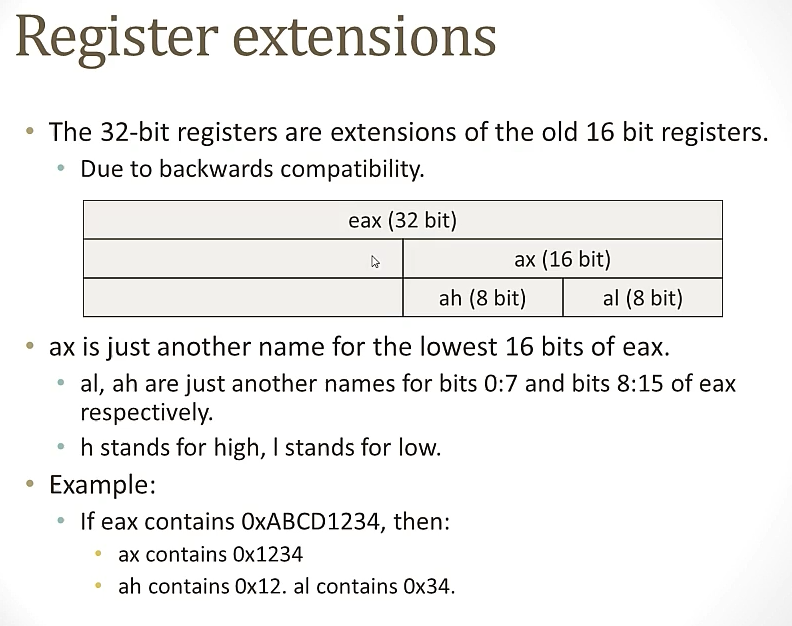
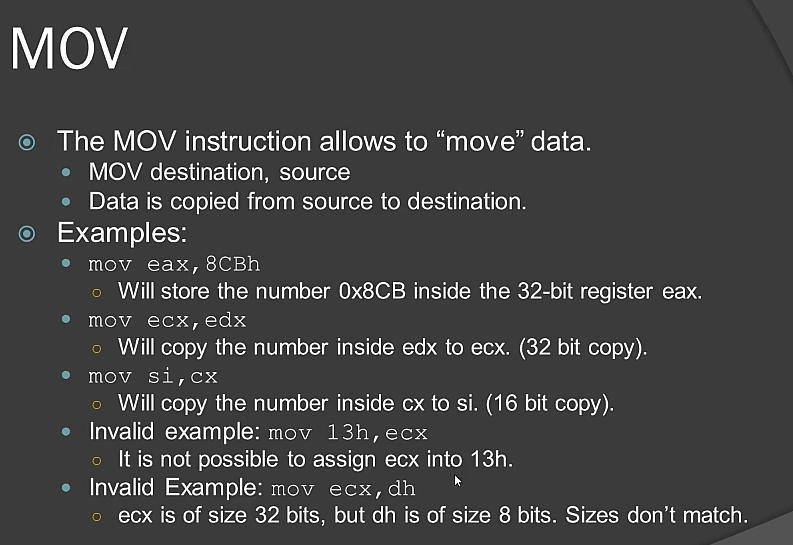
**Basic**

