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Date: 11/30/2019

Course: CS 2350‐001

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Different Random Locations, Version 1 (RandLoc.asm)

This program clears then uses a loop to move to 100 different random locations on the screen. RandomRange is use twice in the loop to find the x and y directions to move to. A max of 200 is used for the y-direction and 100 is used for the x-direction. After placing the random x and y directions in the DL and DH registers Gotoxy is called to go to that random location. Write char is use to display the character and Delay is used to delay the move by 100 milliseconds.