Clear Screen

Registers: AH, AL, BH, CH, CL, DH, DL

```
mov ah,06h
mov al,25     ; Number of Rows
mov ch,0      ;S ource Row
mov cl,0      ;S ource Column
mov dh,24     ; Des tin ation Row
mov dl,79     ; Source Column
mov bh,07h        ;Page Attribute
int 10h
```

Move Pointer

Registers: AH, DH, DL, BH

```
mov ah,02h
mov dh,10     ; Des tin ation row
mov dl,30     ; Des tin ation Col
umn
mov bh,0      ;Page Number
int 10h
```

Print A Character (set attribute)

Registers: AH, AL, BH, BL, CX

```
mov ah,09h
mov al,03h            ;Heart char
acter
mov bh,0        ;Page number
mov bl,f0h            ;At tribute
mov cx,20       ; Number of print
int 10h
```

Read A Character (show char)

Registers: AH, AL

```
mov ah,01h
int 21h
mov help,a l     ;Store Character
 in help
```

Read A Character (!show char)

Registers: AH, AL

```
mov ah,8h
int 21h
mov help,a l     ;Store character
 in help
```

Read A Character (!show char) (copy)

Registers: AH, AL

```
mov ah,08h
int 21h
mov help,a l     ;Store character
 in help
```

Print A Character

Registers: AH, DL

```
mov ah,02h
mov dl,hel p     ;Move a characte
r to dl
int 21h
```

Read A String

Registers: AH, DX

```
;define a label to read a string
strlist  LABEL BYTE
max  db 21                ;Max c
haracter
len  db ?                 ;A ctu
al length
buffer  db 21 dup(' ')    ; Memo
ry for characters

;read a string
mov ah,0Ah
mov dx,strlist
int 21h
```

Print A String

Registers: AH, DX

```
;help db 'Your Str','$'
mov ah,09h
mov dx,offset help       ;lea dx
,help
int 21h
```

Print A Character (!attribute)

Registers: AH, AL, BH, CX

```
mov ah,0Ah
mov al,03h            ;Heart char
acter
mov bh,0        ;Page number
mov cx,20       ; Number of print
int 10h
```

Exit

Registers: AH

```
mov ah,4ch
int 21h
```


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