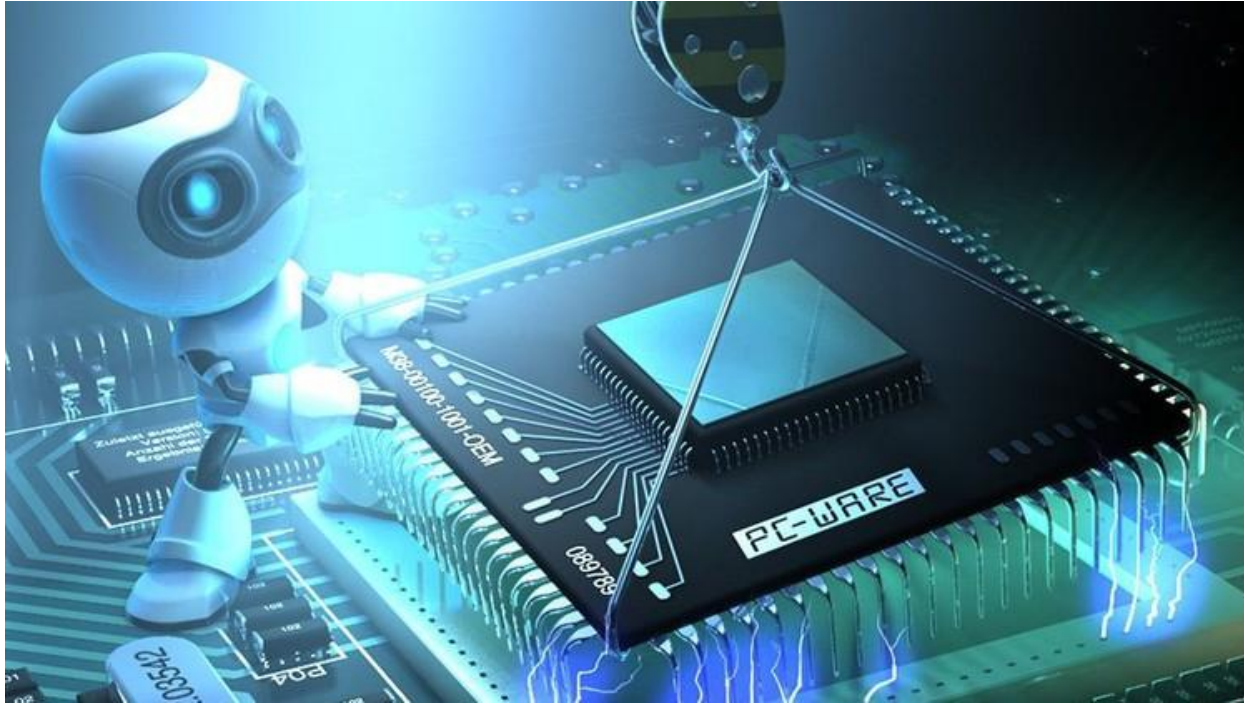# Assembler Features

Assembler Features

- **Basic data types**
  - **Integers**
    - data of 1, 2 or 4 bytes
    - data and directions (pointers)
  - **Reals** (floating point): 4, 8 or 10 bytes
  - Does not include structured types
    - They are encoded as contiguously stored data
    - It has addressing modes to manipulate them

Assembler Features

- **Primitive Operations**
  - Arithmetic/logical operations on registers and data in memory
  - Data transfer between memory and register bank
  - Conditional and unconditional jumps (to/from procedures)

Programmer Vision

❏ **What do we need to study?**

- Memory space

- Available registers

- Set of instructions: what they do, how they are coded, how long they take…

- Types and representation of data

- Addressing modes

- Instruction sequencing

- Communication with the outside