

1. Linje 6-13 av koden brukes for oppsett av konstanter som blir brukt i løpet av programmet.
Line 6-7: These constants are used for formatting the text-output and represent the end of a line. Cr usually standing for carriage return and Lf standing for line end.

Line 8: This constant is used to help properly terminate the program, by specifying the system call number for the program to exit.

Line 9-10: These two constants represent the system call numbers for reading input and writing output respectively.

Line 11-13: The constants STDIN, STDOUT, and STDERR all represent the standard file descriptors for the program. STDIN, standard input. STDOUT, standard output. STDERR, standard error.

2. Line 17: Allocates 4 bytes of memory to the variable "siffer". This variable is used in the program when reading input, storing said input, converting characters to numbers, and when outputting the finished product.

3. Lines 35-39: Are the ones responsible for printing out the messages.

Line 35: Loads the length of the message stored in the meld variable into the "edx" register, effectively listing the number of characters in the message, aka the length of the messages coming from the "meldlen" variable.

Line 36: Loads the memory address of the message into the "ecx" register.

Line 37: Loads the file standard file descriptor, STDOUT which is specifying the output for the messages, in this program that is the console of the terminal window.

Line 38: Loads the system call number for writing to the terminal.

Line 39: Makes the system call using interrupt 80h, and the system call "SYS WRITE" is finally invoked, which writes the message stored in the meld variable to the standard output mentioned above.

4. It will jump to Line 86, as that is the start of the "lessiffer" block.
5. The "lessiffer" block starts at Line 86 and ends at Line 122, specifically at its last "ret" point.
6. The ret on line 122 returns either to the first line after Line 43 or Line 50, depending on which of those lines were responsible for the call.