

* String Data Transfer

⇒ LODS, STOS, MOVS, INS, OUTS

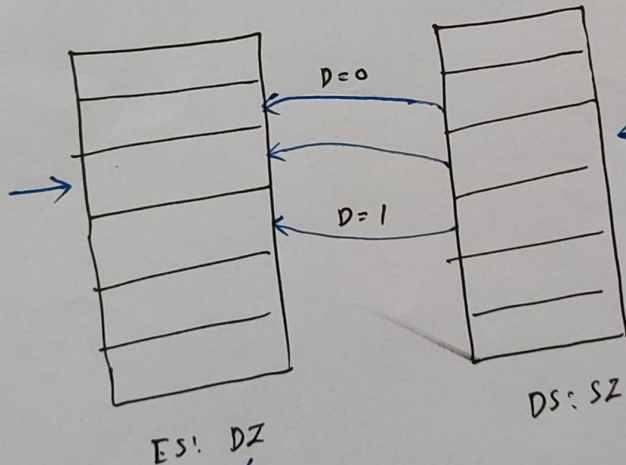
⇒ value of SI/DI must be known

⇒ value of CX must be known

* MOVS B/W/D/Q ⇒ memory to memory transfer
 Byte Word Double Word 64bit

⇒ Source is fixed, DS:SI

⇒ Destination is fixed, ES:DI

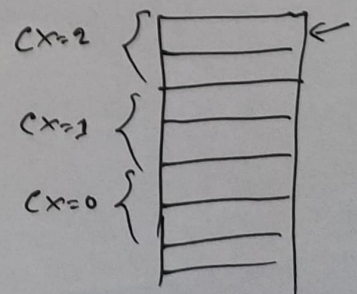


for word size, increment and decrement depends on the value of D. This applicable for both source & destination.

in the case of string segment will be ES

* REP MOVSW Repeat, Repeat count depends on the value of CX

- check value of CX == 0?
- false, execute and decrement value of CX
- true terminate operation



* CLD = Clean D, set $D=0$ (auto increment mode)

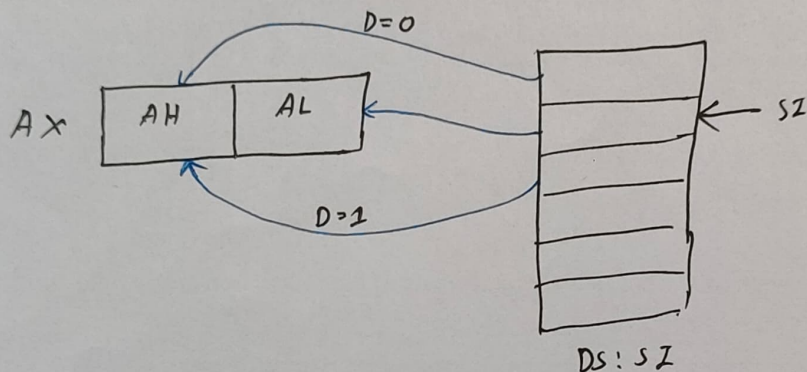
STD = Set D, set $D=1$ (auto decrement mode)

* ~~LODS~~ \Rightarrow

* LODS B/W/D/Q \Rightarrow Load String

\Rightarrow Source is fixed as $DS:SI$

\Rightarrow Destination is fixed as AL, AX, EAX, RAX



\Rightarrow LODS LZST

transfer size depends on the size of LZST

- in the position of B/W/D/Q \rightarrow LZST

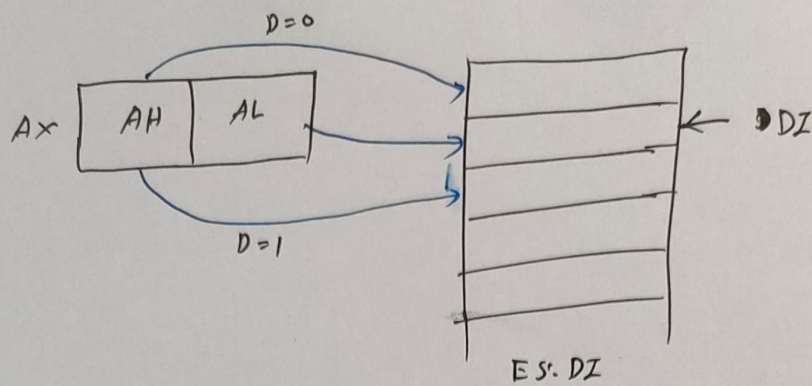
\Rightarrow REP LODS \times not possible

