

A

```

1 section .data
2 char db 0
3 newline db 10
4
5 section .text
6 global _start
7
8 _start:
9     mov al, 1
10    shl al, 6
11    ror al, 1
12    rol al, 1
13    add al, 1
14
15    mov [char], al
16    mov eax, 4
17    mov ebx, 1
18    mov ecx, char
19    mov edx, 1
20    int 0x80
21
22    mov eax, 4
23    mov ebx, 1
24    mov ecx, newline
25    mov edx, 1
26    int 0x80
27
28    mov eax, 1
29    xor ebx, ebx
30    int 0x80
31

```

B

```

1 section .data
2 char db 0
3 newline db 10
4
5 section .text
6 global _start
7
8 _start:
9     mov al, 3
10    shl al, 4
11    ror al, 1
12    rol al, 1
13    shr al, 0
14
15    mov [char], al
16    mov eax, 4
17    mov ebx, 1
18    mov ecx, char
19    mov edx, 1
20    int 0x80
21
22    mov eax, 4
23    mov ebx, 1
24    mov ecx, newline
25    mov edx, 1
26    int 0x80
27
28    mov eax, 1
29    xor ebx, ebx
30    int 0x80
31

```

g

```

1 section .data
2 char db 0
3 newline db 10
4
5 section .text
6 global _start
7
8 _start:
9     mov al, 0x19
10    shl al, 2
11    add al, 3
12    ror al, 1
13    rol al, 1
14    shr al, 0
15
16    mov [char], al
17    mov eax, 4
18    mov ebx, 1
19    mov ecx, char
20    mov edx, 1
21    int 0x80
22
23    mov eax, 4
24    mov ebx, 1
25    mov ecx, newline
26    mov edx, 1
27    int 0x80
28
29    mov eax, 1
30    xor ebx, ebx
31    int 0x80
32
33

```

=

```

1 section .data
2 char db 0
3 newline db 10
4
5 section .text
6 global _start
7
8 _start:
9     mov al, 0x0F
10    shl al, 2
11    add al, 1
12    ror al, 1
13    rol al, 1
14    shr al, 0
15
16    mov [char], al
17    mov eax, 4
18    mov ebx, 1
19    mov ecx, char
20    mov edx, 1
21    int 0x80
22
23    mov eax, 4
24    mov ebx, 1
25    mov ecx, newline
26    mov edx, 1
27    int 0x80
28
29    mov eax, 1
30    xor ebx, ebx
31    int 0x80
32

```