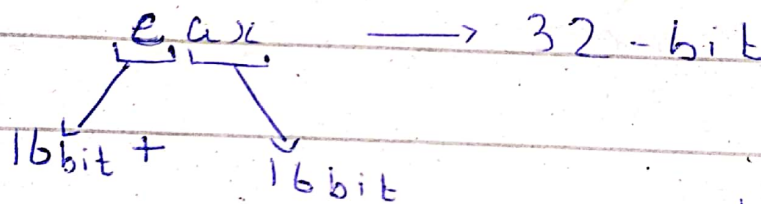


Data Registers

There are four data registers.

- 1 - ax
 - 2 - bx
 - 3 - cx
 - 4 - dx
- } → 16-bit

Extended Form



Use

- 1 - eax → (For arithmetic operations)
- 2 - ebx → (For storing data/Address)
- 3 - ecx → (For loop counter).
- 4 - edx → (Store remainder).

In Irvine we'll mostly use extended registers.

Index Registers

1 - sp
2 - bp
3 - SI
4 - di

} → 16-bit

Extended - version

1 - esp
2 - ebp
3 - esi
4 - edi

} → 32-bit