

# 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

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

0x020: halt

