

**Part I** What would be stored in the registers and CF after the three instructions are executed.

Instructions	After values in Hex
<pre> mov    cl, 0x7A mov    dl, 0xCD sub    cl, dl           </pre> <p>Show work here.</p> <p>7A - CD = 7A + (2's of CD)</p> <p>= 7A + 33</p> <p>7A: -118 CD: -51 -67 = 0xBD not 0xAD so OF = 1</p>	<p>CL: <u>0xAD</u> DL: <u>0xCD</u> CF: <u>1</u> OF: <u>1</u></p> <p>✓ No Change</p>
<pre> mov    eax, 40000000h mov    ebx, 200000h mul    ebx           </pre> <p>Show work here.</p> <p>4000 0000 x 2 0000 ----- 8000 0000</p> <p>FDX: <u>0x80000000</u> EAX: <u>0x0</u> CF: <u>0</u></p> <p>Answer fits in EAX so CF = 0</p>	
<pre> mov    al, 10 mov    bl, -6 imul   bl           </pre> <p>Show work here.</p> <p>10 x -6 ----- -60 → 0xFFC4</p> <p>AH: <u>0xFF</u> AL: <u>0xC4</u> CF: <u>0</u></p> <p>-128 ≤ -60 ≤ 127, so CF = 0</p>	
<pre> mov    ax, 20 mov    bx, 40 imul   bx           </pre> <p>Show work here.</p> <p>20 x 40 ----- 800 → 0x320</p> <p>DX: <u>0x0</u> AX: <u>0x320</u> CF: <u>0</u></p> <p>most sig fig</p> <p>least sig fig</p>	

5	<pre> mov ah, 0 mov al, -34 mov bl, 5 idiv bl </pre> <p><math>[0:-34] \div 5</math>  <math>00DE \div 5</math>  <math>AH:AL</math></p> <p><math>34_{10} = 22_{16} \rightarrow DE_{16}</math></p> <p><math>00DE = 222_{10}</math>  <math>\div 5</math>  <math>Q = 44 = 0 \times 20</math>  <math>R = 2 = 0 \times 2</math></p> <p>AH: <math>0 \times 2</math> AL: <math>0 \times 2C</math>  Remainder Quotient</p>
6	<pre> mov ax, -34 mov bl, 5 idiv bl </pre> <p><math>-34 \div 5</math>  <math>FFDE</math>  <math>AH:AL</math></p> <p><math>-34 = FFDE_{16}</math></p> <p><math>-34</math>  <math>\div 5</math>  <math>Q = -6 = 0 \times FA</math>  <math>R = -4 = 0 \times FC</math></p> <p>AH: <math>0 \times FC</math> AL: <math>0 \times FA</math>  Remainder Quotient</p>
7	<pre> mov al, -34 cbw mov bl, 5 idiv bl </pre> <p><math>al, -34 \rightarrow AL = -34</math>  <math>AH:AL = -34</math>  <math>-34 \div 5</math></p> <p><math>-34</math>  <math>\div 5</math>  <math>Q = -6 = 0 \times FA</math>  <math>R = -4 = 0 \times FC</math></p> <p>AH: <math>0 \times FC</math> AL: <math>0 \times FA</math>  Remainder Quotient</p>
8	<pre> mov ax, -34 cwd mov bx, 5 idiv bx </pre> <p><math>ax, -34 \rightarrow AL = -34</math>  <math>DX:AL</math> double word  <math>-34 \div 5</math></p> <p><math>-34</math>  <math>\div 5</math>  <math>Q = -6 = 0 \times FFFA</math>  <math>R = -4 = 0 \times FFFC</math></p> <p>Because of CWD extends</p> <p>DX: <math>0 \times FFFC</math> AX: <math>0 \times FFFA</math>  Remainder Quotient</p>
9	<pre> mov eax, -34 cdq mov ebx, -5 idiv ebx </pre> <p><math>eax, -34 \rightarrow AL = -34</math>  <math>EDX:EAX</math> quad word  <math>-34 \div -5</math></p> <p><math>-34</math>  <math>\div -5</math>  <math>Q = 6 = 0 \times 0000 0006</math>  <math>R = -4 = 0 \times FFFF FFFC</math></p> <p>EDX: <math>0 \times FFFF FFFC</math> EAX: <math>0 \times 6</math>  Remainder Quotient</p>
10	<pre> mov rax, 34 cqo mov rbx, -5 idiv rbx </pre> <p><math>rax, 34 \rightarrow AL = 34</math>  <math>RDX:RAX</math>  <math>34 \div -5</math></p> <p><math>0 \times 4</math>  <math>34</math>  <math>\div -5</math>  <math>Q = -6 = 0 \times FFFF FFFF FFFF FFFA</math>  <math>R = 4 = 0 \times 0000 0000 0000 0004</math></p> <p>RAX: <math>0 \times FFFF FFFF FFFF FFFA</math>  Remainder Quotient</p>