

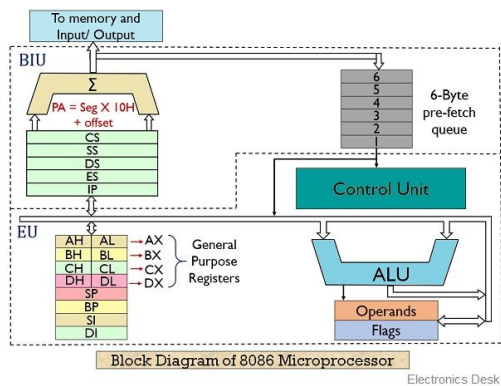
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Basics of C

EE2003

Intel 8086

0.1 Fetch, Decode and Execute



- Flag register used to store some result about an operation. Example result of a comparison or overflow bit etc. Used by the ALU
- E(xtended)SP: stack pointer
- EA/B/C/D: General registers. Do whatever you want
- ESI/ EDI: for string instructions. strlen() or memcpy()