



2) Challenger

One issue I can into was with the sizing of my variables (nemory). I tried to allocate just a single byte but while still using 32 bit registers. This resulted in issues with printing and addition. I found that if I was assigning only 1 byte to a sariable. I needed to use it with the AL register; 2 bytes=> AX register. To keep things simple, I used 4 byte variables and 32 bit registers. I can see how complex assembly can become when trying to optimize memory usage.