

Clear Screen

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

```
mov ah,06h
mov al,25 ;Number of Rows
mov ch,0 ;Source Row
mov cl,0 ;Source Column
mov dh,24 ;Destination 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 ;Destination row
mov dl,30 ;Destination Column
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 character
mov bh,0 ;Page number
mov bl,f0h ;Attribute
mov cx,20 ;Number of print
int 10h
```

Read A Character (show char)

Registers: AH, AL

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

Read A Character (!show char)

Registers: AH, AL

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

Read A Character (!show char) (copy)

Registers: AH, AL

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

Print A Character

Registers: AH, DL

```
mov ah,02h
mov dl,help ;Move a character to dl
int 21h
```

Read A String

Registers: AH, DX

```
;define a label to read a string
strlist LABEL BYTE
max db 21 ;Max
character
len db ? ;Actual
length
buffer db 21 dup(' ') ;Memory
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 character
mov bh,0 ;Page number
mov cx,20 ;Number of print
int 10h
```

Exit

Registers: AH

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

