

LOGICAL INSTRUCTIONS [BIT MANIPULATION INSTRUCTIONS]

1) NOT destination

This instruction forms the **1's complement** of the destination, and stores it back in the destination.

Destination: Register, Memory Location. **No Flags affected.**

Eg: **Assume** AL = 0011 0101

NOT AL ; AL ← 1100 1010 ... i.e. AL = 1's Complement (AL)

2) AND destination, source

This instruction **logically ANDs** the source with the destination and stores the **result in the destination**. Source and destination have to be of the same size.

Source: Register, Memory Location, Immediate Value

Destination: Register, Memory Location

PF, SF, ZF affected; CF, OF ← 0; AF becomes undefined.

Eg: **AND BL, CL** ; BL ← BL AND CL

3) OR destination, source

This instruction **logically Ors** the source with the destination and stores the **result in the destination**. Source and destination have to be of the same size.

Source: Register, Memory Location, Immediate Value

Destination: Register, Memory Location

PF, SF, ZF affected; CF, OF ← 0; AF becomes undefined.

Eg: **OR BL, CL** ; BL ← BL OR CL

4) XOR destination, source

This instruction **logically X-Ors** the source with the destination and stores the **result in the destination**. Source and destination have to be of the same size.

Source: Register, Memory Location, Immediate Value

Destination: Register, Memory Location

PF, SF, ZF affected; CF, OF ← 0; AF becomes undefined.

Eg: **XOR BL, CL** ; BL ← BL XOR CL

5) TEST destination, source

This instruction **logically ANDs** the source with the destination **BUT** the **RESULT** is **NOT STORED ANYWHERE. ONLY** the **FLAG** bits are **AFFECTED**.

Source: Register, Memory Location, Immediate Value

Destination: Register, Memory Location

PF, SF, ZF affected; CF, OF ← 0; AF becomes undefined.

Eg: **TEST BL, CL** ; BL AND CL; result not stored; Flags affected.

*Note: Don't forget this instruction because it will be used later in **multiprocessor systems**!*