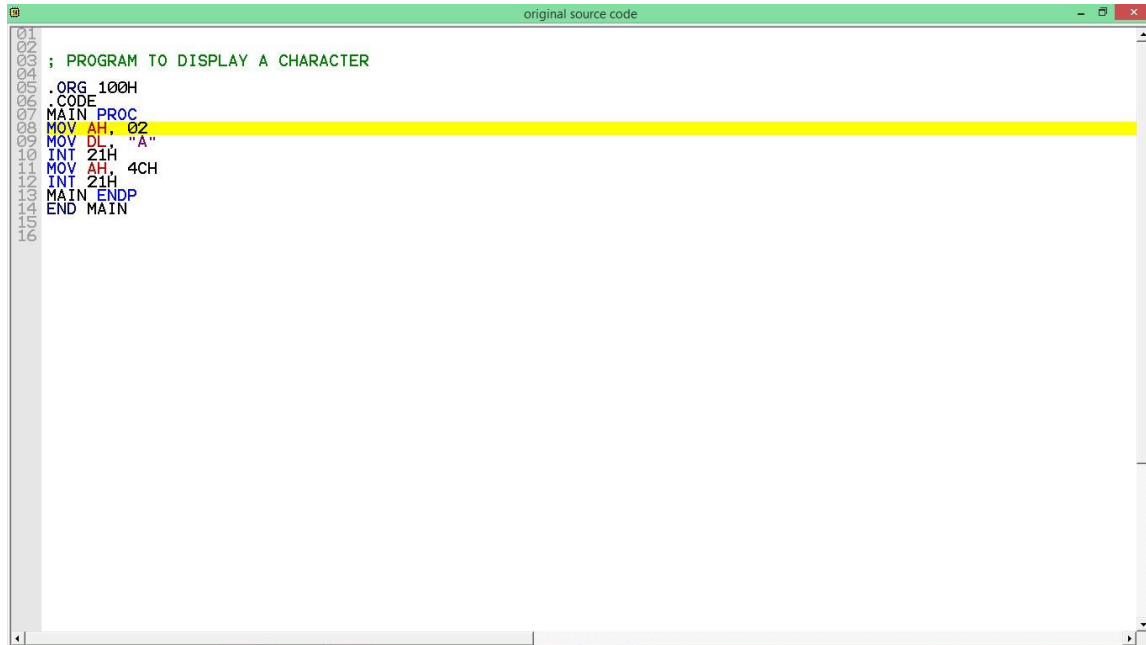
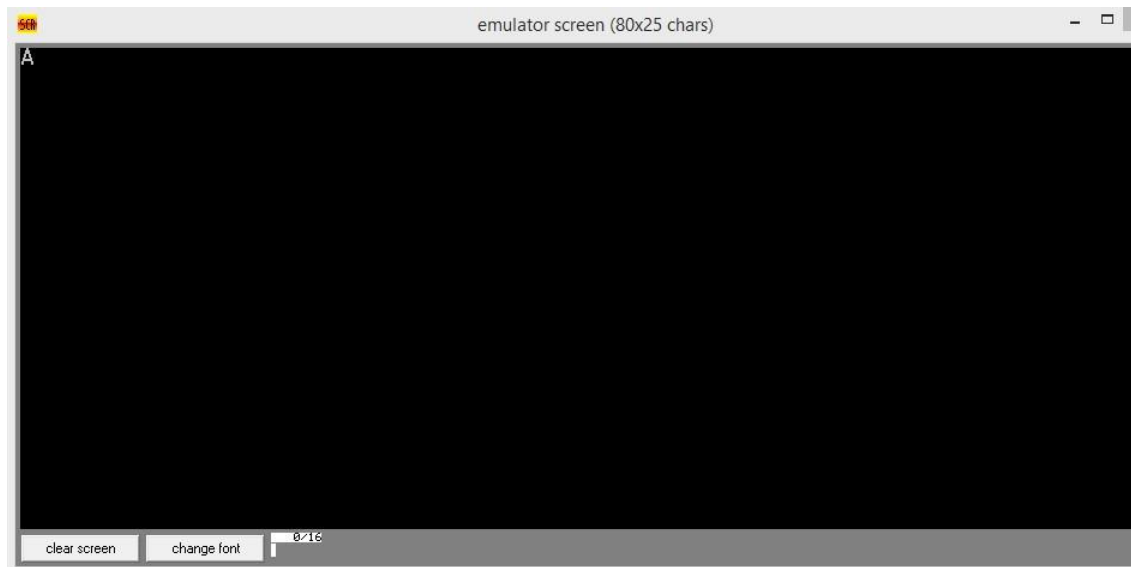


## Program to display a character “A”



```
01  
02  
03 ; PROGRAM TO DISPLAY A CHARACTER  
04  
05 .ORG 100H  
06 .CODE  
07 MAIN PROC  
08 MOV AH, 02  
09 MOV DL, "A"  
10 INT 21H  
11 MOV AH, 4CH  
12 INT 21H  
13 MAIN ENDP  
14 END MAIN  
15  
16
```



Program to display a string “BSC CSIT”



```
01 ;PROGRAM TO DISPLAY BSC CSIT
02
03
04 .DATA 100
05 STR DW "BSC CSIT$"
06
07 .CODE
08
09 MAIN PROC
10 MOV AH, 09H
11 MOV DX, OFFSET STR
12 INT 21H
13 MOV AH, 4CH
14 INT 21H
15 MAIN ENDP
16 END MAIN
17
18
```



emulator screen (80x25 chars)

?

BSC CSIT

clear screen change font 0/16

## Program to display "AEROPLANE" in reverse order

```
01  ORG 100H
02  .DATA
03  STR DB " AEROPLANE"
04  LEN DW $-STR
05  .CODE
06
07  MAIN PROC
08  MOV SI, LEN
09  MOV CX, LEN
10  LEA DX, STR
11  ADD SI, DX
12  BACK: MOV DL, [SI]
13  MOV AH, 02H
14  INT 21H
15  DEC SI
16  LOOP BACK
17  MOV AH, 4CH
18  INT 21H
19  MAIN ENDP
20  END MAIN
21
22
```

```
emulator screen (80x25 chars)

ENALPOREA

clear screen  change font  0/16
```