HOMEWORK 7

1a. OpCode - INC Operand - AX

1b. OpCode - Wait Operand - None

1c. OpCode - MOV Operand - DX, CX

1d. OpCode - MOV Operand - AL, [BX+6]

2. B - because 16 bits cannot go into 8 bits

C - because 8 bits cannot go into 16 bits.

3. DH = 32, 32 bits are loaded the immediate change of BX and this has no relationship with the

memory location as it remains default.

4. INC WORD PTR [0200H], which is a 16-bit store command that is direct.

5. B, because registers BX BP SI DI can be used as memory pointers in a 64K segment

C because direct memory address cannot exceed FFFFH in a 64K segment.

The command may pass the register size.

6. AX = 5F48

BX = DC6E

SP = 0704

7. 34H, in this problem you and together 3C and B7 which in binary is 0011 1100 and 1011 0111

which will return values if both are 1 so you return 0011 0100 which is 34H (hex).

8. Loop OD is the default byte in that location of 36.

9. 256x512 = 131072=20000H.

DX=0002, AX=0000 (Separate byte sizes are multiplied)

10. A560