

; Reverse bits in a register  
; Input stored in EAX  
; Result stored in EBX

; This first version is "destructive"  
; it will destroy the contents of the  
; input register (EAX) as it creates  
; the result in EBX

; repeat the following for the desired  
; number of bits to reverse

```
shr    eax, 1  
rcl    ebx, 1
```

; This second version preserves the  
; value of the input register (EAX) as it  
; creates the result in EBX

; repeat the following for the desired  
; number of bits to reverse

```
ror    eax, 1  
rcl    ebx, 1
```