

Look at the conversion table
at the end of this program.
Then you will understand
these

```

back:
    mov al,[si]    ;the contents of si is moved to al i.e. single
                   ; value of table is moved
    outpa         ; moved value is sent to hardware module
                   ; through port a
    call delay
    inc si        ; si is pointed to the next value of table
    loop back     ; loop repeats until all the contents of table
                   ; is moved (till cx becomes 0)

    mov ah,1
    int 16h       ; checks if any key is pressed in keyboard. if
    jz start      ; you haven't, then go to start

    exit         ; if you press any key, just call exit macro

```

```

delay proc
    mov bx,0ffffh    ; note: single loop delay is enough
    inner:
        dec bx
        jnz inner
    ret
delay endp
end

```

→ ; you can't use CX as it is used to hold the count (37)