

Why they did not implement addition and (-) with the result on the same size of the operands and not in the same way as the multiplication and division?

Why the designers of the processor provided 2 different ops for overflow?

Because addition is only 1 and it gives n in binary because 2 possible different integer values.
 (Here ^{can you} fill the processor to perform on addition in the unsigned integer/integer) (binary)
 You can't always have 2 different integers

Why we don't have odd and odd?

Because the interpretation would be the same as odd and odd

Please prevent odd, odd?
 odd, odd do not exist!

Flags that shows us what happened in the last operation:

→ CF, OF, RF, ZF, SF, DF

→ flag that have to be set by the programmer to influence the execution of some instructions

CF, TF, OF, TF

DF / CLO (DF=0)
 STD (DF=1)

CF / CLC (CF=0) 7 instructions
 STC (CF=1)
 CMC (CF=CF)

Addr.	Starting Address (Base)	Limit
3	075200h	1000B
8	7C0000h	0760B
		500B

$$2^{16} = 2^4 \cdot 2^{12} = 16 \text{ KB} \cdot 1024 = 16384 \text{ bytes}$$

Segment registers
 Be they express that these registers...
 32 bit value
 Segment registers
 Segment selectors

Why the majority of registers were extended to 32 bits but not address registers?

16 bits, they were holding
 the starting address the starting
 address of that segment but is
 32 bits programming they are not allowed
 to hold their starting address.

16 bits are enough...
 32 bytes
 4 GB
 0 ... 4 GB

flat memory model
 from a physical mem.
 from a logical mem.
 bc. are separate parts

Use of terminus ports?

Like I told you
 We talk about segmentation

4 types seg
 -> code segment
 -> data seg.
 -> stack seg.
 -> extra seg.

4 seg. registers: $\begin{pmatrix} \text{CS} \\ \text{DS} \\ \text{SS} \\ \text{ES} \end{pmatrix}$
 The values contains
 -- seg. selectors --
 corresponding $\begin{pmatrix} \text{FS} \\ \text{GS} \\ \text{EIP} \end{pmatrix}$

What does CS seg. contains?
 -> contains the extra code seg.
 CS -> seg. selectors contains
 pointing to the ...

EIP -> instruction pointer
 What is the offset?
 or
 which

CS: EIP
 -> during the execution
 shows the address of
 the currently executing
 program 8:08
 Yes

