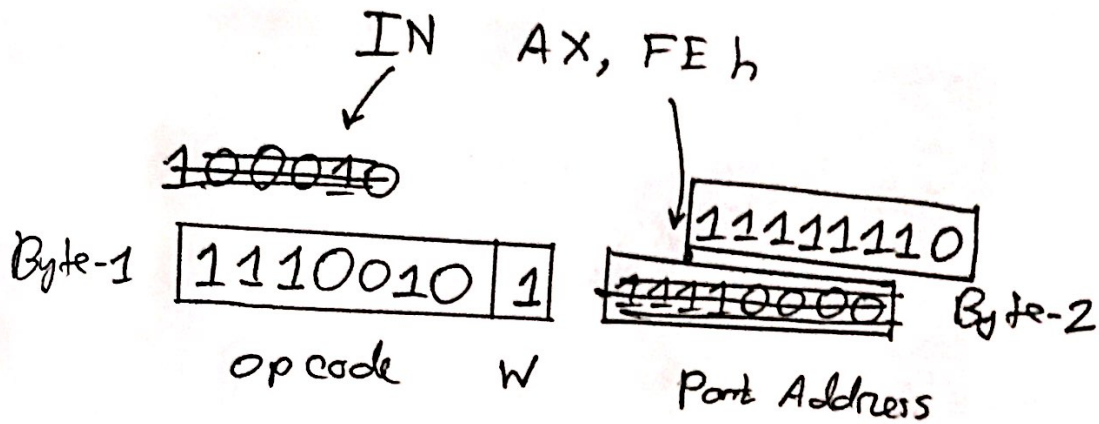


Ans. to Q. no. 1

When it is stored in memory then it gets stored in two memory addresses, byte-1 in lower and byte-2 in the next memory

<u>Address</u>	<u>Contents</u>	<u>Hex</u>
00103H	11100101	E5H
00104H	11111110	FEH

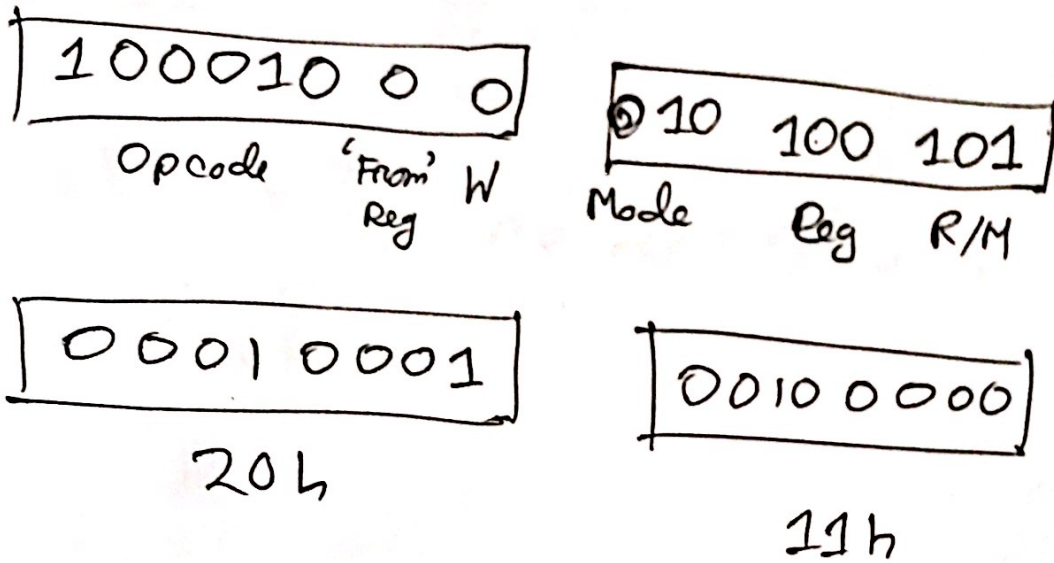
(Byte-1)  
 (Byte-2)

Thus, the contents are stored in two memory addresses.

## Ans. to Q. no. 2

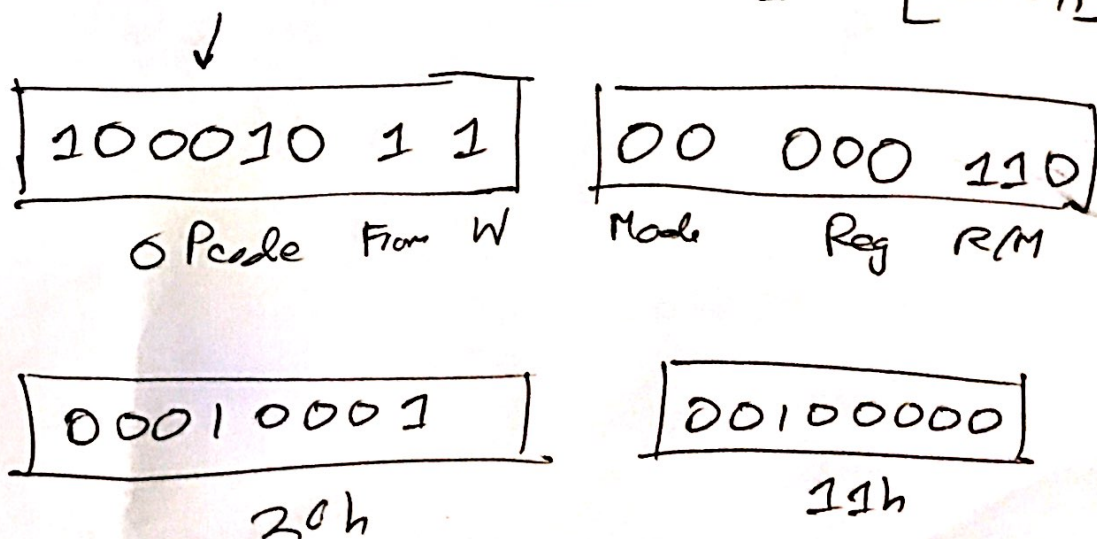
(i) ~~MOV~~ Last for digit is 1120h

So, MOV 1120h [DI], AH



Here, we need 4 memory locations.

(ii) MOV AX, [XXXXh] → [1120h]



We need 4 memory locations.

(iii)

~~MOV, ~~XXXX~~h~~ →

MOV, ~~XXXX~~ 1120h  
↓

10111010

0001001  
20h

00100000  
11h

We need 3 memory locations.