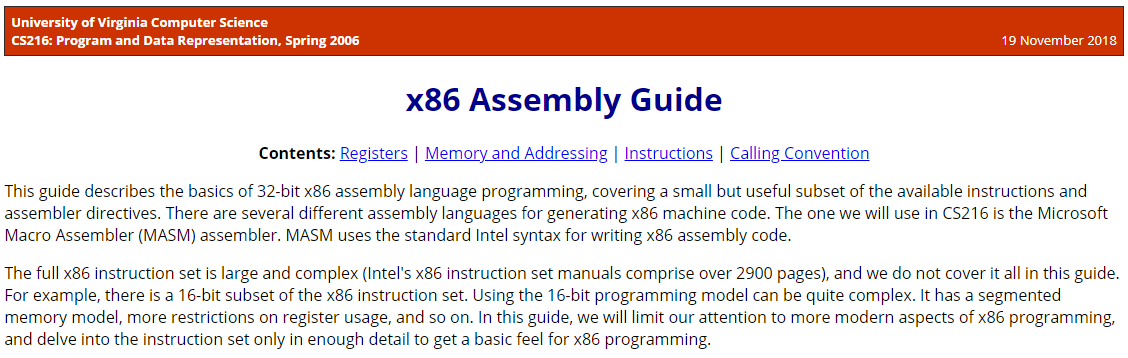
REFs:

<https://flint.cs.yale.edu/cs421/papers/x86-asm/asm.html>

<http://www.cs.virginia.edu/~evans/cs216/guides/x86.html>

http://www.cs.virginia.edu/~evans/cs216/guides/x86.html

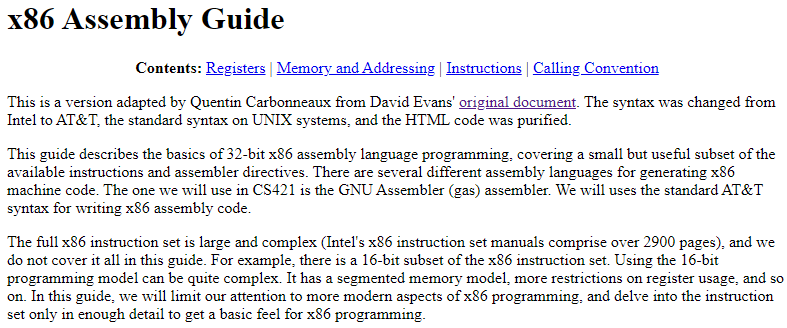


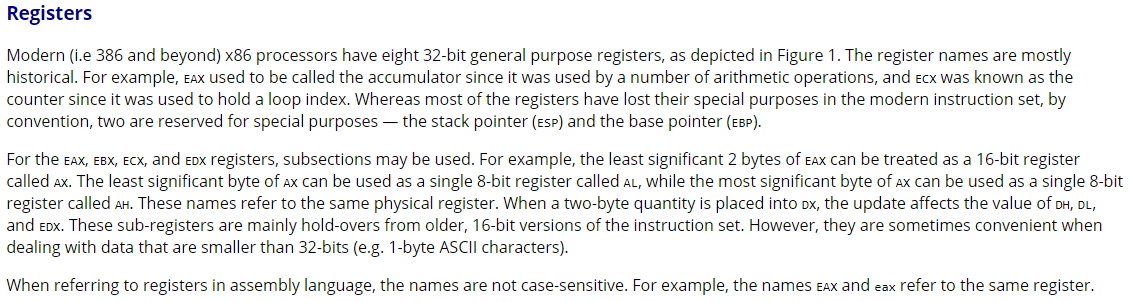
### Resources

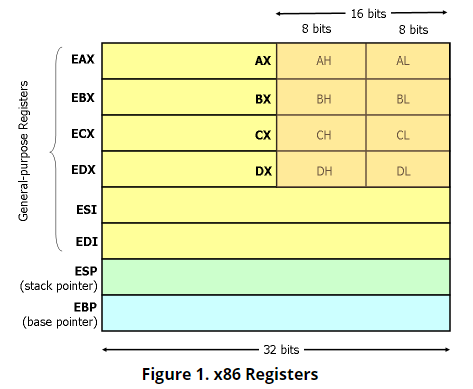
* [Guide to Using Assembly in Visual Studio](http://www.cs.virginia.edu/~evans/cs216/guides/vsasm.html) — a tutorial on building and debugging assembly code in Visual Studio
* [Intel x86 Instruction Set Reference](http://www.felixcloutier.com/x86/)
* [Intel's Pentium Manuals](http://www.intel.com/content/www/us/en/processors/architectures-software-developer-manuals.html) (the full gory details)

