db 8-bit variable(s)

dw 16-bit variable(s)

dd 32-bit variable(s)

dq 64-bit variable(s)

ddq 128-bit variable(s) → integer

dt 128-bit variable(s) → float

resb 8-bit variable(s)

resw 16-bit variable(s)

resd 32-bit variable(s)

resq 64-bit variable(s)

resdq 128-bit variable(s)

global \_start

\_start:







