```
CODE:
.MODEL SMALL
;MACRO DISPLAY THE MESSAGE....
DISPLAY MACRO MSG
LEA DX, MSG
MOV AH, 09H
INT 21H
ENDM
.DATA
LIST DB 01H, 05H, 07H, 10H, 12H, 14H
NUMBER EQU ($-LIST)
KEY DB 012H
MSG1 DB 0DH,0AH,"ELEMENT FOUND IN THE LIST...$"
MSG2 DB 0DH,0AH,"SEARCH FAILED!! ELEMENT NOT FOUND IN THE LIST $"
.CODE
START:MOV AX,@DATA
  MOV DS,AX
  MOV CH, NUMBER-1
  MOV CL,00H
AGAIN: MOV SI, OFFSET LIST
  XOR AX,AX
  CMP CL, CH
  JE NEXT
  JNC FAILED
NEXT:MOV AL,CL
  ADD AL, CH
  SHR AL, 01H
  MOV BL, AL
  XOR AH, AH
  MOV BP, AX
```

```
MOV AL, DS: [BP] [SI]
CMP AL, KEY
JE SUCCESS
JC INCLOW
MOV CH, BL
DEC CH
JMP AGAIN
INCLOW: MOV CL, BL
INC AL
JMP AGAIN
SUCCESS: DISPLAY MSG1
JMP FINAL
FAILED: DISPLAY MSG2
FINAL: MOV AH, 4CH
INT 21H
```

## OUTPUT:

**END** 

```
DOSBox 0.74-3, Cpu speed: max 100% cycles, Frameskip 0, Prog...
                                                                                    X
 File Edit View Search Run Watch Options Calls
                                                                                   Help
                                  loca l-
                             source1 CS: IP-
                                                                                   0912
                                                                             BX = 0004
                                 -source2-
05ZA:0000 B8ZE05
                                       AX,052E
                            MOV
                                                                             CX = 0503
052A:0003 8ED8
                            MOV
                                        DS,AX
                                                                             DX = 0015
052A:0005 B505
                                       CH,05
                                                                             SP = 0000
                            MOV
052A:0007 B100
                                        CL,00
                                                                             BP = 0004
                            MOU
052A:0009 BE0E00
                                        SI,000E
                                                                             SI = 000E
                            MOU
                                        AX,AX
                                                                             DI = 0000
052A:000C 33C0
                            XOR
052A:000E 3ACD
                            CMP
                                        CL, CH
                                                                             DS = 052E
052A:0010 7402
                            JZ
                                                                             ES = 051A
                                        0014
051A:0000
                                                                      memory1 byte DS:0000
                                                                             SS = 0529
            CD 20 FF 9F 00 EA FF FF AD DE 6C 02 CD 03 32 03
                                                                             CS = 052A
            CD 03 4B 0A CD 03 FF 04 01 01 01 00 02 03 FF FF
                                                                             IP = 003F
051A:0010
                                                                             FL = 0246
             FF 10 05 72 22
051A:0020
051A:0000
                    -memory2 byte DS:0000 (ACTIVE)-
            CD 20 FF 9F 00 EA FF FF AD DE 6C 02 CD 03 32 03
                                                                            NV UP EI PL
            CD 03 4B 0A CD 03 FF 04 01 01 01 00 02 03 FF FF
051A:0010
                                                                            ZR NA PE NC
052E:0000
                                 command
             09 90 8D 16 34 00 B4 09-CD 21 B4 4C CD 21 01 05
            07 10 12 14 12 0D 0A 45-4C 45 4D 45 4E 54 20 46
052E:0010
\overline{\mathsf{F8}}=Trace> \overline{\mathsf{F10}}=Step> \overline{\mathsf{F5}}=Go> \overline{\mathsf{F6}}=Window> \overline{\mathsf{F3}}=Display>
```