OLIVER MENSAH

COA
PRACTICAL 7 , OBJECTIVE 5

In assembly language code, there are instructions, data, and assembler directives. **.data t**ells the

assembler that the upcoming section is considered data with their data types.

Below are the various primitive types I have worked with:

(1) **ascii** : This stores string in memory, but without a null terminator.

(2) a**sciiz:** This stores string in memory, but with a null terminator. The "z" refers to zero, which

   is the ASCII code for the null character. This is how C-style strings are stored.

(3) **Byte *b1, ..., bn* :** Store n bytes contiguously in memory

(4) **halfword *h1, ..., hn:*** Store n16-bit halfwords contiguously in memory

(5) w**ord*w1, ..., wn:*** Store n 32-bit words contiguously in memor