**AIM:ALP TO ADD TWO 16 BIT NUMBERS**

**data segment**

**data1 dw 2244h**

**data2 dw 6633h**

**result dw 1 dup(?)**

**data ends**

**code segment**

**assume cs:code,ds:data**

**start:mov ax,data**

**mov ds,ax**

**mov ax,data1**

**mov bx,data2**

**add ax,bx**

**mov result,ax**

**mov ah,4ch**

**int 21h**

**code ends**

**end start**

