**Ministerul Educaţiei și Cercetării al Republicii Moldova Universitatea Tehnică a Moldovei**

**Facultatea Calculatoare, Informatică și Microelectronică**

COMPUTER ARCHITECTURE

Laboratory work 5:

Practice tasks in Assembly Language

Elaborated:

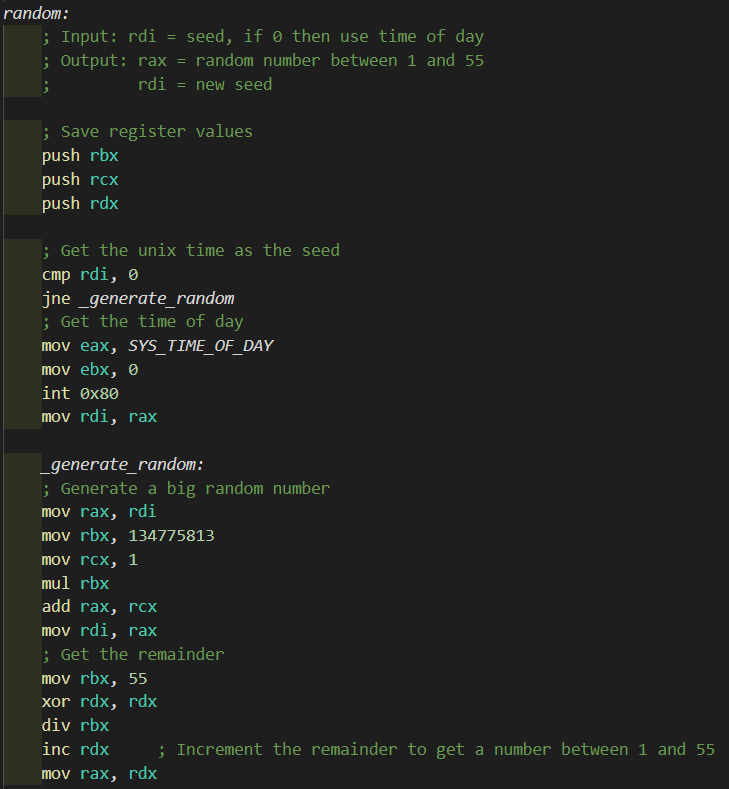
st. gr. FAF-213 Konjevic Alexandra

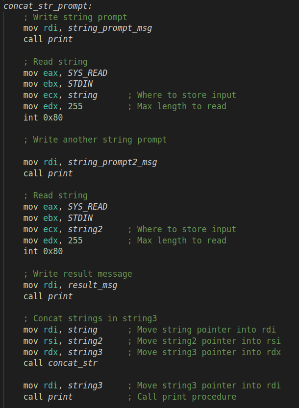
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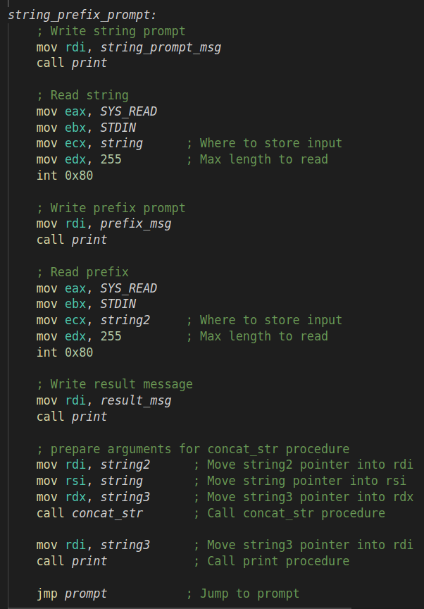
asist. Univ Vladislav Voitcovschi

