

Code:-

```
global _start                                ;header file

section .data
msg db "input 64bit number:"                ;Taking input from user
msg_len equ $-msg
msg1 db "array content is:"
msg1_len equ $-msg1
count db 5

section .bss
array1 resq 6h

section .text
_start:

mov rax,1
mov rdi,1
mov rsi,msg
mov rdx,msg_len
syscall

mov rsi,array1
up:
mov rax,0
mov rdi,0
mov rsi,rsi
mov rdx,11h
syscall

add rsi,11h
dec byte[count]
jnz up

mov rax,1
mov rdi,1
mov rsi,msg1
mov rdx,msg1_len
```

syscall

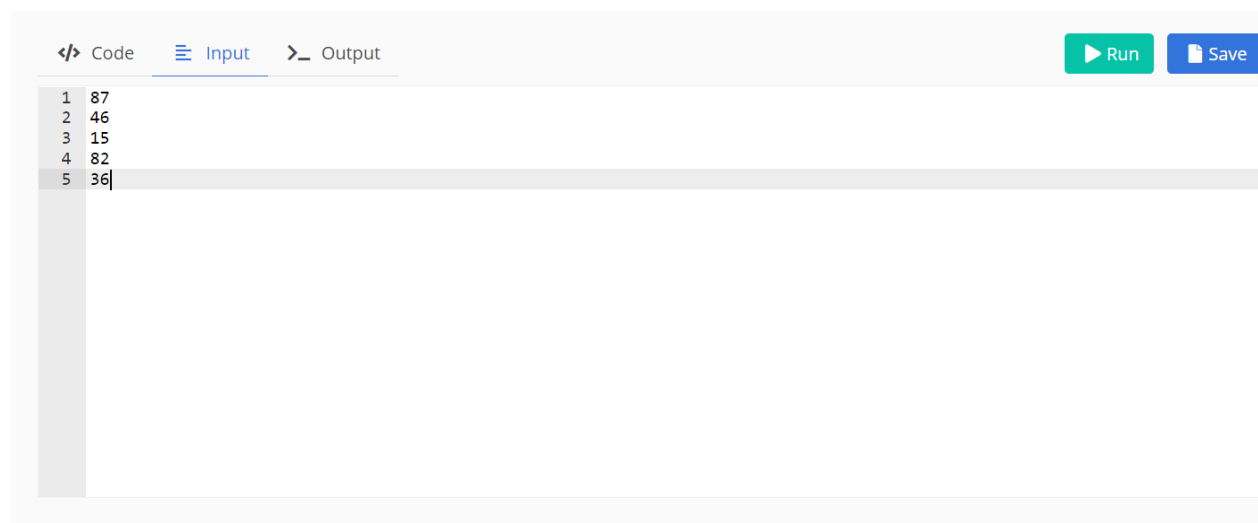
```
mov byte[count],5  
mov rsi,array1  
up1:
```

```
mov rax,1  
mov rdi,1  
mov rsi,rsi  
mov rdx,11h  
syscall
```

```
add rsi,10h  
dec byte[count]  
jnz up1
```

```
mov rax,60  
mov rdi,0  
syscall
```

Output:-



The screenshot shows an online compiler interface with three tabs: 'Code', 'Input', and 'Output'. The 'Code' tab is active, displaying the assembly code from the previous blocks. To the right of the code editor are two buttons: a green 'Run' button and a blue 'Save' button. Below the code editor, the 'Output' tab is active, displaying the execution results. The output consists of five lines of memory addresses and their corresponding values: 87, 46, 15, 82, and 36.

Address	Value
1	87
2	46
3	15
4	82
5	36

```
input 64bit number:array content is:87
46
15
82
36
[Program exited with exit code 0]
```

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