

The screenshot shows the 8086 emulator interface. At the top, the title bar reads "emulator: noname.bin_". Below it is a menu bar with "file", "math", "debug", "view", "external", "virtual devices", "virtual drive", and "help". A toolbar contains buttons for "Load", "reload", "step back", "single step", "run", and a "step delay ms: 0" slider.

The main window is divided into three sections:

- Registers:** A table on the left showing the state of 16-bit registers. The "H" and "L" bytes are shown separately for AX, BX, CX, and DX. CS, IP, SS, SP, BP, SI, DI, DS, and ES are shown as 16-bit values.
- Memory:** A table in the center showing memory addresses from 0100:0000 to 0100:000C. Each entry displays the address, a hex value, and an ASCII character. The entry at 0100:000C is highlighted in blue.
- Instructions:** A list of instructions on the right. The instruction at address 0100:000C is highlighted in blue.

The registers section shows the following values:

Register	H	L
AX	00	02
BX	00	01
CX	00	00
DX	00	00
CS	0100	
IP	000C	
SS	0100	
SP	FFFE	
BP	0000	
SI	0000	
DI	0000	
DS	0100	
ES	0100	

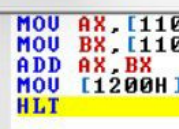
The memory section shows the following values:

Address	Hex	ASCII
0100:0000	A1	161
0100:0001	00	000
0100:0002	11	017
0100:0003	8B	139
0100:0004	1E	030
0100:0005	02	002
0100:0006	11	017
0100:0007	03	003
0100:0008	C3	195
0100:0009	A3	163
0100:000A	00	000
0100:000B	12	018
0100:000C	F4	244
0100:000D	90	144
0100:000E	90	144
0100:000F	90	144
0101:0000	90	144
0101:0001	90	144
0101:0002	90	144
0101:0003	90	144
0101:0004	90	144
0101:0005	90	144
0101:0006	90	144
0101:0007	90	144
0101:0008	90	144
0101:0009	90	144
0101:000A	90	144
0101:000B	90	144
0101:000C	90	144
0101:000D	90	144
0101:000E	90	144
0101:000F	90	144
0101:0010	90	144
0101:0011	90	144
0101:0012	90	144
0101:0013	90	144
0101:0014	90	144
0101:0015	90	144

The instructions section shows the following instructions:

Address	Instruction
0100:0000	MOV AX, [01100h]
0100:0001	MOV BX, [01102h]
0100:0002	ADD AX, BX
0100:0003	MOV [01200h], AX
0100:0004	HLT
0100:0005	NOP
0100:0006	NOP
0100:0007	NOP
0100:0008	NOP
0100:0009	NOP
0100:000A	NOP
0100:000B	NOP
0100:000C	NOP
0100:000D	NOP
0100:000E	NOP
0100:000F	NOP
0101:0000	NOP
0101:0001	NOP
0101:0002	NOP
0101:0003	NOP
0101:0004	NOP
0101:0005	NOP
0101:0006	NOP
0101:0007	NOP
0101:0008	NOP
0101:0009	NOP
0101:000A	NOP
0101:000B	NOP
0101:000C	NOP
0101:000D	NOP
0101:000E	NOP
0101:000F	NOP
0101:0010	NOP
0101:0011	NOP
0101:0012	NOP
0101:0013	NOP
0101:0014	NOP
0101:0015	NOP

At the bottom, there is a toolbar with buttons for "screen", "source", "reset", "aux", "vars", "debug", "stack", and "flags".



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01 MOV AX, [1100H]
02 MOV BX, [1102H]
03 ADD AX, BX
04 MOV [1200H], AX
05 HLT
06
07
08
09

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