

steps:

1. first find the opcode of the given instruction
2. find d and w, if required in the opcode.
3. find mode, by checking the given instruction
4. find address of mem/reg in the predetermined mode column.
5. write full binary code.
6. convert binary to hexadecimal.

NOTE:

- If the instruction contains the register as both the source and destination, then source and destination will swap while writing binary code.
- If 16-bit hexadecimal displacement, then swap first 8-bits by the next 8-bits. Example: ABCD  $\rightarrow$  CDAB

1. mov bl, al      100010 dw 00 rrrmmm + disp

opcode: 100010

d : source = register = 0

w : 0

mod : 11 (reg to reg)

reg : al = 000

bl = 011

1000 1000 1100 0011 = (88C3)<sub>h</sub>

d  $\begin{cases} 0 : \text{source} = \text{register} \\ 1 : \text{source} = \text{memory} \end{cases}$

w  $\begin{cases} 0 : \text{instruction 8bit} \\ 1 : \text{instruction 16bit} \end{cases}$

mode  $\begin{cases} 11 : \text{register to register} \\ 00 : \text{register/memory (without displacement)} \\ 01 : \text{register/memory (with 8-bit displacement)} \\ 10 : \text{register/memory (with 16-bit displacement)} \end{cases}$

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2. `mov ch, bl`       $100010\ dw\ 00\ rrrmmm + disp$

opcode : 100010

d : 0

w : 0

bl : 011

ch : 101

mode : 11

1000 1000 1101 1101

$= (88DD)_h$

3. `mov ax, cx`       $100010\ dw\ 00\ rrrmmm + disp$

opcode : 100010

d : 0

w : 1

mode : 11

ax : 000

cx : 001

10001001 1100 1000

$= (89C8)_h$

4. `mov cx, 0ABEH`       $1011w\ rrr\ data \rightarrow reg, imm$

opcode : 1011

w : 1

cx : 001

1011 1001 BEOA

$(B9BEOA)_h$

5. `mov var1, dx`       $100010\ dw\ 00\ rrrmmm + disp$

opcode : 100010

d : 0

w : 1

mode : 00

dx : 010

var1 : direct address = 110

1000 1001 0001 0110

$= (8916)_h$



reg/mem

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6- mov ax, [bx] 10010 dw 00rrrmmm + disp

opcode: 100010

d: 1

w: 1

1000 1011 0000 0111

mode: 00

= (8B07)<sub>h</sub>

ax: 000

[bx]: 111

reg, mem

7. sub bx, [di] 001010 dw 00rrrmmm + disp

opcode: 001010

d: 1

w: 1

0010 1011 0001 1101

mode: 00

= (2B1D)<sub>h</sub>

bx: 011

[di]: 101

mem, reg

8. add [bx][di] + 1234h, ax 000000 dw 00rrrmmm + disp

opcode: 000000

d: 0

w: 1

0000 0001 1000 0001

mode: 10

= (0181)<sub>h</sub> + disp[bx] + [di] + D<sub>16</sub> = 001

ax: 000

= (0181 3412)<sub>h</sub>

mem, reg

9. add OFABE [bx][di], dx 000000 dw 00rrrmmm + disp

opcode: 000000

d: reg: 0

w: 1 → 16 bit instruction

mode: 10

[bx] + [di] + D<sub>16</sub> = 001

dx: 010

0000 0001 1001 0001

= (0191 BEFA)<sub>h</sub>

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10- <sup>reg, mem</sup> add ax, [si]

000000 dw 00rrrrmmmm + disp

opcode : 000000

d : 1 → source = memory

w : 1 → 16-bit instruction

mode : 00 → reg/mem with no displacement

ax : 000

[si] : 100

0000 0011 0000 0100

= (0304)<sub>h</sub>



## NOTE :

- If bits are more than 16 then the additional bits are displacement.

1. 8B 6F FE h displacement of 8 bits

8B = 1000 1011  
6F = 0110 1111  
                    bp

mov opcode :  
100010 dw 00rrrrmmmm + disp

mov : 100010  
opcode

d : 1 → Source : memory

w : 1 → 16 bit instruction

mode : 01

reg : bp : 101

mov bp, [bx + FE]

mem : [bx] + D8 : 111

~~mov [BX + FE],~~

2. 89 A4 EA 01 h displacement : 16 bits

89 : 1000 1001  
A4 : 1010 0100

mov opcode :  
100010 dw 00rrrrmmmm + disp

mov opcode : 100010

d : 0 → Source = register

w : 1 → 16 bit instruction

mode : 10 → reg/mem with D16

101 : ~~sbp~~

100 : [si] + D16

mov [si + 01EA], ~~sbp~~



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3. F6 DBh      so, no displacement  
16bit

F6 : 1111 0110

DB : 1101 1011

➤ NEG INSTRUCTION

Now, match with the opcodes and find the instruction.

neg opcode : 1111 011w 00 011mmm + disp

w : 0 → 8 bit instruction

mode : 11 → reg/reg

reg → 011 : bl  
from mode

neg bl

4. 56h      no displacement

56 : 0101 0110 → PUSH

Now, match with the opcodes in the table

push opcode : 01010 rrr

reg → 110 : si

push si

can't be dh because

push can be used either  
with 16 bit or 32 bit register