

Public Register	AX,BX,CX,DX	
Index Register	DI,SI	
Segment Register	CS,DS,ES,SS	
CMP	CMP OP1,OP2	OP1 Compare with OP2
MOV	MOV OP1,OP2	OP2 Move to OP1
INC	INC OP	OP++
DEC	DEC OP	OP--
ADD	ADD OP1,OP2	OP1=OP1+OP2
SUB	SUB OP1,OP2	OP1=OP1-OP2
MUL	MOV AL,DATA1 MUL DATA2	
ARRAY		Name DB 10H,11H,12H Name DB 3DUP(?) Name DB 3DUP(2DUP(?))
EQU	Name EQU Value	
OFFSET - @ - LEA		MOV AX,OFFSET Data MOV AX,@Data LEA AX,Data
JMP	JMP Lable	A,B,L,G,N,E
[]	Contents	[BX]
LOOP	LOOP Lable	
INT 10H	Monitor	
	MOV AH,06H	Clear Screen CL=Start point Column CH=Start point Row DL=End point Column DH=End point Row
	MOV AH,02H	Set Cursor BH=Page Number DL=Column DH=Row
	MOV AH,03H	Get cursor position
	MOV AH,00H	Change Video State
	Graphic State	mov ah,00h mov al,10h int 10h
	Text State	mov ah,00h mov al,03h int 10h
	MOV AH,0FH	Save Video State
INT 13H	Hard & Floppy	
INT 16H	Keyboard	
	MOV AH,01H	Press key Yes OR No
	MOV AH,02H	Which control key pressed
	MOV AH,03H	Which key pressed AL=Key Code
INT 21H	DOS	
	MOV AH,01H	Get character AL=Ascii Code
	MOV AH,07H	Get character AL=Ascii Code Not ECHO
	MOV AH,0AH	Get string DX=String Offset
INT 33H	Mouse	
	MOV AX,00H	Initial Mouse (Reset)
	MOV AX,01H	Show mouse pointer
	MOV AX,02H	Hidden mouse pointer
	MOV AX,03H	Get cursor state CX=Column DX=Row BX=Pressed button BX=01H Left press BX=02H Right press BX=04H Center press