

```
.model small
```

```
.data
```

```
msg1 db 0dh, 0ah, "Enter alphanumeric character $"
res db 62 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
```

```
mov al, cl
```

```
cmp al, 0ah
```

```
jc digit
```

```
add al, 07h
```

```
digit: add al, 0ah
```

```
mov res, al
```

```
and bl, 0fh
```

```
cmp bl, 0ah
```

```
jc digit1
```

```
add bl, 07h
```

```
digit1: add bl, 30h
```

```
mov res+1, bl
```

```
mov ah, 0ah
```

```
mov al, 03h
```

```
int 20h
```

```
mov ah, 02h
```

```
mov bh, 0ah
```

mov dh, 0ch  
mov dl, 88h  
int 10h

mov res+2, '\$'  
lea dn, res  
call disp  
mov ah, 4ch  
int 21h.

~~ret~~  
disp proc near  
mov ah, 09h  
int 21h.  
ret  
disp endp.  
end.



display macro msg

LEA Dx, msg  
mov Ah, 09h  
int 21h

.data

msg1 db 0dh, 0ah, "Enter String: \$"

msg2 db 0dh, 0ah, "Reverse string: \$"

msg3 db 0dh, 0ah, "Input string is polindrome. \$"

msg4 db 0dh, 0ah, "Input string is not a polindrome string. \$"

string db 80h dup(?)

rstring db 80h dup(?)

.code

start: mov ax, @data

mov ds, ax

Display msg1

Take the string from keyboard 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

mov DI, OFFSET RSTRING

Back: mov al, [si]

mov [DI], AL

Dec si

```

        inc DI
        dec CH
        jnf BACK
        mov [DI], byte ptr 'j'
        Display msg 2,
        Display string
        mov SI, offset STRING
        mov DI, offset STRING
AG:      mov AL, [SI]
        cmp AL, [DI]
        jne FALL
        inc SI
        inc DI
        dec CX
        jz SUCCESS
        jmp AG
FALL:   Display msg 4
        jmp FINAL
SUCCESS: DISPLAY MSG 3
FINAL  = mov ah, 4ch
end

```