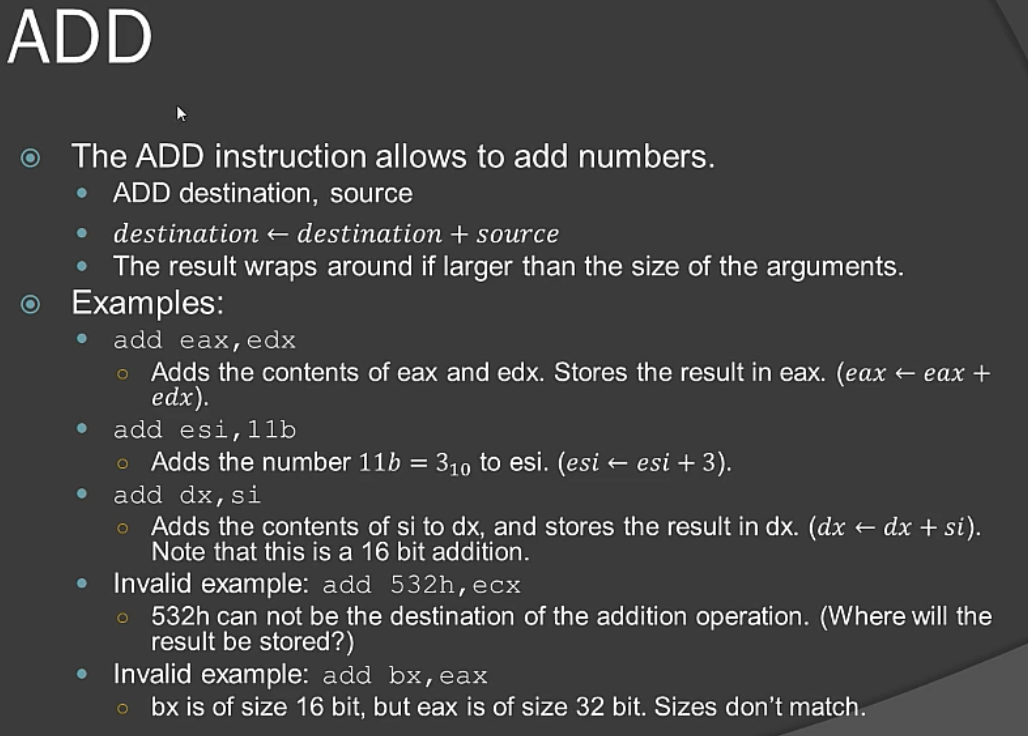
* 1 Byte = 8 bit [example : 10101010 is one byte binary number ]
* 1 byte = 2 hex digit [example : 0xC1 is one byte]
* X86 processors have internal memory called register to hold data. In past all register had specific job, but in modern processor they become general purpose.



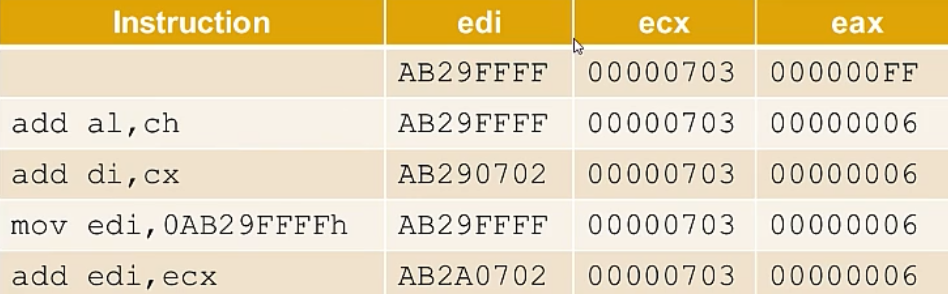
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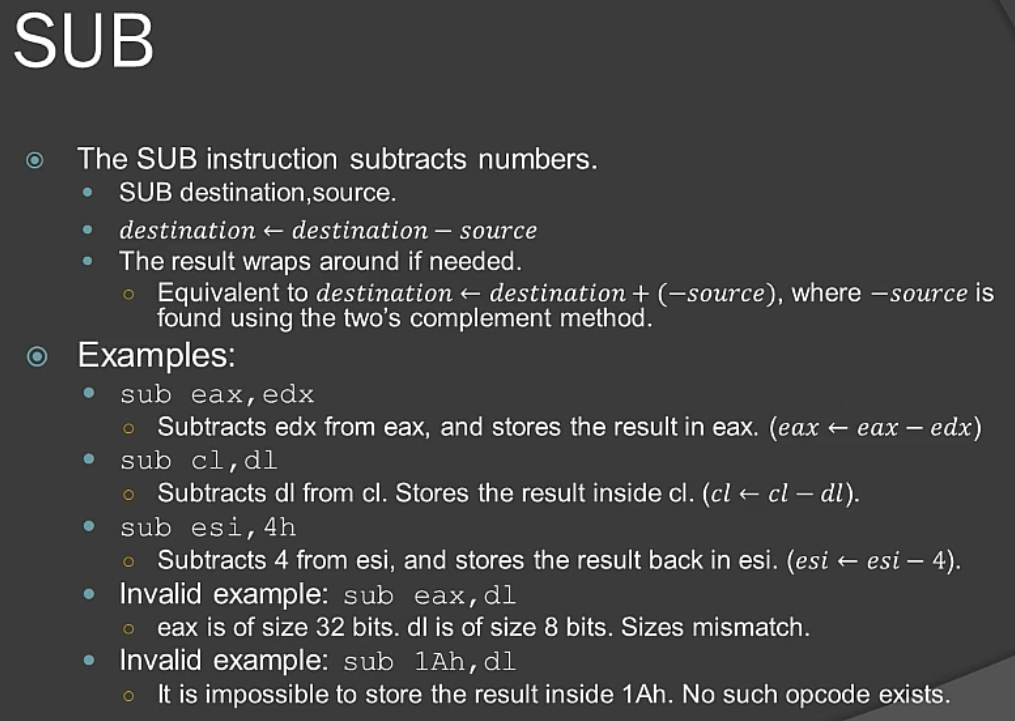


