

1.

```
1 section .data
2 hello: db 'Hello World!',10      ;'Hello world!' plus a linefeed character
3 helloLen: equ $-hello           ; Length of the 'Hello World!' string
4
5 section .text
6 global _start
7
8 _start:
9 mov eax, 4                      ; This system call for write (sys_write)
10 mov ebx, 1                     ; File descriptor 1 - standard output
11 mov ecx, hello                 ; Put the offset of hello in ecx
12 mov edx, helloLen             ; helloLen is a constant
13 int 80h                       ; invoke the system call
14                               ; int is the assembly mnemonic for "interrupt"
15                               ; processor was running in ring 3 protection level,
16                               ; processor shift to ring 0(hardware protection disabled) now os checks what
17                               ; we want from it when these values in these 4
18                               ; registers os will display value on console present in ecx register and number of
19                               ; characters are in edx register.
20                               ; (80h/0x80 or 128 in decimal is the Unix System Call interrupt)
21
22 mov eax, 1
23 mov ebx, 0
24 int 80h
```

2.

```
(anaconda3) → 01-Assignment nasm -f elf64 hello.asm
(anaconda3) → 01-Assignment █
```

3.

```
(anaconda3) → 01-Assignment ld -s -o hello hello.o
(anaconda3) → 01-Assignment █
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4.

```
(anaconda3) → 01-Assignment ./hello
Hello World!
(anaconda3) → 01-Assignment █
```

5. int 80h that is equivalent to (80h/0x80 or 128 in decimal is the Unix System Call interrupt) is used to Invoke the system call. The processor was running in ring 3 protection level(the normal level for a process. The processor will switch to ring 0, hardware protection is disabled in this mode. This mean that the code will be executed from now on can do whatever it wants. Write everywhere in physical memory ... etc. Now when interrupt is called the Operating see what the user want me to do it will see the values in the register and in this case we have write system call and whatever present in ecx register will be written on console and control goes back.