; Print out numbers 1 to 9

; declare num to be a byte

section .bss

num resb 1

section .text

global \_start

\_start: ; tell linker entry point

; put counter in ecx

mov ecx, 9

; start with '1'

mov eax, '1'

l1:

; save ecx

push ecx

; print current number

mov [num], eax

mov eax, 4

mov ebx, 1

mov ecx, num

mov edx, 1

int 0x80

; get numeric value in num

mov eax, [num]

sub eax, '0'

; increment number and put back to ASCII

inc eax

add eax, '0'

; get counter back

pop ecx

loop l1 ; ecx gets decremented

; exit

mov eax,1 ; system call number (sys\_exit)

int 0x80 ; call kernel