

## Part-1

### ① LEA.

LEA means Load effective address.

If we use the ~~inst~~ LEA it means we can go new line.

### offset.

• It means address and is a way of handling the overloading of the mov instruction.

### ② Difference.

✓ ① Data segment is a register.

✓ ② Data is a library function.

✓ We use Data register in emu8086 we ~~have~~ must assign Data as a library function.

3 ASSUME DS: DATA CS: CODE.

It is used to inform the emu8086 that CS contain the code and DS contains the Data.

4 BX, SI, DI, BP this 4 registers for accessing memory.

Ex. 1  
mov bx, offset array1  
mov [bx], 6  
mov [bx+1], 10  
mov [bx+9], 9

2  
mov Bx, 30h  
mov DI, 10h  
LEA SI, [BX+DI]