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Computer Organization and Programming

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Lab 2

**Exercise 1:**

The purpose of learning the x86 architecture before diving in and programming with it is to understand how and why the machine works first. By understanding the underlying machinery, this gives us insight into why we will have to do things certain ways. Given the general experience level of the students in this class, where our knowledge of programming likely is experience with a high level language such as Java, many of the students do not know about the nuances of the hardware level development and might run into “weird” errors without understanding what’s going on.

DH Register DL Register

[\_ \_ 8 bits\_ \_ \_] [\_ \_ 8 bits \_ \_]

DX Register: [\_ \_ \_ \_ \_ \_ \_ 16 bits \_ \_ \_ \_ \_]

EDX Register: [\_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ 32 bits \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_]

**Exercise 2:**

Byte: 4 3 2 1

[ 12 | 78 | 45 |69 ]

**Exercise 3:**

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