

HelloWorld32.s

.code32

.data

HELLO:

.string "Hello World\n"

.text

_main: .global _main

```
    pushl   _____  
    movl    _____, _____  
    subl    $4, _____  
    movl    $HELLO, _____  
    call    _printf  
    movl    $0, _____
```

```
    movl    _____, _____  
    popl    _____
```

ret

HelloWorld64.s

.code64

.data

HELLO:

.string "Hello World\n"

.text

main: .global main

```
    pushq   _____  
    movq    _____, _____  
    andq    $-16, _____  
    movq    $HELLO, _____  
    call    printf  
    movq    $0, _____
```

```
    movq    _____, _____  
    popq    _____
```

ret