**Loops**

We use the CX register as the **loop counter** when dealing with loops. We **decrement** CX and while it is not , a **label** is used to jump back to a specified location. Otherwise, the code continues from the next line.

ORG 100H  
.DATA  
.CODE  
MAIN PROC  
 XOR CX, CX *; resetting the CX register* MOV CX, 10 *; initially, CX = 10* MOV AH, 2 *; single-character output* MOV DL, '\*'  
 loopStart:  
 INT 21H *; prints '\*'* LOOP loopStart *; decrements CX, and goes back to label if it is not 0* MOV DL, '*#' ; prints '#' at end of loop* INT 21H  
 MOV AH, 4CH *; equivalent to return statement, returns control to OS* INT 21H  
MAIN ENDP  
END MAIN  
RET

ASSEMBLY