

Lab 4 - Palindrome

```
• model small
display macro msg
    lea dx, msg
    mov ah, 09h
    int 21h
endm
```

• data

```
msg1 db 0DH, 0AH, "Enter String: $"
msg2 db 0dh, 0ah, "Reverse String: $"
msg3 db 0dh, 0ah, "Input String is Palindrome. $"
msg4 db 0dh, 0ah, "Input String is not Palindrome. $"
```

```
String db 80h dup(?)
```

```
• rstring db 80h dup(?)
```

• code

```
start: mov ax, @data
       mov ds, ax
       display msg1
```

```
       mov si, offset String
       xor cl, cl
```

```
again: mov ah, 01h
       int 21h
```

```
       cmp al, 0DH
       cmp al, 0DH
```


je next
mov [si], al
inc si
inc cl
jmp again

next: mov [SI], byte ptr '\$'
dec si
mov ch, cl
mov di, offset xstring

back: mov al, [si]
mov [di], al
dec si
inc di
dec ch
jnz back
mov [di], byte ptr '\$'
display msg2
display xstring
mov si, offset xstring
mov di, offset xstring

ag: mov al, [si]
~~pad~~
cmp al, [di]
jne fail
inc si

inc di

dec cx

jz success

~~jmp ag~~ jmp ag

fail: display msg4
jmp final

success : display msg3
..

final : mov ah, 4 ch
int 21h