

## Addition of two 16 bit numbers:

The screenshot displays a 16-bit assembly emulator interface. The main window shows the assembly code being executed:

```
01: MOV AX, [1000h]
02: MOV BX, [1002h]
03: MOV CL, 00h
04: ADD AX, BX
05: MOV [1004h], AX
06: JNC jump
07: INC CL
08: jump:
09: MOV [1006h], CL
10: HLT
```

The "Random Access Memory" window shows the memory layout, with the address 0100:1000 highlighted. The "original source code" window shows the source code being assembled.

The "emulator: noname.bin" window shows the registers and the execution progress. The registers are listed as follows:

Register	H	L	Value
AX	55	59	01016: P4 244 f
BX	32	43	01017: 90 144 f
CX	00	00	01018: 90 144 f
DX	00	00	01019: 90 144 f
SI	00	00	0101A: 90 144 f
DI	00	00	0101B: 90 144 f
BP	00	00	0101C: 90 144 f
SP	00	00	0101D: 90 144 f
IP	00	00	0101E: 90 144 f
CS	01	00	0101F: 90 144 f
SS	01	00	01020: 90 144 f
DS	01	00	01021: 90 144 f
ES	01	00	01022: 90 144 f

The execution progress is shown in the bottom right corner, indicating the current instruction being executed.