

# Program Format

A complete assembly source code contains the following sections:

- Data section declares initialized data
- BSS (Block Started by Symbol) section declares uninitialized data
- Text section contain code

## Comments

- Comments start with semicolon (;)
- Comments can start at the beginning of line or after an instruction

## Numeric Values

- Hex number must start with 0x for example, 0x7F, 0x12, 0xAB
- Default base is decimal, no special is required

## Constants

- Constants can be defined with `equ` directive for example,

```
SIZE    equ    10000
```

- Constants are substituted for their defined values during assembly process.

# Program Format

## Data Section

- Data section begins with “`section .data`” directive
- Variable names must begin with a letter and followed by letters or numbers
- Variable declaration format

`<variableName>      <dataType>      <initialValue>`

- Data types are as follows:

Declaration	
<b>db</b>	8-bit variable(s)
<b>dw</b>	16-bit variable(s)
<b>dd</b>	32-bit variable(s)
<b>dq</b>	64-bit variable(s)
<b>ddq</b>	128-bit variable(s) → integer
<b>dt</b>	128-bit variable(s) → float

# Program Format

Examples:

bVar	db	10	; byte variable
cVar	db	"H"	; single character
str	db	"Hello World"	; string
wVar	dw	5000	; word variable
dVar	dd	50000	; 32-bit variable
arr	dd	100, 200, 300	; 3 element array
flt1	dd	3.14159	; 32-bit float
qVar	dq	10000000000	; 64-bit variable

The value specified must fit the specify data type. For example:  
a byte variable can contain value 0-255

# Program Format

## BSS Section

- BSS section begins with “`section .bss`” directive
- Variable names must begin with a letter and followed by letters or numbers
- Variable declaration format

`<variableName>      <reserveType>      <repetition>`

- Data types are as follows:

Declaration	Meaning	Size
resb	Reserve byte	8-bit variable
resw	Reserve word	16-bit variable
resd	Reserve double word	32-bit variable
resq	Reserve quad word	64-bit variable
resdq	Reserve double-quad word	128-bit variable

# Program Format

Examples:

<b>bArr</b>	<b>resb</b>	<b>10</b>	<b>; 10 element byte array</b>
<b>wArr</b>	<b>resw</b>	<b>50</b>	<b>; 50 element word array</b>
<b>dArr</b>	<b>resd</b>	<b>100</b>	<b>; 100 element double array</b>
<b>qArr</b>	<b>resq</b>	<b>200</b>	<b>; 200 element quad array</b>

The variables allocated above are not initialized to any specific value.  
There are always a value at allocated memory space.

# Program Format

## Text Section

- Text section begins with “`section .text`” directive
- This section contains entry point of program:

```
global _start
```

```
_start:
```

- Each line in this section contains:

```
[label]      <Instruction> <[operands]>
```

- Label(s) are optional and used as reference location in text section
- Labels must start with letter and followed by letters or numbers and closed with colon (:)

# Example

```
;***** Simple example program *****
section    .data
;----- Define constants -----
EXIT_SUCCESS equ    0    ;successful operation
SYS_exit      equ    60   ;call code for terminate

;----- Define variables -----
BVar          db      17
WVar          dw      9000
DVar          dd      50000

section     .text
global     _start
_start:

        mov     al, byte [Bvar]
        mov     bx, word [Wvar]
        mov     ecx, dword [Dvar]

exit:

        mov     rax, SYS_exit
        mov     rdi, EXIT_SUCCESS
        syscall
```