

Project 2 Description

Creates a string byte called Skyrim (because it is the reversed Skyrim into sequence dialog). We then find the length of the text and place it into edi, then find the size of the text and place it into ecx. Then the loop begins, where we move the first-word letter of Skyrim into the end of the array reversed string. Then we loop while moving to the next letter. Finally, we output the new text and reveal the reversed message.