

## I/O operations

Function	Input in	Output in	Effect
01H		AL	Read character with echo.
08H		AL	Read character without echo.
02H	Character in DL	Screen	Display a character on the screen.
06H	Character in DL	Screen	Note: Interrupted by Ctrl + Break
09H	Offset in DX	Screen	Display a string terminated by a '\$' sign
0AH		Offset in DX	Read a string from the keyboard

**Table 6.1:** Simple I/O DOS function calls

### Reading a String:

Buffer Length	Actual Length								
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**Figure 6.1:** Keyboard buffer structure

Function 0AH	Read from Keyboard
<b>Entry</b>	AH = 0AH ; DX = address of keyboard input buffer First byte of buffer contains the size of the buffer (up to 255)
<b>Exit</b>	Second byte of buffer contains the number of characters read. Reading operation continues until buffer full, or a carriage return (CR = 0DH) is typed.

**Table 6. 1:** : Function 0AH of DOS interrupt.