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To print ASCII value of a given input

• 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

jc digit

ADD AL, 07H

digit: add al, 30h

mov res, al

and bl, 0fh

cmp bl, 0ah

jc digit+1

add bl, 07h

digit+1: add bl, 30h

mov res+1, bl

```
mov ah, 00h
mov al, 03h ; Text mode
int 10h
mov ah, 02h ; set the cursor pos
mov bh, 00h ; page number
mov dh, 0ch ; row 1001 is top
mov dl, 28h ; column val
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mov res + 2, '$'
lea dx, res
call disp
mov ah, 4ch
int int 21h
```

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disp proc near
mov ah, 09h
int 21h
ret
disp endp
```

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end
```

To check whether given string is palindrome or not

• model small

DISPLAY MACRO MSG

LEA DX, MSG

MOV AH, 09H

INT 21H

ENDM

.DATA

MSG1 DB 0DH, 0AH, "Enter String: \$"

MSG2 DB 0DH, 0AH, "Reverse String: \$"

MSG3 DB 0DH, 0AH, "Input string is palindrome \$"

MSG4 DB 0DH, 0AH, "Input string is not palindrome \$"

STRING DB 80H DUP(?)

RSTRING DB 80H DUP(?)

.CODE

START: MOV AX, @DATA

MOV DS, AX

DISPLAY MSG1

; Take the string from KBD character by character

MOV SI, OFFSET STRING

XOR CL, CL

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 '\$'

; STRING INPUT OVER

DEC SI

MOV CH, CL

; REVERSE THE STRING and store in RSTRING

~~DEC SI~~

MOV

MOV DI, OFFSET RSTRING

BACK: MOV AL, [SI]

MOV [DI], AL

DEC SI

INC DI

DEC CH

JNZ BACK

MOV [DI], BYTE PTR '\$'

DISPLAY MSG 2

DISPLAY RSTRING

MOV SI, OFFSET STRING

MOV DI, OFFSET RSTRING

AG: MOV AL, [SI]

CMP AL, [DI]

JNE FAIL

INC SI

INC DI

DEC CX

JZ SUCCESS

JMP AG

FAIL: DISPLAY MSG 4

JMP FINAL

SUCCESS: DISPLAY MSG 3

FINAL: MOV AH, 4CH

INT 21H

END