



FMP-1

Intro to μ Ps – Code Tracing

Target Course Outcome:

CO1: Understand the architecture and function of a microprocessor through assembly programs.

Trace an assembly language program:

MOV instruction. Assume the following register values before the assembly instruction is executed; determine the final values of the registers after the code is executed. Write your answers in the output section.

GIVEN:

```
AX = 0731h  
BX = D514h  
CX = EF04h  
DX = 08BEh
```

CODE:

```
MOV BL, AH      ; BX =  
MOV AL, DL      ; AX =  
MOV CX, AX      ; CX =  
MOV DH, CL      ; DX =
```

OUTPUT:

```
AX =  
BX =  
CX =  
DX =
```