# **Operations of Status Flags**

# Example 5.1:

MOV AX, FFFFH

MOV BX, FFFFH

ADD AX, BX

	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	bit
	Δ.	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	ΑΛ
	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	ВХ
1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	0	
	F				F			F				E					

AX= FFFEH

CF (Carry Flag)	1				
PF (Parity Flag)	0				
AF (Auxiliary Carry Flag)	1				
SF (Sign Flag)	1				
ZF (Zero Flag)	0				
OF (Overflow Flag)	0				

### Example 5.2:

MOV AL, 80H

MOV BL, 80H

ADD AL, BL

	7	6	5	4	3	2	1	0	bit
	1	0	0	0	0	0	0	0	AL
	1	0	0	0	0	0	0	0	BL
1	0	0	0	0	0	0	0	0	
		(	)						

AL= 00H

CF (Carry Flag)	1
PF (Parity Flag)	1
AF (Auxiliary Carry Flag)	0
SF (Sign Flag)	0
ZF (Zero Flag)	1
OF (Overflow Flag)	1

# Example 5.3:

MOV AX, 8000H

MOV BX, 0001H

SUB AX, BX

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	bit
1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	AX
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	ВХ
0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	
7				F			F				F					

AX= 7FFEH

CF (Carry Flag)	0
PF (Parity Flag)	1
AF (Auxiliary Carry Flag)	1
SF (Sign Flag)	0
ZF (Zero Flag)	0
OF (Overflow Flag)	1

# Example 5.4:

MOV AL, FFH

INC AL / ADD AL, 01hH

	7	6	5	4	3	2	1	0	bit
	1	1	1	1	1	1	1	1	AL
								1	BL
1	0	0	0	0	0	0	0	0	
		(	)						

AL= 00H

Status Flags:

CF (Carry Flag)	0
PF (Parity Flag)	1
AF (Auxiliary Carry Flag)	1
SF (Sign Flag)	0
ZF (Zero Flag)	1
OF (Overflow Flag)	0

# Example 5.5:

MOV AX, -5 / XCHG AX, -5

AX=-5

CF (Carry Flag)	No effect				
PF (Parity Flag)	No effect				
AF (Auxiliary Carry Flag)	No effect				
SF (Sign Flag)	No effect				
ZF (Zero Flag)	No effect				
OF (Overflow Flag)	No effect				

### Example 5.6:

MOV AX, 8000H

NEG AX

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	bit
1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	AX
0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1 <sup>st</sup> Complement
															1	2 <sup>nd</sup> Complement
1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
8 0				)			(	)		0						

AX= 8000H

CF (Carry Flag)	1
PF (Parity Flag)	1
AF (Auxiliary Carry Flag)	1
SF (Sign Flag)	1
ZF (Zero Flag)	0
OF (Overflow Flag)	1