Cmp AL, BL

JA Grosser

; AL <= BL ohne Vorzeichen - ( AL > BL – False)

Instr1

Instr2..

JMP end

**Grosser:**

;AL > BL ohne Vorzeichen

Instr3

Instr4

end:

AL = FFh

CMP AL, 5

* **JA** MaiMare - sare (255>5)
* **JG** MaiMare - nu sare ( -1 > 5)

LOOP label

* Dec ECX
* CMP ECX, 0
* JA label

A db 1, 3, 4, 5 -> |1 | 3 | 4 | 5

A db ‘1’, ‘3, ‘4’, ‘5’ -> | ASCII(1) | ASCII(3) | ASCII(4) | ASCII(5)

B db ‘a’, ‘b’, ‘c’

B db ‘abc’

C db 5Ah, 10h, …

E db 5Ah

A db ‘aaasfsddfd’

L – equ

B – de aceeasi lungime (L)

1.Gegeben sei eine Bytefolge, die kleine Buchstaben enthält. Erstellen Sie eine neue Bytefolge, die die entsprechenden Großbuchstaben enthält.

|  |  |
| --- | --- |
| Data segment | Code segment |
| A db ‘anaaremere’  L equ $-A  S resb L | Mov esi, 0  Mov ecx, L  Mov BL, ‘A’-’a’  JECXZ saritura  Start\_loop:  Mov DL, [a+esi]  Add DL, BL ; litera mica -> litera mare  Mov s[esi], DL  Inc esi  Loop start\_loop  Saritura: |
|  | ; Loop start\_loop  DEC ECX  CMP ECX, 0  JA start\_Loop  ;fara ECX:  Cmp ESI, L  JB start\_loop |

‘A’ -’a’ = ‘B’ -’b’ = …='Z’-’z’

‘b’ +’A’ - ‘a’ = ‘a’ +1 +’A’ - ‘a’ = 1 + ‘A’ = ‘B’

‘c’ + ‘A’-’a’ = ‘c’ + ‘C’ -2 - (‘c’-2) = ‘c’ + ‘C’ ~~-2~~ - ‘c’ ~~+2~~ = ’C’

Obs. 1

A dw 12, 34, 100, 1900

; L equ $-A ;nr de bytes

L equ ($-A) / 2 ;nr de elemente

Obs. 2

A db ‘anaaremere’

L equ **$**-A

B db 10

S resb L

Methode II

|  |  |
| --- | --- |
| Data segment | Code segment |
| A db ‘anaaremere’  L equ $-A  S resb L | Mov esi, A  Mov edi, S  Mov ecx, L  Mov BL, ‘A’-’a’  JECXZ saritura  Start\_loop:  Mov DL, [esi]  Add DL, BL ; litera mica -> litera mare  Mov [edi], DL  Inc esi  Inc edi  Loop start\_loop  Saritura: |

Methode III

|  |  |
| --- | --- |
| Data segment | Code segment |
| A db ‘anaaremere’  L equ $-A  S resb L | **Mov esi, A**  **Mov edi, S**  Mov ecx, L  Mov BL, ‘A’-’a’  JECXZ saritura  CLD ;DF = 0  Start\_loop:  LODSB ; AL <- <DS:ESI> , DF = 0 -> inc ESI  Add AL, BL ; litera mica -> litera mare  STOSB ; <ES:EDI> <- AL , inc EDI  Loop start\_loop  Saritura: |