



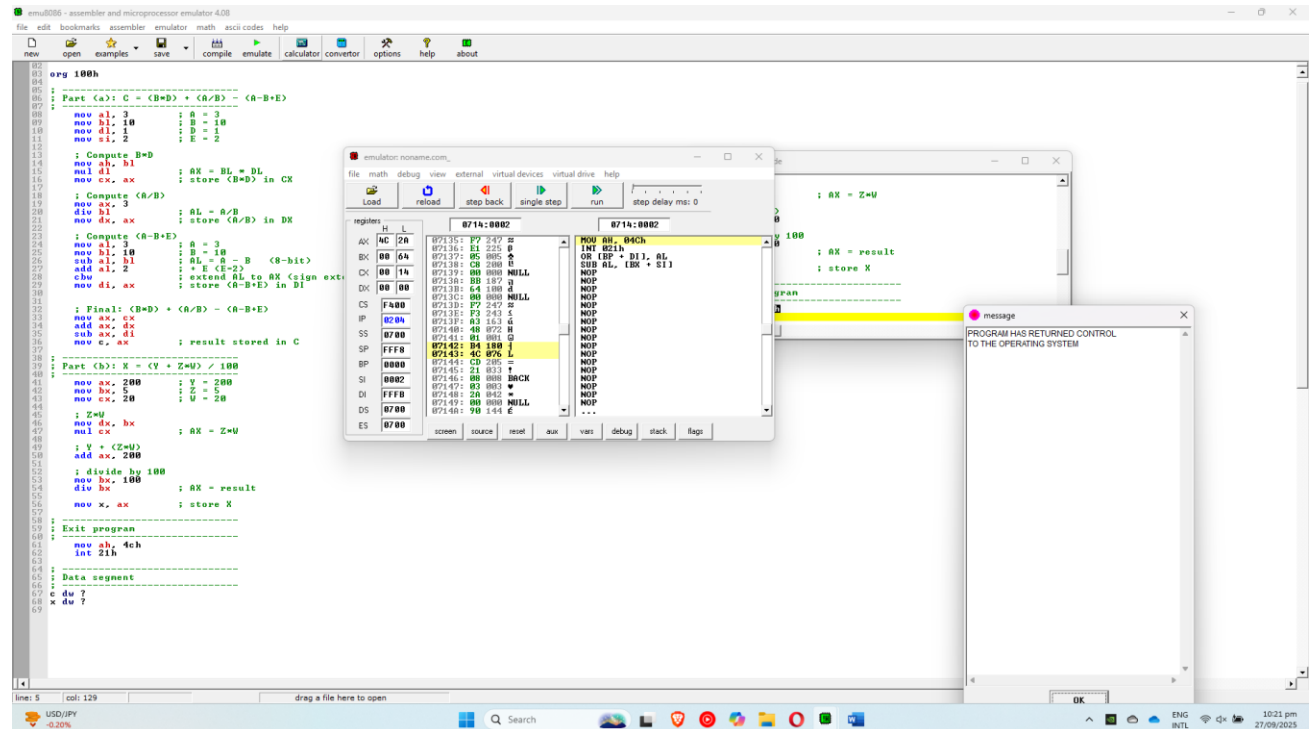
<b>Laboratory Exercise No.:</b>	3	<b>Date Performed:</b>	
<b>Laboratory Exercise Title:</b>	Assembly Language Instructions		
<b>Name of Student(s):</b>	Christian Jay Y. Gallardo Jhon Fil Tizon	<b>Document Version:</b>	1

## Laboratory Report

### Activity #31-1

Instruction	Register value after the instruction is executed	Flag value
MOV AL, 040H	None changed.	IF = 1
MOV BL, 010H	AX = 00F0, IP = 0102	IF = 1
ADD AL, BL	BX = 0010, IP = 0104	IF = 1
MOV CL, AL	IP = 0106	CF = 1, ZF = 1, PF = 1, IF = 1
SUB CL, BL	CX = 0000, IP = 0108	CF = 1, ZF = 1, PF = 1, IF = 1
ADC CL, BL	CX = 00F0, IP = 010A	CF = 1, SF = 1, PF = 1, IF = 1
MUL BL	CX = 0001, = IP = 010C	CF = 1, IF = 1
MUL CX	IP = 010E	IF = 1
IMUL BH	IP = 0110	IF = 1
IMUL DX	IP = 0112	IF = 1
DIV BL	IP = 0114	IF = 1
DIV CX	IP = 0116	IF = 1
IDIV BL	IP = 0118	IF = 1
DIV CX	IP = 011A	IF = 1

## Activity #31-2



CODE:

;31-2

org 100h

```

; -----
; Part (a): C = (B*D) + (A/B) - (A-B+E)
; -----
  
```

```

mov al, 3      ; A = 3
mov bl, 10     ; B = 10
mov dl, 1      ; D = 1
mov si, 2      ; E = 2
  
```

```

; Compute B*D
mov ah, bl
mul dl         ; AX = BL * DL
mov cx, ax     ; store (B*D) in CX
  
```

```

; Compute (A/B)
mov ax, 3
div bl         ; AL = A/B
mov dx, ax     ; store (A/B) in DX
  
```

```

; Compute (A-B+E)
mov al, 3      ; A = 3
mov bl, 10     ; B = 10
sub al, bl     ; AL = A - B (8-bit)
  
```

```

add al, 2      ; + E (E=2)
cbw           ; extend AL to AX (sign extend)
mov di, ax     ; store (A-B+E) in DI

```

```

; Final: (B*D) + (A/B) - (A-B+E)
mov ax, cx
add ax, dx
sub ax, di
mov c, ax     ; result stored in C

```

```

; -----
; Part (b):  $X = (Y + Z*W) / 100$ 
; -----

```

```

mov ax, 200    ; Y = 200
mov bx, 5      ; Z = 5
mov cx, 20     ; W = 20

```

```

; Z*W
mov dx, bx
mul cx         ; AX = Z*W

```

```

; Y + (Z*W)
add ax, 200

```

```

; divide by 100
mov bx, 100
div bx        ; AX = result

```

```

mov x, ax     ; store X

```

```

; -----
; Exit program
; -----

```

```

mov ah, 4ch
int 21h

```

```

; -----
; Data segment
; -----

```

```

c dw ?
x dw ?

```