

Example 1: Demonstrating Integer Data Definition

```
TITLE Integer Data Definitions (File:IntegerDef.asm)
; Examples Demonstrating Integer Data Definition
.686
.MODEL flat, stdcall
.STACK
INCLUDE Irvine32.inc
.data
; ----- Byte Values -----
byte1 BYTE 'A' ; 'A' = 65 = 41h
byte2 BYTE 0 ; smallest unsigned byte value
byte3 BYTE 255 ; largest unsigned byte value
byte4 SBYTE -128 ; smallest signed byte value
byte5 SBYTE +127 ; largest signed byte value ;
byte6 BYTE ? ; uninitialized
; ----- Word Values -----
word1 WORD 65535 ; largest unsigned word value
word2 SWORD -32768 ; smallest signed word value
word3 WORD ? ; uninitialized
; ----- DoubleWord Values -----
dword1 DWORD 0FFFFFFFFh ; largest unsigned value in hex
dword2 SDWORD -2147483648; smallest signed value in decimal
; ----- QuadWord Value -----
quad1 QWORD 0123456789ABCDEFh
.code
main PROC
; No instructions to execute
exit
main ENDP
END main
```

Example 2: Multiple Initializers and the DUP Operator

```
TITLE Multiple Initializers (MultipleInitializers.asm)
; Examples showing multiple initializers and the DUP operator
.686
.MODEL flat, stdcall
.STACK
INCLUDE Irvine32.inc
; ----- Byte Values -----
.data
list1 BYTE 10, 32, 41h, 00100010b
list2 BYTE 0Ah, 20h, 'A', 22h
array1 BYTE 8 DUP(0)
greeting BYTE "Good afternoon",0
; ----- Word Values -----
myList WORD 1,2,3,4 ; array of words
; ----- DoubleWord Values -----
```

```
array2  DWORD    4 DUP(01234567h)
.code
main PROC
; No instructions to execute
    exit
main ENDP
END main
```

Example 3: Symbolic Constants

```
TITLE Symbolic Constants          (File: Constants.asm)
; Demonstration of EQU and = directives
.686
.MODEL flat, stdcall
.STACK
INCLUDE Irvine32.inc
.data
Rows      EQU     3
Cols      EQU     3
Elements  EQU     Rows * Cols
CR        EQU     10
LF        EQU     13
PromptText EQU    <"Press any key to continue ...",CR,LF,0>
matrix    WORD    Elements DUP(0)
prompt    BYTE    PromptText
COUNT = 10h
COUNT = 100h
COUNT = 1000h
COUNT = SIZEOF matrix
.code
main PROC
    exit
main ENDP
END main
```