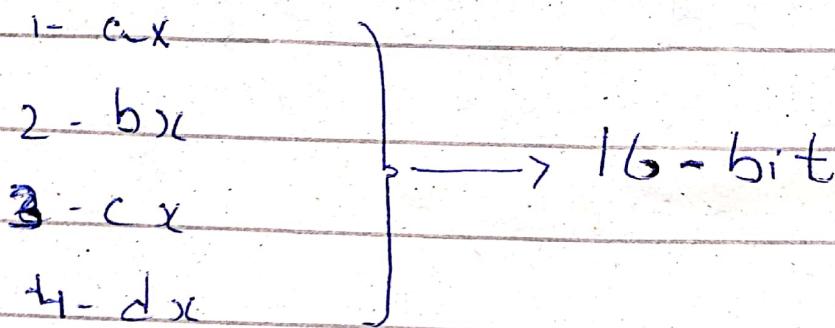
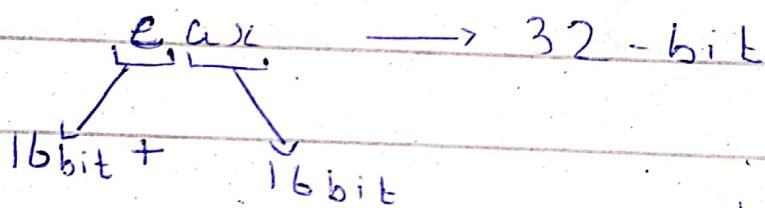


Data Registers

There are four data registers.



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