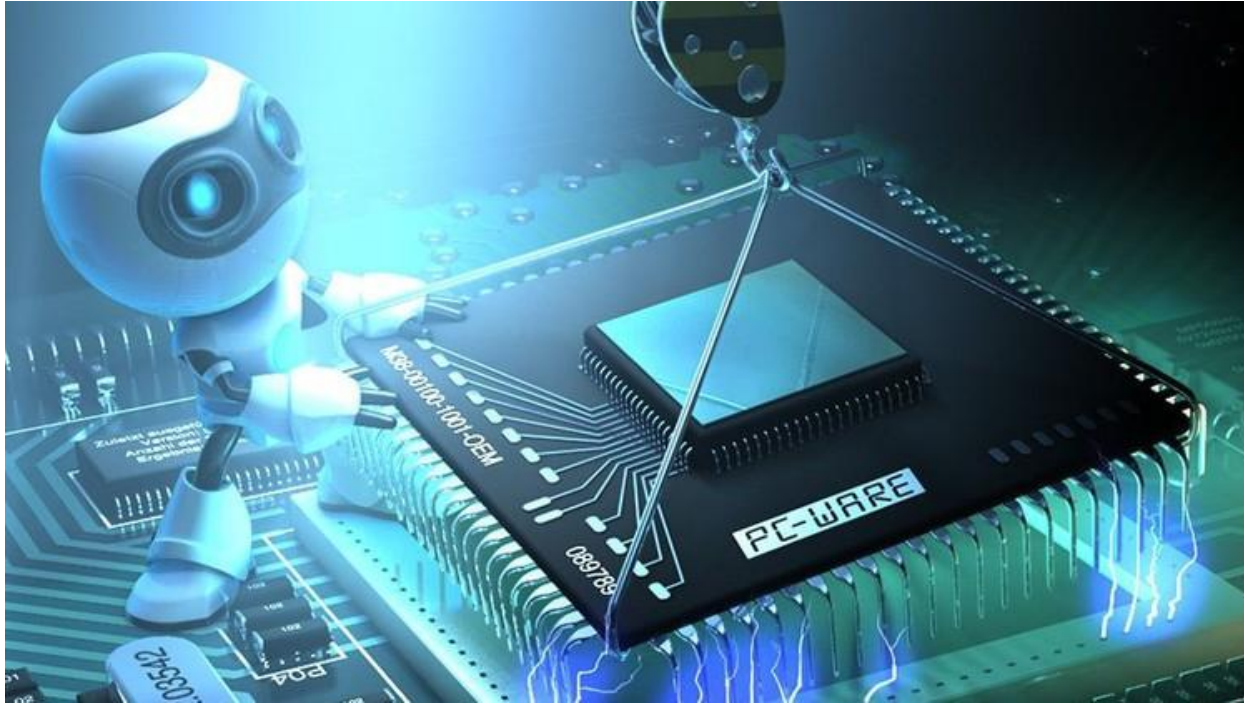
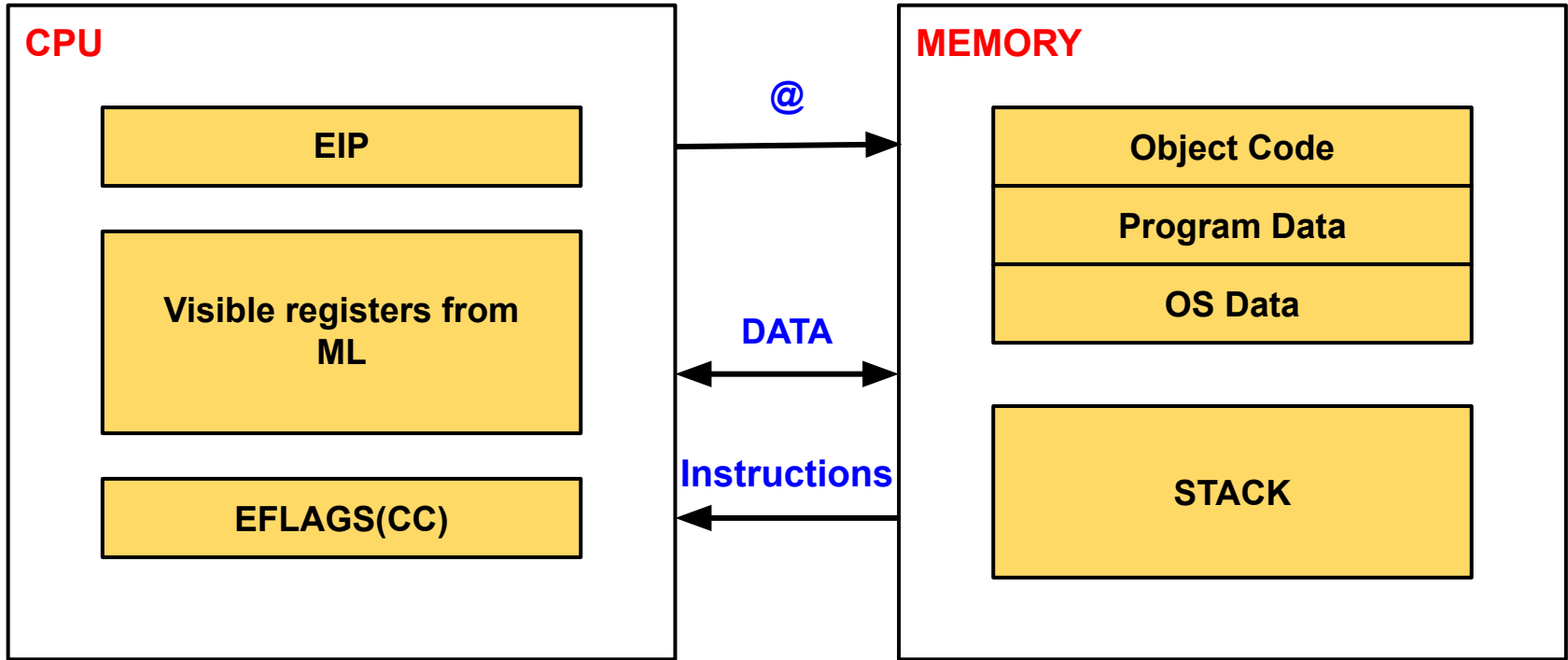


Assembler Architecture



Assembler Architecture



Assembler Architecture



- **EIP:** Program counter. Points to the next instruction to be executed.
- **Registers:** They are very frequently used as quick access variables.
- **Condition codes:**
 - They store information regarding the behavior of the last executed instructions.
 - They are used in conditional jumps.
- **Memory:**
 - Byte-addressable vector, Little Endian.
 - Code, user data, OS data.
 - Stack to support subroutine management.