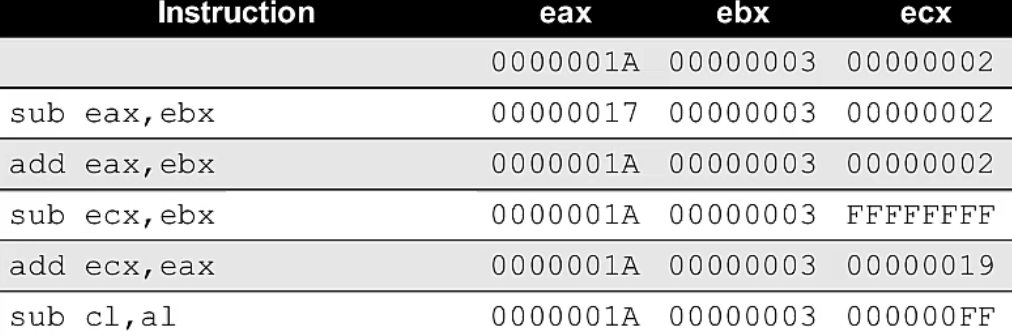


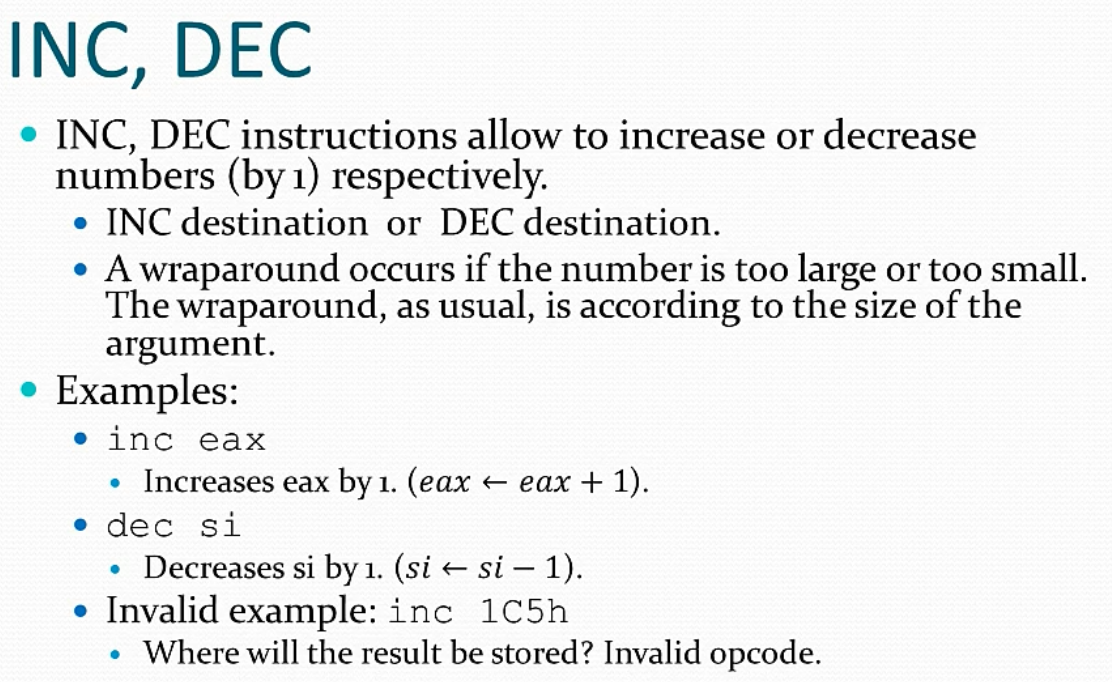




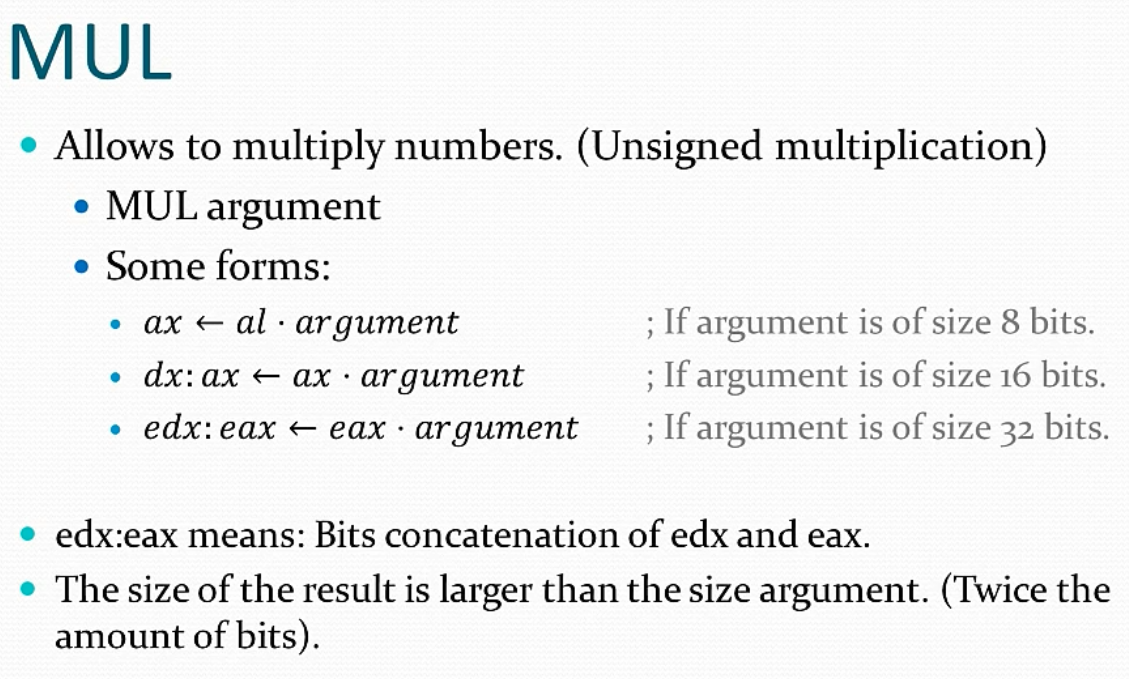


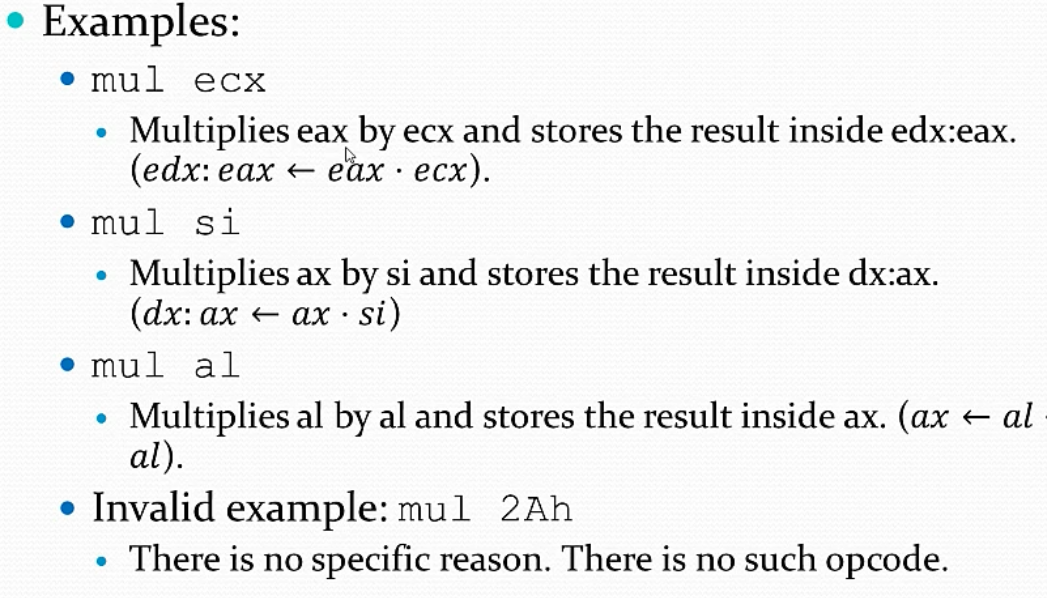


