Any instructions that is executed on the CPU operates on either a register or memory location.

The only way to see our assembly code output, is the debugger. Cant see the register values otherwise.

We are going to be working with **32-bit** wide.

Some other registers:

**ESP:**  The Stack Pointer

**EBP**: The Base Pointer

**EIP**: The Instruction Pointer

**EFLAGS**: The Flags Register

The E stands for extended.

You can access AH, AL (8 bit) and above, not below (???)

**General purpose register table is NB**

**The INPUT OUTPUT DEVICES –** more for the theory side NB

DWORD: size of a word. Double word  
? uninitialized value

\_start is a label of where start is  
  
and PUBLIC \_start , tells assembler where the “start” is