* What are interrupts? What sort of events can generate them?
* What is an ISR, and how does it relate to interrupts?
* What is the difference between a vector and a scalar value?
* What is the difference between ring3 and ring0?
* What type of register is the timestamp counter?
* What are some issues with this code snippet:

mov rax, [rdi]

movss xmm0, eax

* What are some issues with the following code snippet:

push rbp

mov rbp, rsp

sub rsp, 4

mov [rsp + 4], edi

add rsp, 4

pop rbp

ret

* How about with this one?

C:

int func(int, char\*);

// …

char buf[10] = {0};

func(10, buf);

ASM:

push rbp

mov rbp, rsp

sub rsp, 4

mov [rsp + 4], [rdi]

pop rbp

add rsp, 4

ret