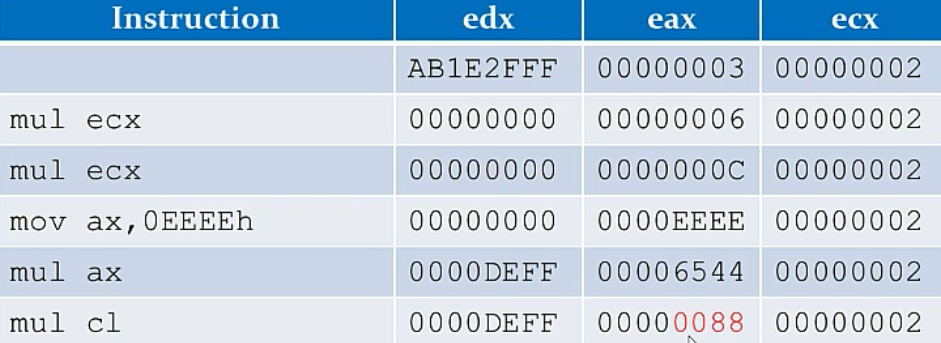


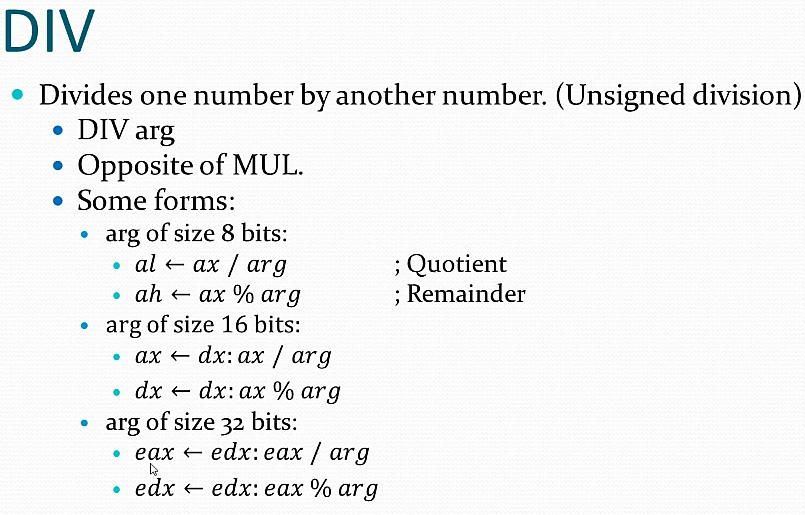


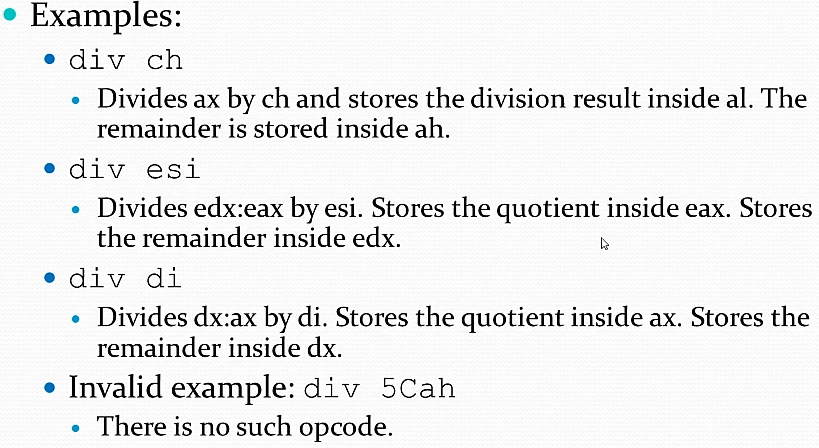




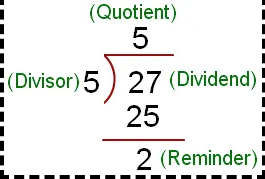












* 8 Bit example: ax / argument (divisor) | | al = Quotient ah = Reminder
* 16 Bit example: dx:ax / argument | | ax = Quotient dx = Reminder
* 32 Bit example: edx:eax / argument | | eax = Quotient edx = Reminder