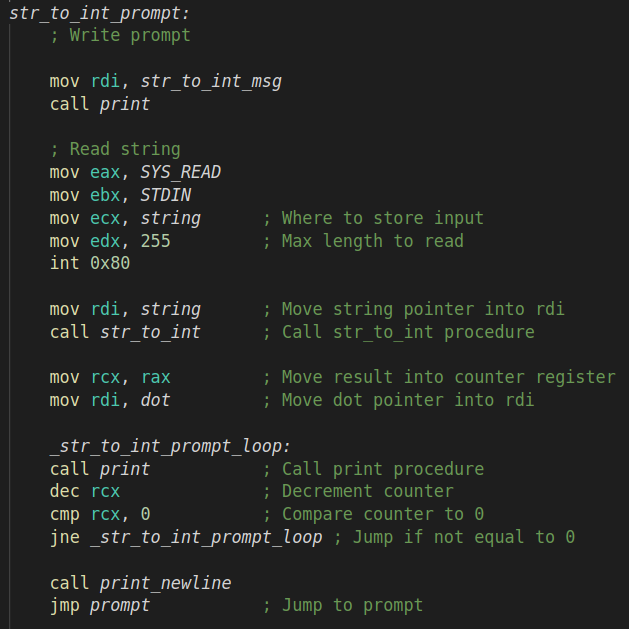
Chişinău – 2023

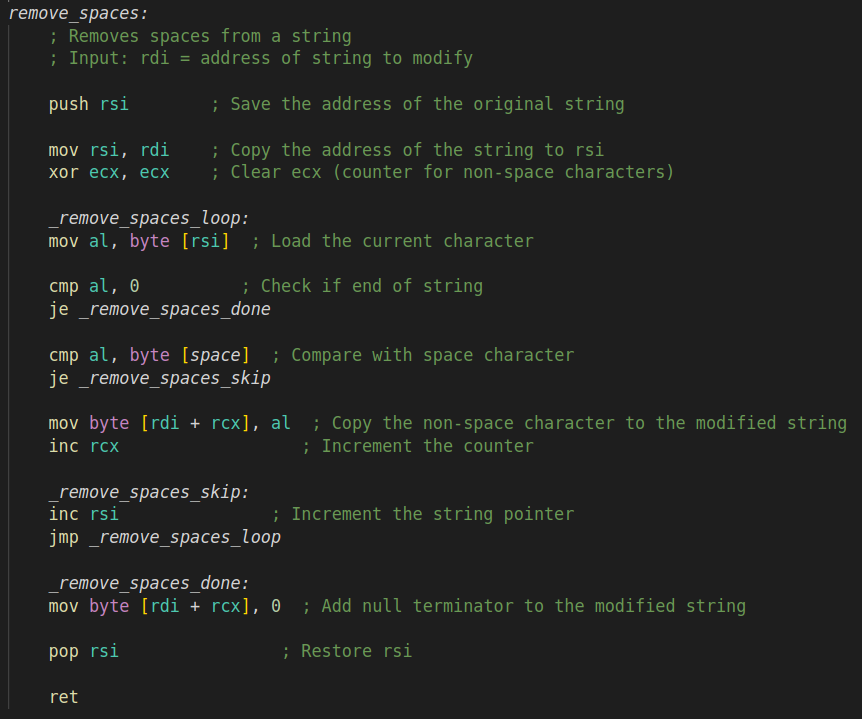
**Tasks:**

1. 

