DEBUG demo for MAE 412
Demonstration of how to enter manually a short program using DOS's "debug" program.
Progam modifies the AX register and saves the results in memory. The ==highlighted== text
below is typed by the user. ^C = Ctrl + C

START; RUN; ==CMD==
>==debug==
-==?==
-==d==
1375:0100 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00 ....
1375:0110 00 00 00 00 00 00 00 00-00 00 00 00 34 00 64 13 ....4.d.
1375:0120 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00 ....
1375:0130 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00 ....
1375:0140 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00 ....
1375:0150 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00 ....
1375:0160 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00 ....
1375:0170 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00 ....
-==r==
AX=0000 BX=0000 CX=0000 DX=0000 SP=FFEE BP=0000 SI=0000 DI=0000
DS=1375 ES=1375 SS=1375 CS=1375 **IP=0100**   NV UP EI PL NZ NA PO NC
1375:0100 0000   ADD   [BX+SI],AL   DS:0000=CD
-==a==
1375:0100 ==mov ax,1234==
1375:0103 ==mov [200],ax==
1375:0106 ==^C==
-==g 1375:0106== (NOTE: make certain that CS:IP points to 1375:0100 before proceeding)

AX=1234 BX=0000 CX=0000 DX=0000 SP=FFEE BP=0000 SI=0000 DI=0000
DS=1375 ES=1375 SS=1375 CS=1375 **IP=0106**   NV UP EI PL NZ NA PO NC
1375:0106 0000   ADD   [BX+SI],AL   DS:0000=CD
-==d 1375:0200==
1375:0200 34 12 00 00 00 00 00 00-00 00 00 00 00 00 00 00 4...............
1375:0210 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00 ....
1375:0220 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00 ....
1375:0230 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00 ....
1375:0240 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00 ....
1375:0250 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00 ....
1375:0260 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00 ....
1375:0270 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00 ....

(NOTE that the contents of the AX register have been deposited into locations 1375:0200
and 1375:0201)