



```
01 MOV ax, [1100h]
02 MOV bx, [1102h]
03 ADD ax, bx
04 MOV [1104h], ax
05 ret
```

```
01 MOV ax, [1100h]
02 MOV bx, [1102h]
03 ADD ax, bx
04 MOV [1104h], ax
05 ret
06
07
```



registers

	H	L
AX	11	04
BX	11	02
CX	00	00
DX	00	00
CS	0100	
IP	0000	
SS	0100	
SP	FFFE	
BP	0000	
SI	0000	
DI	0000	
DS	0100	
ES	0100	

0100:0009

```
01000: A1 161 i
01001: 00 000 NULL
01002: 11 017 ←
01003: 8B 139 i
01004: 1E 030 ▲
01005: 02 002 0
01006: 11 017 ←
01007: 03 003 ♥
01008: C3 195 |
01009: A3 163 u
0100A: 04 004 ♦
0100B: 11 017 ←
0100C: C3 195 |
0100D: 90 144 E
0100E: 90 144 E
0100F: 90 144 E
01010: 90 144 E
01011: 90 144 E
01012: 90 144 E
01013: 90 144 E
01014: 90 144 E
01015: 90 144 E
```

0100:0009

```
MOV AX, [01100h]
MOV BX, [01102h]
ADD AX, BX
MOV [01104h], AX
RET
NOP
NOP
NOP
NOP
NOP
NOP
NOP
NOP
NOP
NOP
NOP
NOP
NOP
NOP
...
```

screen

source

reset

aux

vars

debug

stack

flags