KBDR and DDR basically use ASCII (8-bit extended ASCII)

Everything is a 16-bit register, so 8 bits are not used

Write 8 bits (one character) to DDR to send it to the monitor
(after waiting for DSR status to be 1)

Read 8 bits (one character) from KBSR to read from the keyboard (after
waiting for KBSR status to be 1)

Use STI/LDI … put the I/O register address into a .FILL with a label and
use the label name with LDI/STI