

Data types

- Byte -8bits
- Word -16bits
- Double Word -32bits
- Quad Word -64 bits
- Double Quad Word -128bits
- NASM is Case Sensitive Syntax
- `mov rax,message` (move address to rax)
- `mov rax, [message]` (move value to rax)

Defining Initialized Data in NASM

```
db      0x55                      ; just the byte 0x55
db      0x55,0x56,0x57            ; three bytes in succession
db      'a',0x55                  ; character constants are OK
db      'hello',13,10,'$'         ; so are string constants
dw      0x1234                    ; 0x34 0x12
dw      'a'                       ; 0x61 0x00 (it's just a number)
dw      'ab'                      ; 0x61 0x62 (character constant)
dw      'abc'                    ; 0x61 0x62 0x63 0x00 (string)
dd      0x12345678                ; 0x78 0x56 0x34 0x12
dd      1.234567e20               ; floating-point constant
dq      0x123456789abcdef0        ; eight byte constant
dq      1.234567e20               ; double-precision float
dt      1.234567e20               ; extended-precision float
```

Declare Uninitialized Data

```
buffer:      resb    64           ; reserve 64 bytes
wordvar:     resw    1           ; reserve a word
```

Special Tokens

- `$` - evaluates to the current line
- `$$` - evaluates to the beginning of current section

<code>message</code>	<code>db</code>	<code>'hello, world'</code>
<code>msglen</code>	<code>equ</code>	<code>\$\$-message</code>

Data: `zerobuf: times 64 db 0`

Instruction: `times 100 movsb`

- Times :

Two other common methods used for declaring arrays of data are the TIMES directive and the use of string literals. The TIMES directive tells the assembler to duplicate an expression a given number of times. For example, the statement "TIMES 4 DB 2" is equivalent to "2, 2, 2, 2".

`times 8 db 0x00`