

```
# prog5
```

```
0x000: irmovl $128,%edx
```

```
0x006: irmovl    $3,%ecx
```

```
0x00c: rmmovl %ecx, 0(%edx)
```

```
0x012: irmovl $10,%ebx
```

```
0x018: mrmovl 0(%edx),%eax # Load %eax
```

***bubble***

```
0x01e: addl %ebx,%eax # Use %eax
```

```
0x020: halt
```