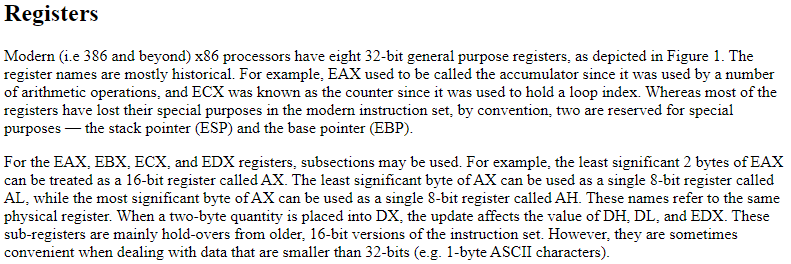
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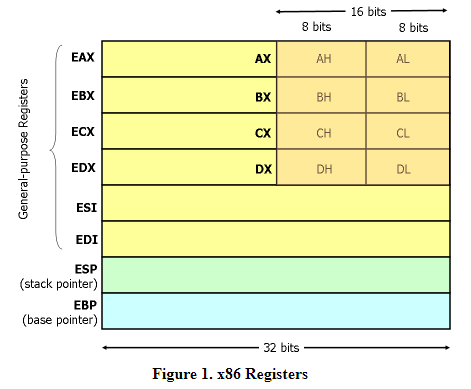
<https://flint.cs.yale.edu/cs421/papers/x86-asm/asm.html>

