TO DISPLAY ASCII VALUE OF CHARACTER.

```
. 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 I/P CHARACTER FROM KEYBOARD
INT 21H


MOV BL, AL      ; I/N IS STORED IN AL & BL REGISTER
MOV CL, 4
SHR AL, CL      ; 0DH
CMP AL, 0AH
JC DIGIT        ; AL<0AH   CARRY IS GENERATED  SO ONLY ADD 30H
ADD AL, 07H


DIGIT :
ADD AL, 30H
MOV RES, AL
AND BL, 0FH
CMP BL, 0AH
JC DIGIT1
ADD BL, 07H
```

```asm
DIGIT1:
ADD BL, 30H
MOV RES+1, BL


MOV AH, 02H          ; SET THE CURSOR & POS"
MOV BH, 00H
MOV DH, 0CH          ; ROW NO.
MOV DL, 28H          ; COLUMN NO.


MOV RES+2, '$'       ; '$' INDICATES END OF STRING
LEA DX, RES
CALL DISP            ; RES IS DISPLAYED ON SCREEN


MOV AH, 4CH
INT 21H


DISP PROC NEAR
MOV AH, 09H
INT 21H
RET
DISP ENDP


END
```