	INT 10H			
Function	Input	Output		
0 – Select Display Mode	AH = 0	None		
	AL – Mode Number			
1 – Change Cursor Size	AH = 1	None		
_	CH = Starting Scan Line			
	CL = Ending Scan Line			
2 – Move Cursor	AH = 2	None		
	DH = New Cursor Row			
	DL = New Cursor Col			
	BH = Page Number			
3 – Get Cursor Position & Size	AH = 3	DH = cursor row		
	BH = Page Number	DL = cursor col		
		CH = cursor starting scan line		
		CL = cursor ending scan line		
5 – Select Active Display Page	AH = 5	None		
1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1	AL = Active Display Page			
6 – Scroll the Screen or Window Up	AH = 6	None		
	AL = Number of lines to scroll (0			
	means scroll whole screen)			
	BH = attribute for blank lines			
	CH, CL = row, col for upper left			
	corner			
	DH, DL = row, col for lower right			
	corner			
7 – Scroll the Screen or Window	AH = 7	None		
Down	AL = Number of lines to scroll (0	TWO TO		
Down	means scroll whole screen)			
	BH = attribute for blank lines			
	CH, CL = row, col for upper left			
	corner			
	DH, DL = row, col for lower right			
	corner			
8 – Read Character at the Cursor	AH = 8	AH = attribute of the character		
0 - Read Character at the Curson	BH = Page Number	AL = ASCII code of the character		
9 – Display Character at the Cursor	AH = 9	None		
with Any Attribute	BH = Page Number	None		
Williamy Attribute	AL = ASCII code of the character			
	CX = Number of times to write the			
	character			
	BL = Attribute of the character			
OAH – Display Character at Cursor	AH = 9	None		
with Current Attribute	BH = Page Number	None		
With Current Attribute	AL = ASCII code of the character			
	CX = Number of times to write the			
OEH Display Character	character AH = 0EH	None		
0EH – Display Character	AH = UEH AL = ASCII code of the character	None		
	BH = Page Number			
OFIL Cat Vidaa Mada	BL = foreground color	All Number of columns in comme		
0FH – Get Video Mode	AH = 0FH	AH = Number of columns in screen		
		AL = Display Mode		
	INITACI	BH = Active Display Page		
INT 16H				
0 – Read Keystroke	AH = 0	AH = Scan Code		
		AL = ASCII Code (for ASCII keys);		

			0 (others)
2 – Get Keyboard	Elage	AH = 2	AL = Keyboard Flags
2 – Get Keyboard	riays	An = 2	AL = Reyboard Flags
			Bit If Set
			7 INS on
			6 Caps Lock on
			5 Num Lock on
			1 Left Shift down
		INIT 2111	0 Right Shift down
- ··		INT 21H	
Function		Input	Output
0 – Program termi	inate	AH = 0H	None
		CS = Segment of PSP	
1 – Keyboard Inpu		AH = 01H	AL = ASCII code of key
2 – Display Outpu	t	AH = 02H	None
		DL = character	
9 – Print String		AH = 09H	None
		DS:DX = pointer to string ending	
		with \$	
25h – Set Interrup	ot Vector	AH = 25h	None
		AL = interrupt number	
		DS:DX = new interrupt vector	
2Ah – Get Date		AH = 2Ah	AL = day (0=sun, 6 = sat)
			CX = year (1980-2099)
			DH = month (1-12)
			DI = day (1-31)
2Bh – Set Date		AH = 2Bh	AL = 00h if date valid
		CX = year	FFh if date invalid
		DH = month	
		DL = day	
2Ch – Get Time		AH = 2Ch	CH = hr (0-23)
			CL = min (0-59)
			DH = seconds (0-59)
			DL = hundredths (0-99)
2Dh – Set Time		AH = 2Dh	AL = 00h if time valid
		CH = hr (0-23)	FFh if time invalid
		CL = min (0-59)	
		DH = seconds (0-59)	
		DL = hundredths (0-99)	
31h – Terminate F	rocess & Remain	AH = 31h	None
Resident		AL = return code	
051		DX = memory size in paragraphs	50.00
35h – Get Interrup	ot Vector	AH = 35h	ES:BX = pointer to the interrupt
		AL = interrupt number	handling routine
		INT 27H	News
		DX = offset of beginning of free	None
		space, segment is with respect to	
		PSP INT 1011	
ODII C-t	OLL C-+	INT 10H	None
0BH – Set	OH – Set	AH = 0Bh	None
Palette,	Background	BH = 0	
Background or	Color	BL = color	

Borde	r	01H – Select	AH = 0Bh	None
		Palette	BH = 1	
		(320x200 4	BL = palette	
		color mode)		
0Ch -	OCh – Write Graphics Pixel		AH = 0Ch	None
'			AL = pixel value	
			BH = page	
			CX = col	
			DX = row	
0Dh -	0Dh – Read Graphics Pixel		AH = 0Dh	AL = pixel value
			BH = page	·
			CX = col	
			DX = row	
0Eh –	0Eh – Write Char in Teletype Mode		AH = 0Eh	None
		3.	AL = char	
			BH = page	
			BL = color	
0Fh –	0Fh – Get Video Mode		AH = 0Fh	AH = No. of Char Cols
				AL = display mode
				BH = active display page
10H	10h – Set	Color Register	AH = 10h	None
		3	AL = 10h	
			BX = Color Register	
			CH = G	
			CL = B	
			DH = R	
	12h – Set	Block or Color	AH = 10h	None
	Register		AL = 12h	
	3		BX = First Color Register	
			CX = number of color registers	
			ES:DX = segment:offset of color	
			table	
	15h – Get	Color Register	AH = 10h	CH = G
		- 9	AL = 15h	CL = B
			BX = Color Register	DH = R
	17h – Get	Block or Color	AH = 10h	ES:DX = segment:offset of buffer
	Register		AL = 12h	
	3.010.		BX = FirstColor Register	
			CX = number of color registers	
			ES:DX = segment:offset of buffer	
			to receive color list	
			to rocorro color list	