\Rightarrow As destination is fixed, repeating operation will override the previous data.

* STOS B/W/D/Q \Rightarrow Store String

\Rightarrow Source is fixed as AL, AX, EAX, RAX

\Rightarrow Destination is fixed as $ES:DI$



⇒ REP STOSB

- Possible as it is not overriding the destination data
- But it will copy the same string to multiple location of Extra Segment.

⊗ REP ⇒ Repeat

- ⇒ used only for string instruction
- ⇒ not applicable for LODS

⊗ INSB/W/D/Q ⇒ Store string in ES:DI came from I/O Devices

address of the device
~~store~~ need to be
store in DX, before
execution of INS

⊗ OUTSB/W/D/Q ⇒ transfer string data from

DS:SI to I/O Devices.

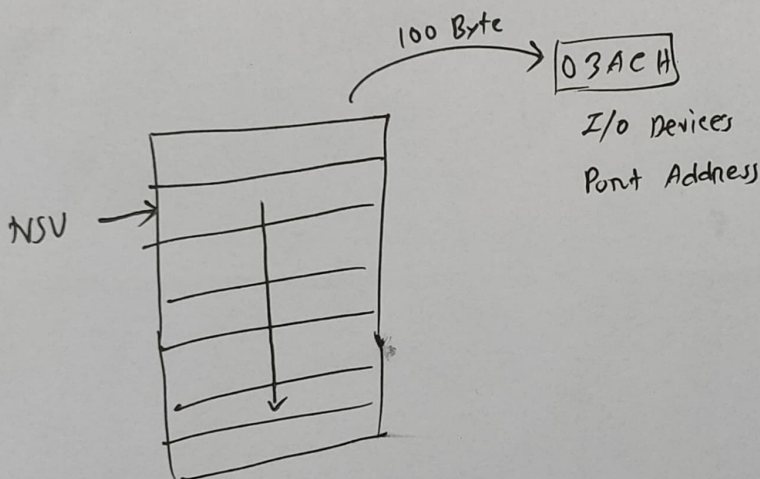
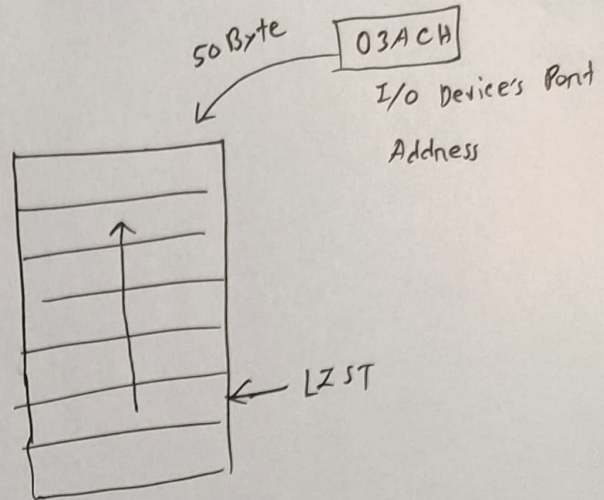
need to load in DX first.

Example 4-9:

Can be written in any sequence

```
LEA DI, LIST
{
  CLD
  MOV CX, 50
  MOV DX, 03ACH
}
REP INSB
```

; Comment must in exam



⇒ LEA SI, NSI

STD

MOV DX, 03ACH

MOV CX, 100/50

REP OUTSB/W

; Comment must

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