1.
2. ‘Hello world program
    a. Things you should be able to explain/have understood
        i. Purpose of extern
        ii. Various sections and their purpose: data, text, rodata.
        iii. nasm macros: db, dd etc.
        iv. Understand function prologue and its purpose.
        v. Understand function epilogue and its purpose.
        vi. Calling convention when invoking functions.
            1. Arguments passing
            2. Stack cleanup.
            3. Setting/checking return value.
    b. Things to try
        i. Changing return value of main and observing what happens.
        ii. Remove “global main” and execute.
        iii. Remove “extern printf” and see what happens.
        iv. Remove “BITS 32” and see what happens.
        v. Write higher level code equivalent to assembly code.
3. Adding two numbers
    a. Things you should be able to explain/have understood
        i. bss section and nasm macros there.
        ii. Explain why there is no [] in line 33 and 42 but there is in lines 47 and 48.
        iii. Explain what is DWORD, WORD and BYTE and when each are used.
        iv. Answer question in comments in line 54.
        v. Explain when is [] required and when it is not.
        vi. Learning how to understand what it does given an unknown instruction.
    b. Things to try
        i. Swap arguments of scanf and execute.
        ii. Swap arguments of printf(line 51) and execute.
        iii. Write higher level code equivalent to assembly code.
4. Program 3
    a. Things you should be able to explain/have understood
        i. Identify which programming construct is used and justify the claim.
        ii. Identify distinguishing characteristics of the construct to be able to identify it later on: initialization, termination condition and body.
        iii. Understand the concept of a label.
    b. Things to do
        i. Rename labels and variables to something more meaningful.
        ii. Add comments to improve your understanding of the code.
        iii. Write higher level code equivalent to assembly code.
5. Program 4
    a. Things you should be able to explain/have understood
        i. Identify which programming construct is used and justify the claim.

        ii. Identify distinguishing characteristics of the construct to be able to identify it later on.
    b. Things to do
        i. Rename labels and variables to something more meaningful.
        ii. Add comments to improve your understanding of the code.
        iii. Write higher level code equivalent to assembly code.
6. Program 5
    a. Things you should be able to explain/have understood
        i. nasm %define macro.
        ii. Accessing command line arguments in main.
        iii. Identifying all possible return values of the program.
    b. Things to do
        i. Rename labels and variables to something more meaningful.
        ii. Add comments to improve your understanding of the code.
        iii. Write higher level code equivalent to assembly code.