

CODE_1

```

.MODEL SMALL
.DATA
A DB 12
B DB 25
C DB ?
.CODE
    MOV AX,@DATA
    MOV DS,AX

    MOV AL,A
    ADD AL,B
    MOV C,AL
    MOV AH,4CH
    INT 21H
    END

```

Output

DOSBox 0.74-3, Cpu speed: max 100% cycles, Frameskip ...

Address	Instruction	Comment
052A:0000	B82B05	MOV AX,052B
052A:0003	8ED8	MOV DS,AX
052A:0005	A00400	MOV AL,Byte Ptr [0004]
052A:0008	02060500	ADD AL,Byte Ptr [0005]
052A:000C	A20600	MOV Byte Ptr [0006],AL
052A:000F	B44C	MOV AH,4C
052A:0011	CD21	INT 21
052A:0013	000C	ADD Byte Ptr [SI],CL
052A:0015	1925	SBB Word Ptr [DI],SP
052A:0017	B9028C	MOV CX,8C02
052A:001A	DAE8	???
052A:001C	AB	STOSW
052A:001D	02B792B9	ADD DH,Byte Ptr [BX-466E]
052A:0021	FFFF	???
052A:0023	B84800	MOV AX,0048
052A:0026	E8A902	CALL 02D2
052A:0029	8B16E401	MOV DX,Word Ptr [01E4]

reg	value
AX	4C25
BX	0000
CX	0000
DX	0000
SP	0000
BP	0000
SI	0000
DI	0000
DS	052B
ES	051A
SS	0529
CS	052A
IP	0013
FL	0212
NU	UP
EI	PL
NZ	AC
PO	NC

command

```

052B:0000 4C CD 21 00 0C 19 25 B9-02 8C DA E8 AB 02 B7 92 L..H
052B:0010 B9 FF FF B8 48 00 E8 A9-02 8B 16 E4 01 E8 99 02 ....H
>

```

<F8=Trace> <F10=Step> <F5=Go> <F6=Window> <F3=Display>

PROGRAM_2

CODING PART

```
MODEL SMALL
.DATA
A DW 1234
B DW 2567
C DW ?
.CODE
    MOV AX,@DATA
    MOV DS,AX

    MOV AX,A
    ADD AX,B
    MOV C,AX
    MOV AH,4CH
    INT 21H
    END
```

OUTPUT

DOSBox 0.74-3, Cpu speed: max 100% cycles, Frameskip ...

Address	Hex	Mnemonic	Operands
052A:0000	B82B05	MOV	AX,052B
052A:0003	8ED8	MOV	DS,AX
052A:0005	A10400	MOV	AX,Word Ptr [0004]
052A:0008	03060600	ADD	AX,Word Ptr [0006]
052A:000C	A30800	MOV	Word Ptr [0008],AX
052A:000F	B44C	MOV	AH,4C
052A:0011	CD21	INT	21
052A:0013	00D2	ADD	DL,DL
052A:0015	0407	ADD	AL,07
052A:0017	0AD9	OR	BL,CL
052A:0019	0E	PUSH	CS
052A:001A	DAE8	???	
052A:001E	B792	MOV	BH,92
052A:0020	B9FFFF	MOV	CX,FFFF
052A:0023	B84800	MOV	AX,0048
052A:0026	E8A902	CALL	02D2
052A:0029	8B16E401	MOV	DX,Word Ptr [01E4]
052A:002D	E89902	CALL	02C9
052A:0030	B792	MOV	BH,92
052A:0032	B9FFFF	MOV	CX,FFFF
052A:0035	B82000	MOV	AX,0020

AX = 4CD9
BX = 0000
CX = 0000
DX = 0000
SP = 0000
BP = 0000
SI = 0000
DI = 0000
DS = 052B
ES = 051A
SS = 0529
CS = 052A
IP = 0013
FL = 0202

NU UP EI PL
NZ NA PO NC

<F8=Trace> <F10=Step> <F5=Go> <F6=Window> <F3=Display>