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TITLE  getStr.asm

COMMENT#        PROCEDURE HEADER
TYPE:    NEAR               FILE:     GETSTR.ASM      LIBRARY: USER.LIB
PURPOSE:         Inputs an ASCIIZ string from keyboard.
CALLED AS:       getStr(Buffer)
                 where Buffer is a large enough storage area to hold string
                 including null-terminator. Buffer must be in segment pointed
                 to by ds.
RETURNS:         Nothing.
REMARKS:         Expects offset of Buffer to be passed on stack.
                        # Changes CR into null-terminator.

CR          EQU     0dh

DOSSEG
.MODEL SMALL

PUBLIC getStr

.CODE

getStr PROC NEAR

            push   bp
            mov    bp, sp

            push   ax
            push   bx

            mov    bx, [bp + 4]          ;base address of string buffer
            mov    ah, 01h               ;prepare to use function 01h
                         ; of int 21h
getLoop:

            int    21h
            cmp    al, CR                ;look for a CR in al
            je     getEnd
            mov    [bx], al              ;bx points to storage location
            inc    bx
            jmp    getLoop

getEnd:
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        mov   BYTE PTR [bx], 0     ;CR is converted to null term.

        pop   bx
        pop   ax

        pop   bp
        ret   2

getStr ENDP

END
```