



Load at 0x0800

main.asm

```
1 MOV AX,[1000h]
2 MOV BX,[1002h]
3 MOV CL,00h
4 ADD AX,BX
5 MOV [1004h],AX
6 JNC jump
7 INC CL
8 jump:
9 MOV [1006h],CL
10 HLT
```

Memory View



0x Address in hex

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
000	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
001	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
002	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
003	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
004	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00

