

original source code

```
01 ;SK SHAKEEL AKHTAR
02 ;REGD NUM:-2341001063
03 ;swapping of nibble
04 mov si, 1000h
05 mov al,[si] ;1st data
06 mov cl,al
07 inc si
08 mov bl,[si] ;2nd data
09 mov dl,al
10 shr al,04
11 shl dl,04
12 or al,dl
13 inc si
14 mov [si],al
15
16
17 and al,bl
```

Flags

CF 0 ZF 0 SF 0 OF 0 PF 1 AF 0 IF 1 DF 0

analyse

emulator: noname.bin_

file math debug view external virtual devices virtual drive help

Load reload step back single step run step delay ms: 0

registers

	H	L
AX	00	00
BX	00	00
CX	00	00
DX	00	00
CS	0100	
IP	002E	
SS	0100	
SP	FFFE	
BP	0000	
SI	1003	
DI	0000	
DS	0100	

0100:0027 0100:002E

01027: 32 050 2	AND AL, BL
01028: CB 203	MOV DL, AL
01029: 0A 010 NEWL	XOR CL, BL
0102A: C1 193	OR AL, CL
0102B: 46 070 F	INC SI
0102C: 88 136 E	MOV [SI], AL
0102D: 04 004	HLT
0102E: F4 244	NOP
0102F: 90 144 E	NOP
01030: 90 144 E	NOP
01031: 90 144 E	NOP
01032: 90 144 E	NOP
01033: 90 144 E	NOP
01034: 90 144 E	NOP
01035: 90 144 E	NOP
01036: 90 144 E	NOP
01037: 90 144 E	NOP
01038: 90 144 E	NOP
01039: 90 144 E	NOP

screen source reset aux vars debug stack flags

Random Access Memory

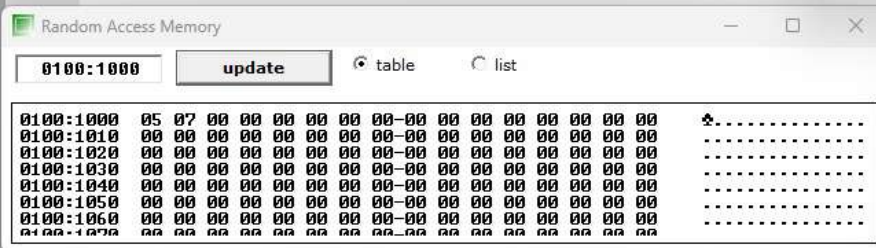
0100:1000 update table list

0100:1000	32	45	23	77	00	00	00	00-00	00	00	00	00	00	00	00	2E#w.....
0100:1010	00	00	00	00	00	00	00	00-00	00	00	00	00	00	00	00
0100:1020	00	00	00	00	00	00	00	00-00	00	00	00	00	00	00	00
0100:1030	00	00	00	00	00	00	00	00-00	00	00	00	00	00	00	00
0100:1040	00	00	00	00	00	00	00	00-00	00	00	00	00	00	00	00
0100:1050	00	00	00	00	00	00	00	00-00	00	00	00	00	00	00	00
0100:1060	00	00	00	00	00	00	00	00-00	00	00	00	00	00	00	00
0100:1070	00	00	00	00	00	00	00	00-00	00	00	00	00	00	00	00

message

the emulator is halted.

OK



original source code

```
01 ;SK SHAKEEL AKHTAR
02 ;REGD NUM:-2341001063
03 mov al, [1000h]
04 not al
05 add al, 01h
06 mov [1001h], al
07 hlt
08
09
10
```

flags

CF 0
ZF 0
SF 1
OF 0
PF 1
AF 0
IF 1
DF 0

analyse

emulator: noname.bin

file math debug view external virtual devices virtual drive help

Load reload step back single step run step delay ms: 0

registers

	H	L
AX	00	BB
BX	00	00
CX	00	00
DX	00	00
CS	0100	
IP	000A	
SS	0100	
SP	FFFE	
BP	0000	
SI	0000	
DI	0000	
DS	0100	

0100:000A

Address	Hex	Dec	Op
01000:	A0	160	↵
01001:	00	000	NULL
01002:	10	016	▶
01003:	F6	246	÷
01004:	D0	208	↵
01005:	04	004	♦
01006:	01	001	⊖
01007:	A2	162	⊖
01008:	01	001	⊖
01009:	10	016	▶
0100A:	F4	244	↵
0100B:	90	144	⊖
0100C:	90	144	⊖
0100D:	90	144	⊖
0100E:	90	144	⊖
0100F:	90	144	⊖
01010:	90	144	⊖
01011:	90	144	⊖
01012:	90	144	⊖

0100:000A

```
MOV AL, [01000h]
NOT AL
ADD AL, 01h
MOV [01001h], AL
HLT
NOP
NOP
NOP
NOP
NOP
NOP
NOP
NOP
NOP
NOP
NOP
...
```

screen source reset aux vars debug stack flags

Random Access Memory

0100:1000 update table list

Address	Hex	Dec	Op
0100:1000	45	BB	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
0100:1010	00	00	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
0100:1020	00	00	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
0100:1030	00	00	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
0100:1040	00	00	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
0100:1050	00	00	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
0100:1060	00	00	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
0100:1070	00	00	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00

Eq.....

message

the emulator is halted.

OK