

Movsw - [ds:si] → [es:di]

- SI += 2
- DI += 2

Stosw - [ax] → [es:di]

- DI += 2

Push - [reg/memory] → [ss:sp]

- SP -= 2

Pop - [ss:sp] → [reg/mem]

- SP += 2

Int 0x86 - [ax:dx] → [es:di]

- DI += 256

Int 0x87 - [ax:dx] → [es:di]
 [cx:bx]

SI = **S**ource **I**ndex

DI = **D**estination **I**ndex

SP = **S**tack **P**ointer

SS = **S**tack **S**egment