

Registers

EAX = 44414243 EBX = BCBFBEBD

100 %

Memory 1 Registers Watch 1

peter_ruszel_260_assign5.asm

```
1  .386
2  .model flat,stdcall
3  .stack 4096
4  ExitProcess proto,dwExitCode
5
6  .data
7      var1 BYTE 'A'
8      var2 BYTE 'B'
9      var3 BYTE 'C'
10     var4 BYTE 'D'
11
12  .code
13  main proc
14
15      ; Phase 1
16      ;-----
17      mov AH, var1
18      mov AL, var2
19      mov var2, AH
```

Registers

EAX = 4F4C4D4E EBX = B1B4B3B2

100 %

Memory 1 Registers Watch 1

peter_ruszel_260_assign5.asm

```
1  .386
2  .model flat,stdcall
3  .stack 4096
4  ExitProcess proto,dwExitCode
5
6  .data
7      var1 BYTE 'L'
8      var2 BYTE 'M'
9      var3 BYTE 'N'
10     var4 BYTE '0'
11
12  .code
13  main proc
14
15      ; Phase 1
16      ;-----
17      mov AH, var1
18      mov AL, var2
19      mov var2, AH
20      AH = 2
```

Registers

EAX = 43414341 EBX = BDBFBDBF

100 %

Memory 1 Registers Watch 1

peter_ruszel_260_assign5.asm

```
1  .386
2  .model flat,stdcall
3  .stack 4096
4  ExitProcess proto,dwExitCode
5
6  .data
7      var1 BYTE 'A'
8      var2 BYTE 'C'
9      var3 BYTE 'A'
10     var4 BYTE 'C'
11
12  .code
13  main proc
14
15      ; Phase 1
16      ;-----
17      mov AH, var1
18      mov AL, var2
19      mov var2, AH
```

Registers

EAX = 42344133 EBX = BECCBFCD

100 %

Memory 1 Registers Watch 1

peter_ruszel_260_assign5.asm ↗ ✕

```
1  .386
2  .model flat,stdcall
3  .stack 4096
4  ExitProcess proto,dwExitCode
5
6  .data
7      var1 BYTE '4'
8      var2 BYTE 'A'
9      var3 BYTE '3'
10     var4 BYTE 'B'
11
12     .code
13     main proc
14
15         ; Phase 1
16         ;-----
17         mov AH, var1
18         mov AL, var2
```

Registers

EAX = 45454545 EBX = BBBBBBBBBB

100 %

Memory 1

Registers

Watch 1

peter_ruszel_260_assign5.asm

```
1  .386
2  .model flat,stdcall
3  .stack 4096
4  ExitProcess proto,dwExitCode
5
6  .data
7      var1 BYTE 'E'
8      var2 BYTE 'E'
9      var3 BYTE 'E'
10     var4 BYTE 'E'
11
12  .code
13  main proc
14
15      ; Phase 1
16      ;-----
17      mov AH, var1
18      mov AL, var2
19      mov var2, AH
```