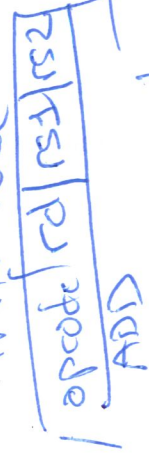


— 32 —

1 byte code



Intel x86

8080

ADD BAX, ~~BAX~~ ^{EA}

8086

AX	AL		
AX	AL		

EAX
EBX
ECX
EDX

AX	AL		
AX	AL		

AX
BX
CX
DX

B	C	E	A
D			
H			

BP			
SP			
SI			
DI			

ADD AX, BX
ADD CX, DX
ADD EAX, EBX

ARM Memory Access

LDR r1, [r2] - 32 bit
 LDRB - 8 bit
 LDRSB - 16 bit
 LDRH - 16 bit
 LDRSH - 16 bit

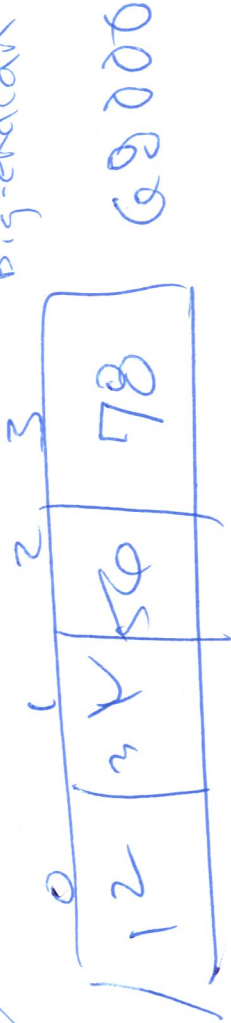
Signed: extend sign bit to 32 bits

Unsigned: fill with 0's

store in memory:

STR r1, [r2]
 STRB
 STRH

Big-endian



Little-endian

ARM

