

```
int *xp;
int x;
xp = &x;
```

```
section .bss
```

```
    xp resd 1
    x  resd 1
```

```
section .text
```

```
    global CMAIN
```

```
CMAIN:
```

```
    mov dword [xp], x
```

```
int *xp;
int x, y;
x = *xp;
*xp = y;
```

```
section .bss
```

```
    xp resd 1
    x  resd 1
    y  resd 1
```

```
section .text
```

```
    global CMAIN
```

```
CMAIN:
```

```
    mov edx, dword [xp]
    mov eax, dword [edx]
    mov dword [x], eax
    mov eax, dword [y]
    mov dword [edx], eax
```