

## Ejercicio 10:

Utilizar MOVZ, MOVK para cargar los registros:

**10.1) {X0 = 0x1234000000000000}**

**10.2) {X1 = 0xBBB00000000000AAA}**

**10.3) {X2 = 0xA0A0B1B10000C2C2}**

**10.4) {X3 = 0x0123456789ABCDEF}**

MOVZ X0, 0x1234, LSL 48                   // X0 = 0x1234 0000 0000 0000

MOVZ X1, 0xBBB0, LSL 48                   // X1 = 0xBBB0 0000 0000 0000

MOVK X1, 0x0AAA, LSL 0                   // X1 = 0xBBB0 0000 0000 0AAA

MOVZ X2, 0xA0A0, LSL 48                   // X2 = 0xA0A0 0000 0000 0000

MOVK X2, 0xB1B1, LSL 32                   // X2 = 0xA0A0 B1B1 0000 0000

MOVK X2, 0xC2C2, LSL 0                   // X2 = 0xA0A0 B1B1 0000 C2C2

MOVK X3, 0x0123, LSL 48                   // X3 = 0x0123 0000 0000 0000

MOVK X3, 0x4567, LSL 32                   // X3 = 0x0123 4567 0000 0000

MOVK X3, 0x89AB, LSL 16                   // X3 = 0x0123 4567 89AB 0000

MOVK X3, 0xCDEF, LSL 0                   // X3 = 0x0123 4567 89AB CDEF