offset STRING ; LEA

si, STRING

xor cl, cl

~~xxxx~~ ~~xxxx~~, ~~xxxx~~

AGAIN :

MOV AH, 01H
INT 21H
CMP AL, 0DH
JE NEXT
MOV [SI], AL
INC SI
INC CL
JMP AGAIN

NEXT :

MOV [SI], BYTE PTR 'q'
DEC SI
MOV CH, CL
MOV DI, OFFSET RESTRING

BACK :

MOV AL, [SI]
MOV [DI], AL
DEC SI
INC DI
DEC CH

JNZ BACK

MOV [DI], BYTE PTR 'q'
DISPLAY MSG2
DISPLAY RESTRING

MOV SI, OFFSET STRING
MOV DI, OFFSET RESTRING

Alg: mov AL, [BI]
 cmp ~~AL~~ AL, [DI]

 JNB FAIL

 JNC BI

 JNC DI

 DEC CX

 JZ SUCCESS

 JMP Alg

FAIL : DISPLAY msg4

 JMP FINAL

SUCCESS : DISPLAY msg3

FINAL : mov Oh, hch

 int 21h

 END.