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Date: 4/11/2020

3D - Batch 2 LAB-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

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ADD AL, 07H

DIGIT:

ADD AL, 30H ; 30H

MOV RES, AL

AND BL, 0FH ; BL = 0AH

CMP BL, 0AH

JC DIGIT1

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

DIGIT1 :

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

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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 ENDP

END