

LAB PROGRAM 3

; To PRINT ASCII VALUE OF INPUT

- MODEL SMALL

- DATA

MSG1 DB 0DH, 0AH, "ENTER ALPHANUMERIC
CHARACTER = \$"

RES DB 02H DUP(0)

- CODE

MOV AX, @DATA

MOV DS, AX

LEA DX, MSG1

CALL DISP

MOV AH, 01H ; READING INPUT CHARACTER
FROM YOUR KEYBOARD

INT 21H

MOV BL, AL ; 0A IS THE INPUT WILL BE
STORED ALWAYS IN AL AND
BL REGISTER

MOV CL, 4

SHR AL, CL ; 00H

CMP AL, 0AH

JC DIGIT ; AL < 0AH CARRY IS GENERATED
SO NOW ONLY ADD 30H

ADD AL, 07H

DIGIT : ~~0A~~ 30H 30H

ADD AL, 30H ; 30H

MOV RES, AL

AND BL, 0FH ; BL = 0AH

CMP BL, 0AH

JC DIGIT1

ADD BL, 07H ; ~~BL = 0A~~ BL = 0A + 7H

DIGIT 1 ;

ADD BL, 30H ; BL = 0A + 07 + 30
= 0A + 37 = 41H

MOV RES + 1, BL

MOV AH, 00H ; CLEAR THE SCREEN

MOV AL, 03H

INT 10H

MOV AH, 02H ; SET THE CURSOR
POSITION

MOV BH, 00H

MOV DH, 0CH ; ROW NUMBER

MOV DL, 28H ; COLUMN NUMBER

MOV RES + 2, '\$' ; \$ Here Indicates end
of the Result string

LEA DX, RES.

CALL DISP ; RES VALUE WILL BE PRINTED
ON THE SCREEN

MOV AH, 4CH

INT 21H

DISP PROC NEAR

MOV AH, 09H

INT 21H

RET

DISP END P

END