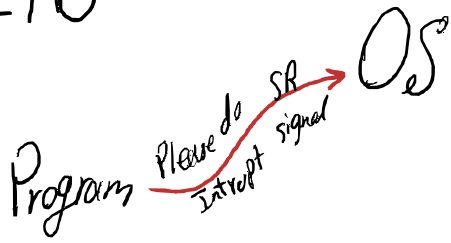


I/O



INT operand(0-255)

21h Dos function Dispatcher

IRET

return from an interrupt service routine.

WTF is a Subroutine?

Subroutine 1: read 1 character of user input.
** when a user hit a key it will be stored in AL*

```
mov ah, 1; subroutine 1
int 21h; call OS
```

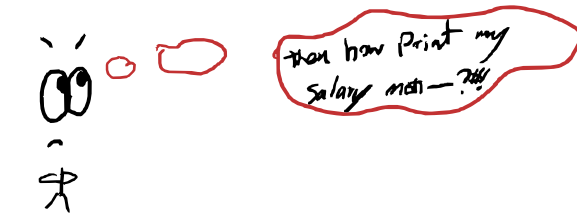
Subroutine 2: display char in DL

```
mov ah, 2; subroutine 2
int 21h; call OS => display dl content!
```

Subroutine 9: Display multiple chars

StartAt \rightarrow "memory address" in DX

StopAt \rightarrow '\$' char



```
mystring db 'Some Stuff', 10, '$'
          |   |           |   |
          name data 74/22 String LF, \n term char
```

So, we need to lea the address before hand!?

```
mov ah, 9; Subroutine 9
int 21h; OS call
```

Problems

Displaying $\rightarrow 5+5$ there would be 2 digit to Print!
 $\rightarrow 2-4$ adding offset 30h will result in overflow

Buffered Strings (what about user input?
not just 1 char!?)

Subroutine 0Ah (10)

```
mov ah, 0Ah;  
int 21h ;
```

but where to store and later access the
string!?

should be defined beforehand!

name db max_num_chars, how many actually
Entered

? why not using

in ? as where
to stop!?

dup(?)

