

.model small

.data

a dw 2345h

b dw 4521h

c dw ?

d dw ?

.code

mov ax,@data

mov ds,ax

mov ax,a

mov bx,b

mul bx

mov c,ax

mov d,dx

mov ah,4ch

int 21h

end

local				reg
source1 CS:IP (ACTIVE)				AX = 052B
052A:0000	B82B05	MOV	AX,052B	BX = 0000
052A:0003	8ED8	MOV	DS,AX	CX = 0000
052A:0005	A10A00	MOV	AX,Word Ptr [000A]	DX = 0000
052A:0008	8B1E0C00	MOV	BX,Word Ptr [000C]	SP = 0000
052A:000C	F7E3	MUL	BX	BP = 0000
052A:000E	A30E00	MOV	Word Ptr [000E],AX	SI = 0000
052A:0011	89161000	MOV	Word Ptr [0010],DX	DI = 0000
052A:0015	B44C	MOV	AH,4C	DS = 051A
052A:0017	CD21	INT	21	ES = 051A
052A:0019	004523	ADD	Byte Ptr [DI+23],AL	SS = 0529
052A:001C	214500	AND	Word Ptr [DI+00],AX	CS = 052A
052A:001F	0000	ADD	Byte Ptr [BX+SI],AL	IP = 0003
052A:0021	00FF	ADD	BH,BH	FL = 0202
memory1 byte DS:0000 (ACTIVE)				
051A:0000	CD 20 FF 9F 00 EA FF FF AD DE 6C 02 CD 03 32 03	. . . . .		NU UP EI PL
051A:0010	CD 03 4B 0A CD 03 FF 04 01 01 01 00 02 03 FF FF	..K....		NZ NA PO NC
051A:0020	FF FF FF FF FF FF FF FF FF FF FF 10 05 72 22	. . . . .		
command				
051A:0000	9FFF:20CD FFFF:EA00 026C:DEAD 0332:03CD			
>s				
<F8=Trace> <F10=Step> <F5=Go> <F6=Window> <F3=Display>				