**store numbers in reverse order in memory locations**

lxi h,var

mov c,m;counter

inx h

lxi d,varr4

back: mov a,m

stax d

inx h

dcx d

dcr c

jnz back

hlt

var: db 04h

var1: db 03h

var2: db 07h

var3: db 08h

var4: db 05h

varr1: db 00h

varr2: db 00h

varr3: db 00h

varr4: db 00h