

Experiment 4

Code:

ASSUME CS:CODE

CODE SEGMENT

START:MOV BX, 1234H

MOV CX, 7698H

MOV AL, BL ; AL = 34H

ADD AL, CL ; AL = 34H + 98H = CCH

DAA ; AL becomes 32H, CF = 1

MOV DL, AL

MOV AL, BH ; AL = 12H

ADC AL, CH ; AL = 12H + 76H + 1 = 89H

DAA ; AL stays 89H

MOV DH, AL ; DH = 89H

INT 21H

CODE ENDS

END START

Explanation:

1. ASSUME CS:CODE
 - Assembler directive (not executed). Tells the assembler that the CODE segment will be loaded into the CS register.
2. CODE SEGMENT
 - Start of the code segment.
3. START:

- Label marking the entry point.

4. MOV BX, 1234H

- Move immediate 0x1234 into BX.
- Result: BX = 1234H → BH = 12H, BL = 34H.

5. MOV CX, 7698H

- Move immediate 0x7698 into CX.
- Result: CX = 7698H → CH = 76H, CL = 98H.

(At this point we can view BX and CX as two packed BCD numbers: 12|34 and 76|98 — i.e., decimal 1234 and 7698.)

6. MOV AL, BL ; AL = 34H

- Copy low byte of BX into AL.
- Result: AL = 34H (decimal 52). MOV does not change flags.

7. ADD AL, CL ; AL = 34H + 98H = CCH

- Add CL (98H) to AL (34H): 0x34 + 0x98 = 0xCC.
- Result: AL = CCH. Flags set by ADD:
 - CF = 0 (no carry beyond 8 bits here),
 - ZF = 0 (AL ≠ 0),
 - SF = 1 (0xCC has MSB=1),
 - AF = 0 (no nibble carry from bit3 in raw add),
 - OF depends on signed overflow rules (not relevant for BCD here).

8. DAA ; AL becomes 32H, CF = 1

- DAA = Decimal Adjust AL after Addition: used to correct the result of adding two packed BCD bytes.
- How it works here:
 - After ADD AL = CC (nibbles: high=C (12), low=C (12)). Low nibble > 9 → add 06 → CC + 06 = D2.
 - Result D2 > 99 → add 60 → D2 + 60 = 132 (0x132). Only low 8 bits remain in AL → AL = 32H, and a carry out sets CF = 1. AF will also be adjusted by DAA as needed.
- Semantically: interpreted as decimal 34 + 98 = 132 → low byte 32 and carry 1 into the next decimal digit.

- After DAA: AL = 32H (represents decimal 32), CF = 1.

9. MOV DL, AL

- Store the adjusted low-order BCD byte into DL.
- Result: DL = 32H. (This is the lower two decimal digits of the BCD sum.)

10. MOV AL, BH ; AL = 12H

- Copy high byte of BX into AL.
- Result: AL = 12H.

11. ADC AL, CH ; AL = 12H + 76H + CF = 89H

- ADC = add with carry. It adds CH and the previous CF (which was set to 1 by the earlier DAA).
- Calculation: $0x12 + 0x76 + 1 = 0x89$.
- Result: AL = 89H. Flags after ADC:
 - CF = 0 (no carry out from this 8-bit addition),
 - ZF = 0 (AL \neq 0),
 - SF = 1 (0x89 MSB=1),
 - AF as affected by the nibble add.
- Conceptually: this is adding the high BCD bytes plus the carry from the low-byte BCD addition: $12 + 76 + 1 = 89$ (decimal).

12. DAA ; AL stays 89H

- AL = 89H is already a valid packed BCD (nibbles 8 and 9 are ≤ 9), so DAA does no adjustment.
- AL remains 89H. CF remains 0 (no extra carry).

13. MOV DH, AL ; DH = 89H

- Store the adjusted high-order BCD byte into DH.
- Result: DH = 89H. (DH:DL = 89H:32H — packed BCD for decimal 8932.)

14. INT 21H

- DOS interrupt. Behavior depends on value in AH (the function number). In this code AH is not set, so the effect is undefined/depends on whatever AH contained.
- Typical convention to terminate a program would be to set AH = 4Ch and AL = return_code then INT 21h. Here that was not done, so this INT 21h is incomplete as a proper program exit or DOS call.

15. CODE ENDS

- End of code segment (assembler directive).

16. END START

- Marks the end of the source file and that START is the program entry point.

Final state and high-level meaning

- Input BCD values: BX = 1234H (decimal 1234), CX = 7698H (decimal 7698).
- The code performs packed-BCD addition of these 16-bit BCD numbers:
 - Lower byte: $34 + 98 = 132 \rightarrow$ stored as 32 in DL, carry 1.
 - Higher byte: $12 + 76 + \text{carry}(1) = 89 \rightarrow$ stored in DH.
- Final BCD result = DH:DL = 89H:32H which represents decimal 8932 — equals 1234 + 7698.
- Key registers after execution (relevant ones):
 - BX = 1234H, CX = 7698H (unchanged),
 - DL = 32H, DH = 89H,
 - AL = 89H (last value moved into DH),
 - CF = 0 (after the final DAA/ADC sequence),
 - AH is undefined (so INT 21h behaviour is undefined).