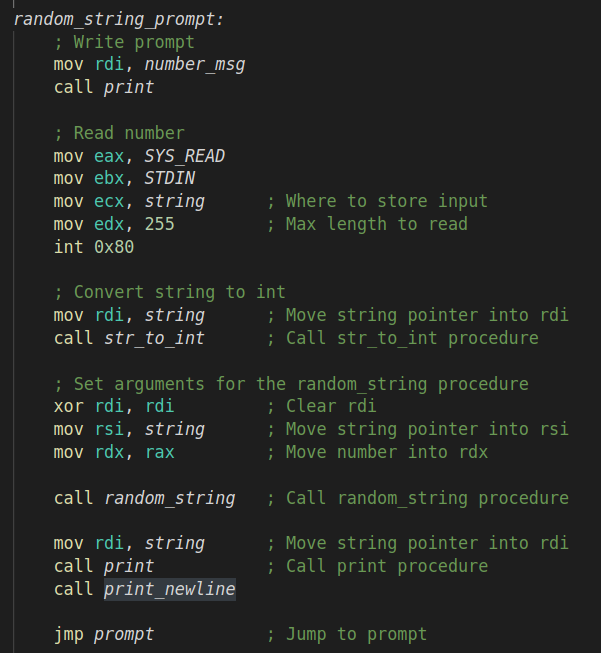


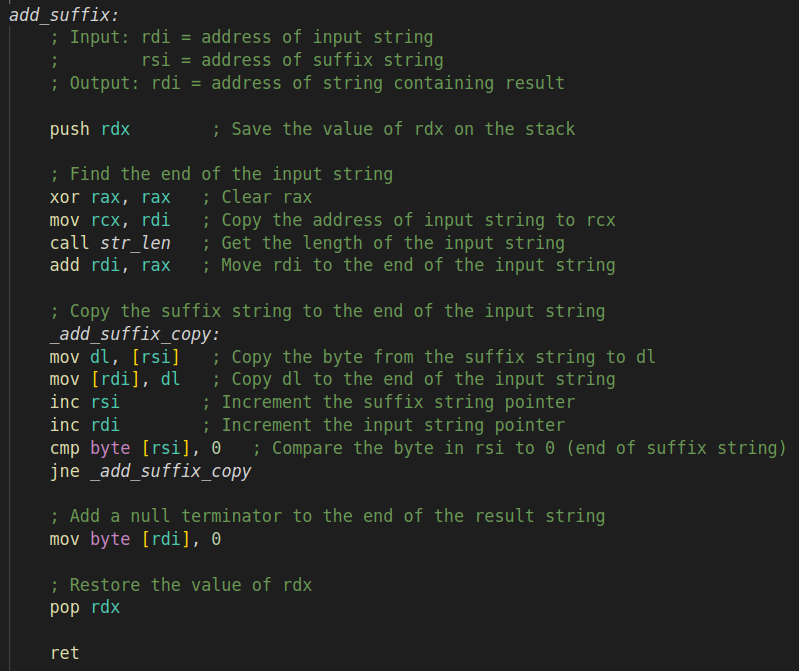




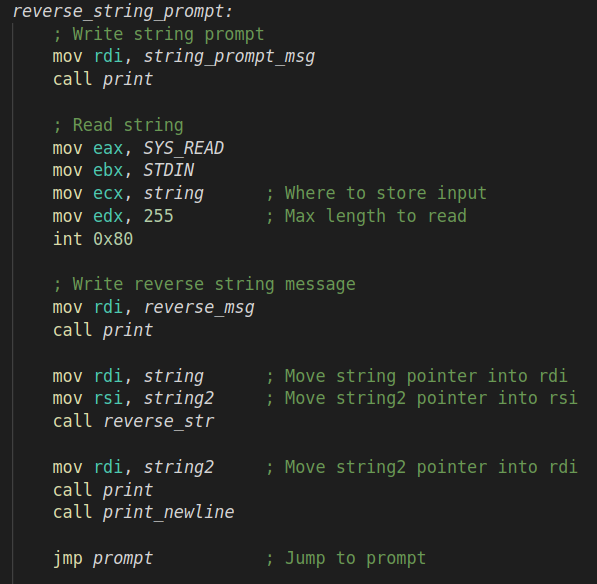


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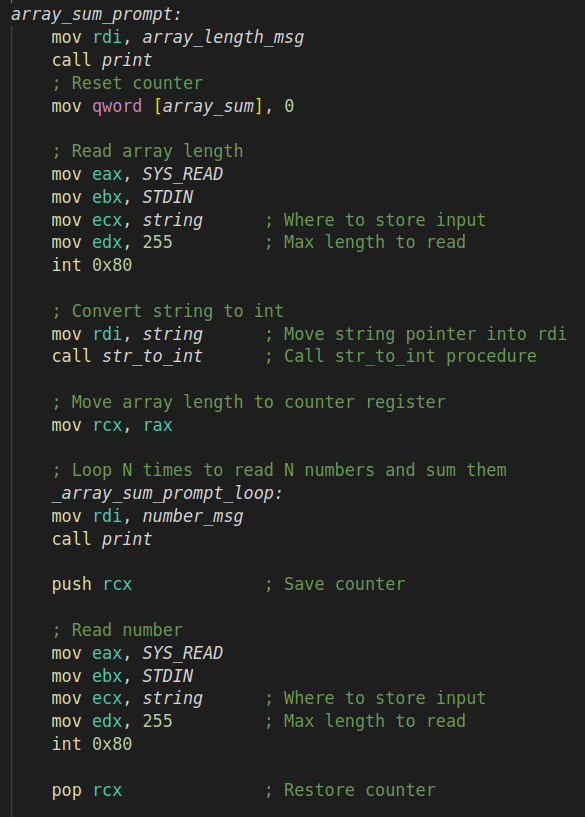
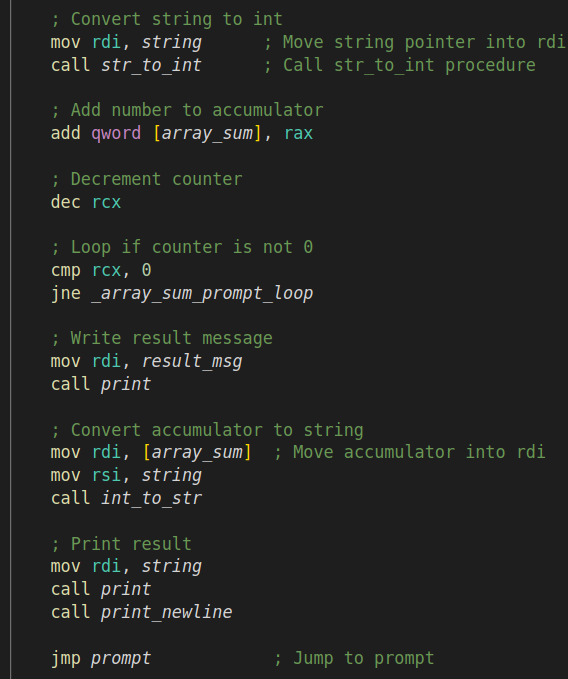


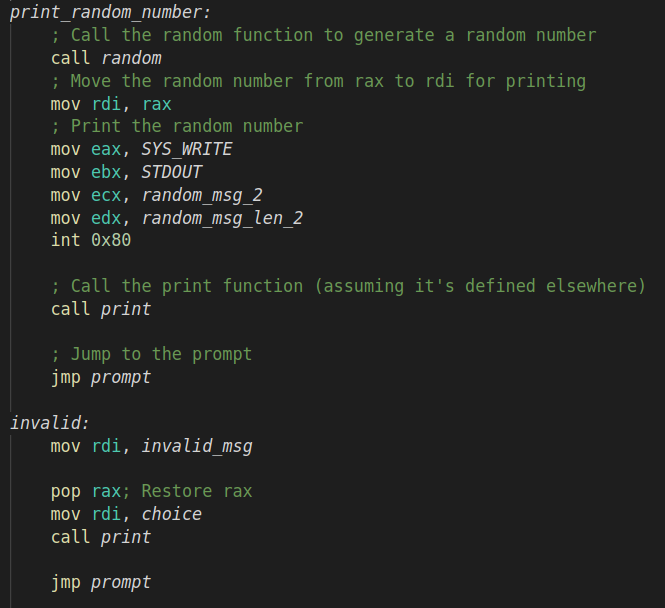
1. 

9.



23.



**Conclusion:**

In conclusion, this report has provided an overview of assembly language programming, including its syntax, structure, and application in computer systems. Through practical exercises, I have gained hands-on experience in writing programs using assembly language, providing a foundation for further exploration in this field.

By working with assembly language, I have gained insight into the underlying operations of a computer system, and the role of low-level programming in controlling hardware. This knowledge is critical in the development of software and applications for various domains, including embedded systems, operating systems, and game development.

Assembly language programming requires a thorough understanding of computer architecture and hardware, as well as a keen attention to detail. However, with practice and dedication, it is a powerful tool for developers to optimize performance and implement functionality that may not be possible using higher-level languages.

In conclusion, this laboratory work has provided a solid foundation for further exploration of assembly language programming.

Git: https://github.com/alya1007/Labs-semester-4/tree/master/AC