```
Function TStringCollection.Compare (
  Key1, Key2 : Pointer) : Integer; Assembler;
asm
mov bx,ds          { must save DS }
cld                { direction = forward }
ds si,[Key1]       { DS:SI points to Str1 }
les di,[Key2]      { ES:DI points to Str2 }
lodsb              { AL = Str1 length }
mov ah,es:[di]     { AH = Str2 length }
inc di             { First char of Str2 }
mov cl,al          { CL = Str1 length }
cmp cl,ah          { If Str1 shorter than Str2 }
jb @@1             { Then continue }
mov cl,ah          { otherwise CL = Str2 length }
@@1:
xor ch,ch          { CX = length of shortest Str }
mov dx,1           { DX set for return value }
repz cmpsb         { do the comparison }
ja @@3             { if Str1 > Str2, then done }
jnz @@2            { if Str1 < Str2, continue }
cmp al,ah          { otherwise, compare lengths }
ja @@3             { if Str1 longer than Str2, then done }
@@2:
sbb dx,dx          { Set return value }
@@3:
mov ax,dx
 mov ds,bx         { Restore DS }
end;
```