

1 The code below is part of a program written in assembly language.

```
        mov     dx, 1AH
        mov     ax, [loticks]
        sub     dx, ax
        mov     [hiticks], dx
        mov     ax, [hiticks]
        jmp     end
hiticks dw     0H
loticks dw     10H
end
```

$dx \leftarrow 26_{10}$
 $ax \leftarrow \text{loticks}$
 $dx - \text{loticks}$

$\text{hiticks } 0_{10}$
 $\text{loticks } 16_{10}$

hiticks = 10
loticks = 16