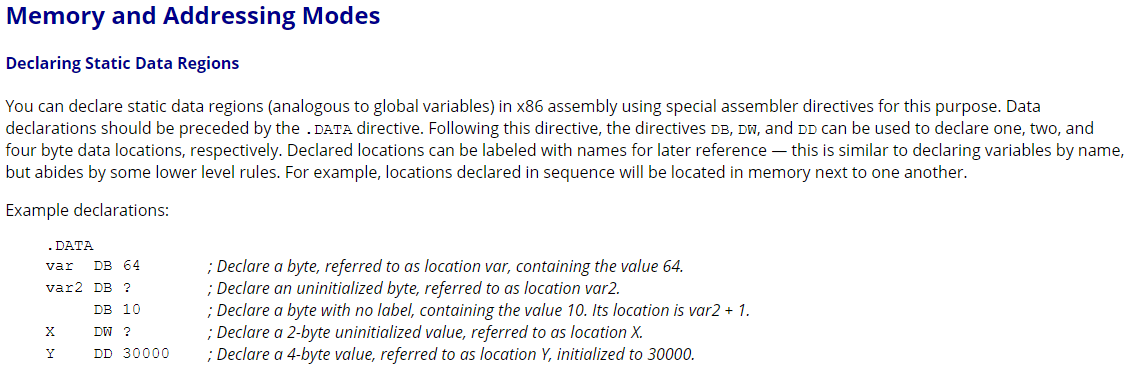


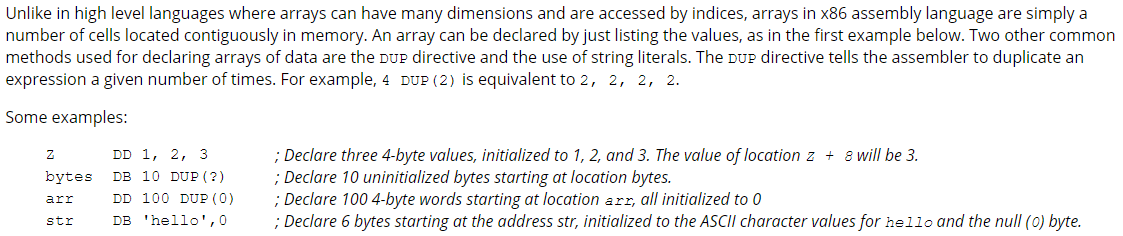


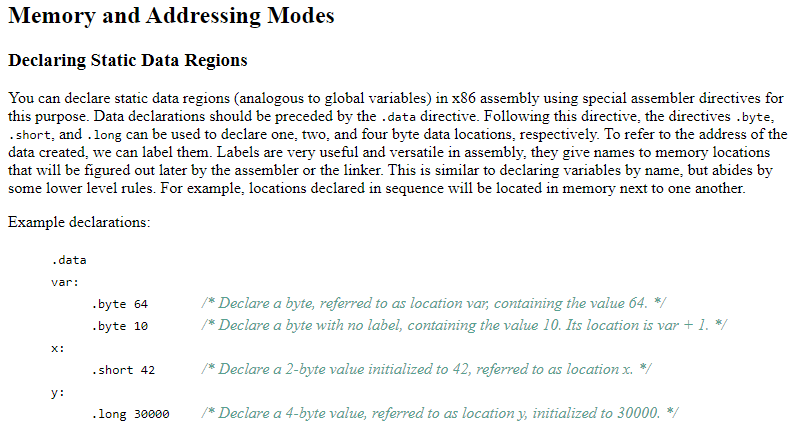


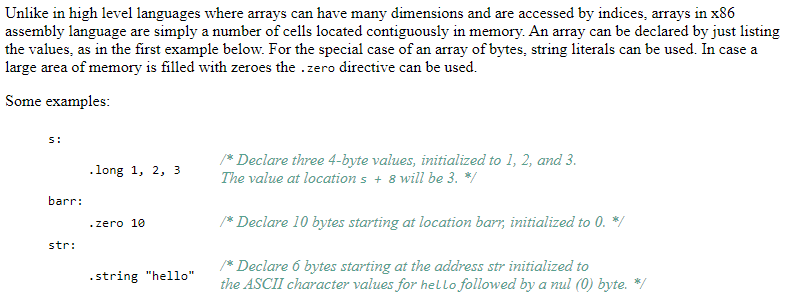


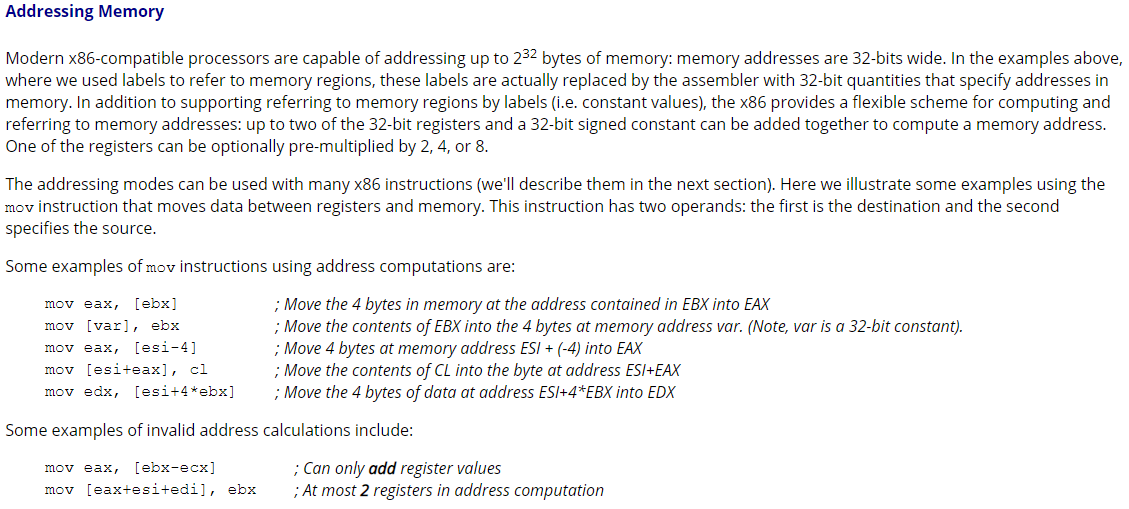


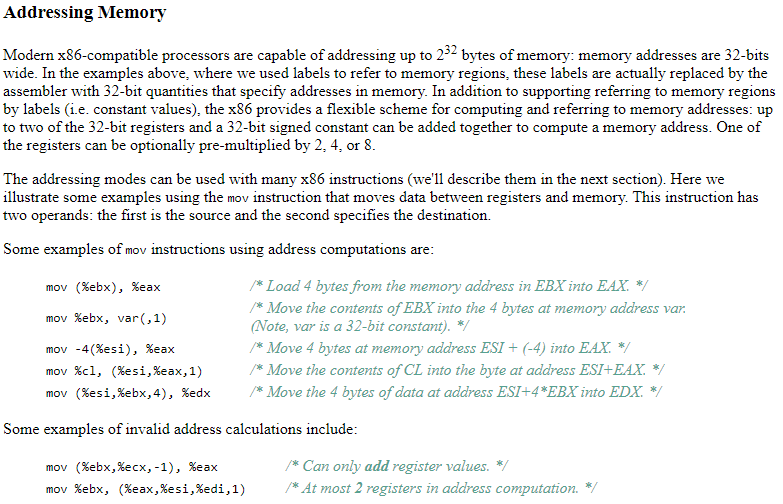












Memoria eidética:que puede recordar imágenes con mucho nivel de detalle.

