## Experiment 2 Flexible use of different addressing modes

Purpose of the experiment: Familiarize yourself with and master the usage of 7 different operand addressing modes.

Experiment content: access the data of the specified memory unit in different addressing modes.

- 1. The two operands are subtracted, and the result is placed in the data segment at offset address 0016H.
- (1) The AX and BX registers are copied as 0038H and 0010H respectively.
- (2) The contents of AX and BX are subtracted (SUB instruction), and the result is in AZ (the instruction is SUB AX, BX).
- (3) Use the direct addressing mode to save the result of the subtraction to the 0016H unit.

## code:

**ASSUME** CS:abc

abc **SEGMENT** 

**MOV** AX,0038H

MOV BX,0010H

**SUB** AX,BX

MOV ds:[0016H],ax

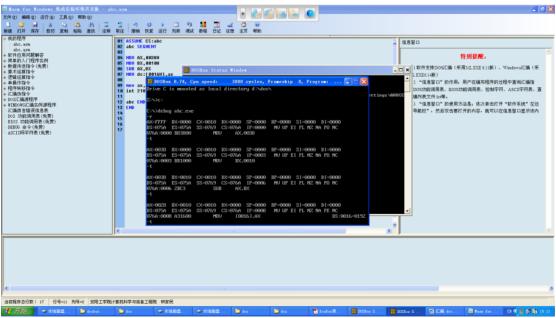
mov ax,4c00H

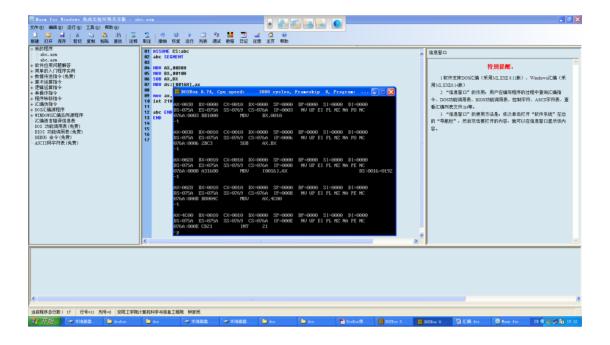
int 21H

abc ENDS

**END** 

## screenshot:





- 2. The two operands are added together, and the result is placed in the 0020H unit of the additional segment.
  - (1) The value of AX is 0034H.
  - (2) Add AX and 65, and the result is in AX (the instruction is ADD AX,65).
- (3) Use register indirect addressing mode (segment override) to save the operation result. untie:

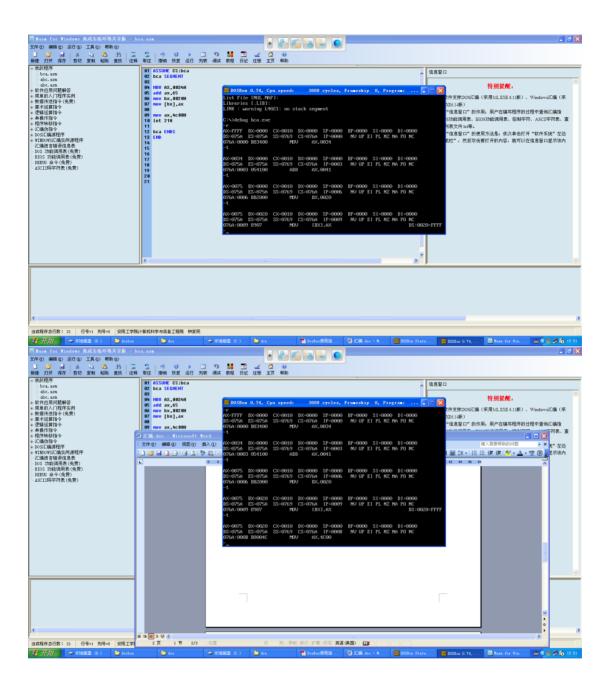
code:

ASSUME CS: bca bca SEGMENT

MOV AX,0034H add ax,65 mov bx,0020H mov [bx],ax

mov ax,4c00H int 21H

bca ENDS END



3. Write 1234H in the X register into the 0002H unit of the data segment, read 12H of 0003H and send it to the BL register (the addressing mode is self-defined).

untie:

code:

assume cs:c2

c2 SEGMENT

mov ax,1234h

mov ds:[0002h],ax

mov BL,ds:[0003h]

mov ax,4c00h int 21h c2 ends end

