

Practice questions



Level 1 — Easy (Basic Hands-On)

Q1. Display a Character

Write an assembly program to display the character `'A'` on the screen.

Hint: Use `INT 21H` with `AH = 02H`.

Q2. Display Two Characters

Write a program to display two characters, `'H'` and `'I'`, one after another.

Hint: Call the display interrupt twice.

Q3. Take a Character as Input and Display It Back

Write a program that accepts a single character from the user and immediately displays it back.

Hint: Input → `AH = 01H`, then output → `AH = 02H`.



Level 2 — Moderate (Arithmetic + String I/O)

Q4. Increment a Value and Display Result

Initialize a register (`AL = 05H`), increment it by 1, and display the result as a digit.

Hint: Use `INC AL`, then add `30H` to convert to ASCII before display.

Q5. Decrement a Value and Display Result

Initialize a register (`AL = 07H`), decrement it by 1, and display the result as a digit.

Hint: Use `DEC AL`, then add `30H` to convert to ASCII.

Q6. Display a String Message

Write a program to display the message `"HELLO WORLD"` on the screen.

Hint: Define the string in the `.DATA` segment and end it with `$`.

Q7. Display Your Name

Write a program to display your full name (e.g., "ANINDA ROY") as a string.

 Hint: Same as Q6 — use INT 21H, AH = 09H .

Level 3 — Hard (Multi-Step but No Logic Flow)

Q8. Input a Character and Show Its ASCII Code (Decimal Digit)

Take a character as input and display its ASCII value (e.g., input A → output 65).

 Hint: Show one or two digits only — simple numeric display.

Q9. Input Two Characters and Display Them with a Space

Take two characters as input and display them separated by a space.

 Example:

Input → A , B

Output → AB

 Hint: Input twice, store both, then output with a space character (ASCII 32).

Q10. Show Increment and Decrement Together

Initialize AL = 05H, increment once and display, then decrement twice and display again.

 Expected Output:

After increment: 6

After double decrement: 4

 Hint: Use INC and DEC separately, with INT 21H after each operation.