

00000000	7f 45 4c 46 01 01 01 00	00 00 00 00 00 00 00 00	.ELF.....
00000010	02 00 03 00 01 00 00 00	74 80 04 08 34 00 00 00t...4...
00000020	bc 00 00 00 00 00 00 00	34 00 20 00 02 00 28 004. ...(.
00000030	04 00 03 00 01 00 00 00	00 00 00 00 00 80 04 08
00000040	00 80 04 08 93 00 00 00	93 00 00 00 05 00 00 00
00000050	00 10 00 00 01 00 00 00	94 00 00 00 94 90 04 08
00000060	94 90 04 08 11 00 00 00	11 00 00 00 06 00 00 00
00000070	00 10 00 00 31 db b8 04	00 00 00 31 db 43 8d 0d	...1.....1.C..
00000080	94 90 04 08 8b 15 a1 90	04 08 cd 80 31 c0 40 311.@1
00000090	db cd 80 00 41 68 6f 6a	2c 20 73 76 65 74 65 21Ahoj, svete!
000000a0	0a 0d 00 00 00 00 2e 73	68 73 74 72 74 61 62 00shstrtab.
000000b0	2e 74 65 78 74 00 2e 64	61 74 61 00 00 00 00 00	.text..data....
000000c0	00 00 00 00 00 00 00 00	00 00 00 00 00 00 00 00
000000d0	00 00 00 00 00 00 00 00	00 00 00 00 00 00 00 00
000000e0	00 00 00 00 0b 00 00 00	01 00 00 00 06 00 00 00
000000f0	74 80 04 08 74 00 00 00	1f 00 00 00 00 00 00 00	t...t.....
00000100	00 00 00 00 04 00 00 00	00 00 00 00 11 00 00 00
00000110	01 00 00 00 03 00 00 00	94 90 04 08 94 00 00 00
00000120	11 00 00 00 00 00 00 00	00 00 00 00 04 00 00 00
00000130	00 00 00 00 01 00 00 00	03 00 00 00 00 00 00 00
00000140	00 00 00 00 a5 00 00 00	17 00 00 00 00 00 00 00
00000150	00 00 00 00 01 00 00 00	00 00 00 00

```
        .section .data
hello:
        .ascii "Ahoj, svete!\n"
hello_len:
        .long . - hello
        .section .text
        .globl _start

_start:
        xorl %ebx, %ebx
        movl $0x04, %eax
        xorl %ebx, %ebx
        incl %ebx
        leal hello, %ecx
        movl hello_len, %edx
        int $0x80
        xorl %eax, %eax
        incl %eax
        xorl %ebx, %ebx
        int $0x80
```