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The following is a sequence of assembly commands used in the 8086 compiler to print the symbol “*” in the form of a standing right triangle in the output section of the 8086 compiler.

```
1  SET 0
2  star: DB 0x2A
3
4  start:
5  MOV AX, 0
6  MOV DS, AX
7  MOV SI, OFFSET star
8  MOV AH, 0x13
9  MOV BL, 3
10
11 A:
12 INC CX
13 INT 0x10
14 MOV AL, byte DS[SI]
15 INC DI
16 MOV byte DS[DI], AL
17 CMP CL, BL
18 JNE A
19 HLT
```

In the next section, we will explain the command parts used in the coding above.

SET 0 (In this command section, we will order the computer to set the memory on the first memory.)

star: DB 0x2A (In this command section, we will set the star label with a value of Hexadecimal 2A which is the Hexadecimal of the symbol "*" with a data size of 1 byte)

start: (In this command section, we show the computer that this is the beginning of the program.)

MOV AX, 0 (In this command section, we will use the AX register which has a size of 16 bits and set the value in it to 0.)

MOV DS, AX (In this command section, we will set the existing segment data to the AX register which has a value of 0.)

MOV SI, OFFSET star	(In this command section, we will set the SI register to the star label which has a Hexadecimal value of 2A so that the value in SI changes to a Hexadecimal value of 2A which is the Hexadecimal value of the symbol "*")
MOV AH, 0x13	(In this command section, we will order the computer to use the command to display the string on the screen.)
MOV BL, 3	(In this command section, we will order the computer to set the BL register to a value of 3.)
A:	(In this command section, we will show the computer that this is the beginning of the jump if executed.)
INC CX	(In this command section, we will ask the computer to add the value 1 to the CX register.)
INT 0x10	(In this commad section, we will ask the computer to call BIOS for screen or video operation)
MOV AL, byte DS[SI]	(In this command section, we will ask the computer to move the data from segment data that shown by SI register to AL register)
INC DI	(In this command section, we will ask the computer to add the value 1 to the DI register)
MOV byte DS[DI], AL	(In this command section, we will ask the computer to move the data from AL register to segment data that shown by DI register)
CMP CL, BL	(In this command section, we will ask the computer to compare the value between Cl register and Bl register)
JNE A	(In this command section, we will ask the computer jump to label A if the value from Cl register have highest value then BL register)
HLT	(In this command section, we will ask the computer to stop the program)

Next is the result from the commands execution when it's done.