

CS2008

Monday

31 Jan 2022

Things that would help to know

- typical structures (loops, etc.)

- stuff you can ignore

- conventions

- rax, eax, ax, ah, al

- lea



(a 8-bit) (~1980)  
 ax 16-bit

eax 32-

rax 64

ah 8 }  
 al 8 }

All those register names!  
 (Often, they're parts of one register)

relevant  
EF-FLAGS  
↓ bits

SF, ZF

MOV

CMP

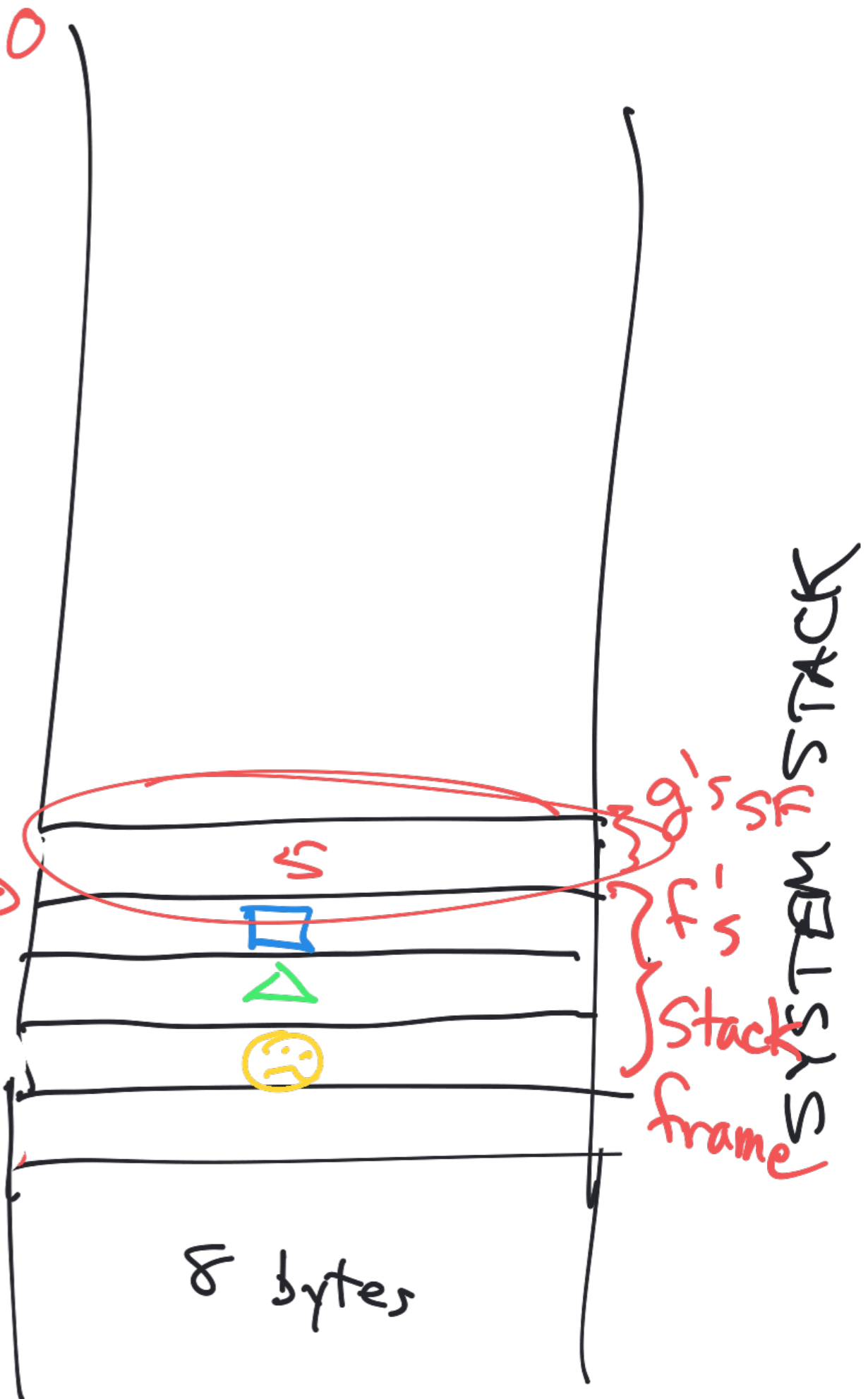
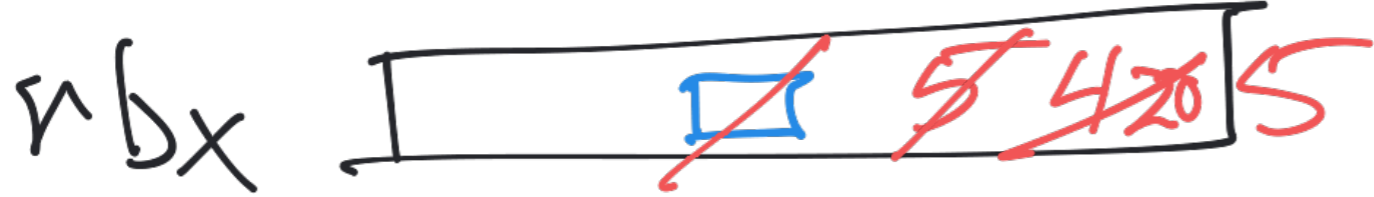
TEST

J, JE, JZ, JL, JLE

ADD

The x86  
instructions  
I want you

to know  
by  
heart



This example was a bit (ha!) of a mess