

Raw hello-world program

```
        section .data
msg     db     0x0a, "hello world", 0x0a, 0x0a
MSGLEN equ     $-msg

        section .text
global  _start
_start: mov     eax, 4
        mov     ebx, 1
        mov     ecx, msg
        mov     edx, MSGLEN

        int     0x80

;;; exit
        mov     eax, 1
        mov     ebx, 0
        int     0x80
```

Skeleton program

```
;;; program_name.asm
;;; your name
;;;
;;; a description of the program
;;;
;;; to assemble and run:
;;;
;;;   nasm -f elf -F stabs program.asm
;;;   ld -o program program.o
;;;   ./program
;;; -----

#include files here...

EXIT    equ     1
WRITE   equ     4
STDOUT  equ     1

;; -----
;; data areas
;; -----

        section .data

;; -----
;; code area
;; -----

        section .text
global  _start

_start:

        ;; (add your code here!!!!)

;;; exit()

        mov     eax,EXIT
        mov     ebx,0
        int     0x80           ; final system call
```