Graphics mode

mov ax, 0013h

int 10h

Paint a pixel

mov al, 03h ; color

mov cx, 70 ; x co-ordinate

mov dx, 70 ; y co-ordinate

mov bh, 1 ; page no - critical while animating

mov ah, 0ch;

int 10h

Read a pixel

mov cx, 70 ; x co-ordinate

mov dx, 70 ; y co-ordinate

mov ah, 0dh

int 10h

pixel color in al

Input

mov ah,1h  
int 21h  
sub al,'0'

input is in al

output

mov dl, ;item 2 print  
add dl, 30h   
mov ah, 2h  
int 21h