FMP-3
Intro to µPs – MOV instruction

Target Course Outcome:
CO1: Understand the architecture and function of a microprocessor through assembly programs

Create an assembly language program:

MOV instruction. Assume the following register values before and after the assembly instruction is executed; write the assembly code that would swap the contents of the AX and BX registers.

GIVEN:

```
AX = 0731h
BX = D514h
```

CODE:

OUTPUT:

```
AX = D514h
BX = 0731h
```