



# AISSMS

INSTITUTE OF INFORMATION TECHNOLOGY  
ADDING VALUE TO ENGINEERING



## Department of Computer Engineering

Academic Year : 2020-21

SUBJECT: Microprocessor

CLASS: SE

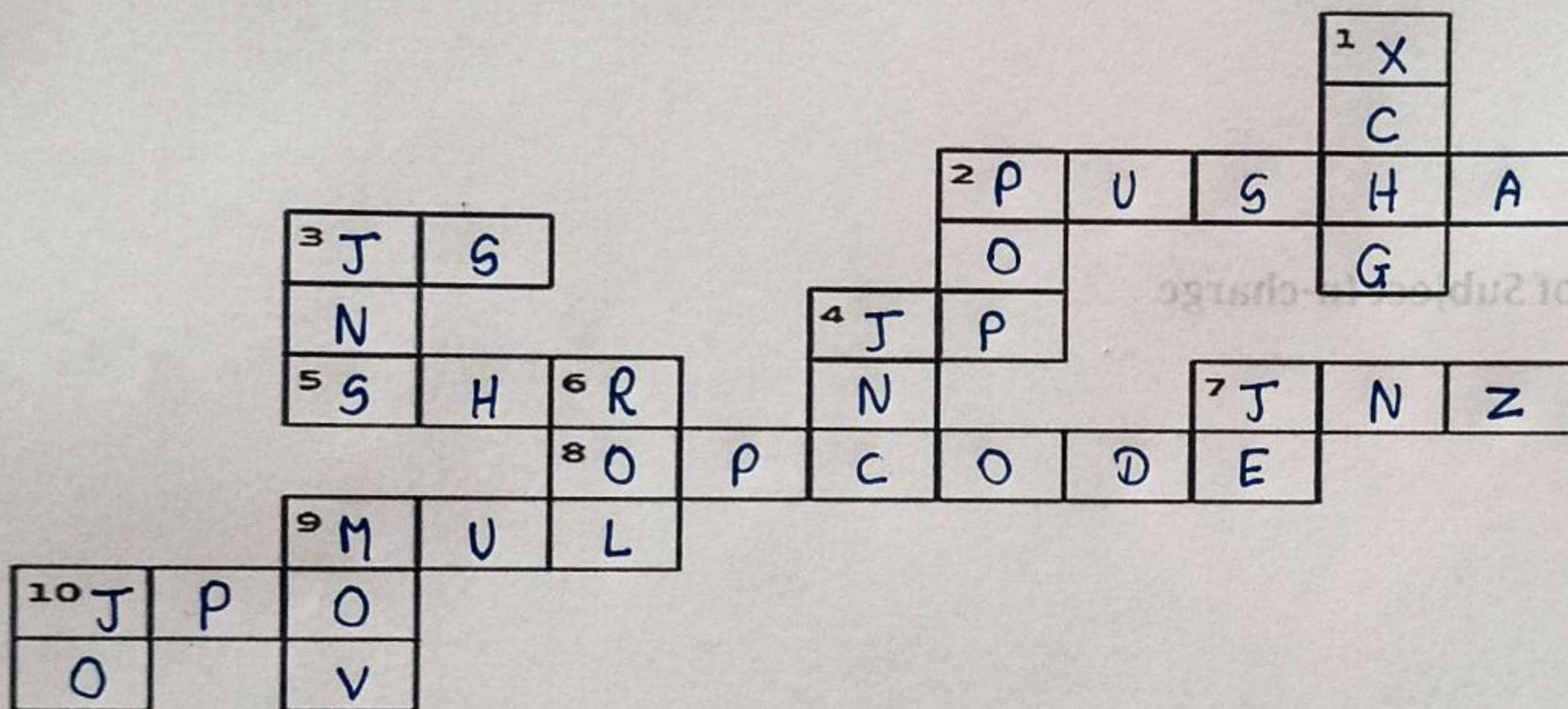
SEMESTER: IV

DATE OF SUBMISSION: 28 June 2021

Innovative Assignment: Cross Word Puzzle

Name of Student : <i>Kaustubh Shrikant Kabra</i>	CO	PO	PSO
ERP Number : <i>34</i>		1,2,3	1
Roll Number : <i>20 (Terms No.)</i>			
Class :- <i>SE Computers</i>			

### Cross Word Puzzle



Down	Across
1. swaps the contents of two operands. This instruction takes the place of three MOV instructions.	2. saves the contents of the eight general registers on the stack.
2. transfers the word or double-word at the current top of stack (indicated by ESP) to the destination operand, and then increments ESP to point to the new top of stack.	3. Jump if signed
3. Jump if not signed	4. Jump if parity
4. Jump if not carry	5. Shift all bit right the bit that goes off is set to CF. Zero bit is increased to the right most





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	position.
6. The instruction shifts bits to the left. The MSB is shifted into the rightmost bit. The CF also gets the bit shifted out of the MSB .	7. Jump if not zero
7. Jump if Zero or Jump if Equal	8. specifies the operation performed by the instruction.
9. The instruction copies a word or byte of data from a fixed/specified source to a fixed/specified destination.	9. This instruction multiplies an unsigned byte from source with an unsigned byte in the AL register
10. Jump if overflow	10. Jump if parity is odd

Name & Sign of Subject In-charge

S.R.Agrawal

Minal Zope

Across	Down
2. Shift all bit right the bit that goes off is set to CF. Zero bit is increased to the right most	1. Swaps the contents of two operands. This instruction takes the place of three MOV instructions
3. Jump if signed	2. Transfers the word or double-word at the current top of stack (indicated by ESP) to the destination operand, and then increments ESP to point to the new top of stack.
4. Jump if parity	3. Jump if not signed
	4. Jump if not carry