8086 Instructions (105)

1. Data Transfer Group (9)

MOV

LEA

LDS

LEA

LES

LSS

XCHG

IN

OUT

2. Arithmetic Group (18)

ADD

ADC

SUB

SBB

MUL IMUL DIV IDIV

INC

DEC

NEG

AAA

AAS

AAM

AAD

DAA

DAS

MOD

3. Logical Group (4)

AND

```
OR
XOR
NOT
 4. Rotation Group (4)
ROL
ROR
RCL
RCR
 5. Shifting Group (4)
SHL
SHR
SAL
SAR
```

6. Comparison Operation (2)

```
CMP
TEST
 7. Relational Operation (6)
\mathbf{E}\mathbf{Q}
NE
LT
GT
LE
GE
 8. Flag Operation (11)
CLC
CLD
CLI
```

STC

STD

STI

CMC

LAHF

SAHF

PUSHF

POPF

9. Stack Operation (2)

PUSH

POP

10. Looping Instruction (5)

LOOP

LOOPE

LOOPZ

LOOPNE

LOOPNZ

11. Branching Instruction (28)

JA

JAE

JB

JBE

JC

JNC

JE

JNE

JZ

JNZ

JG

JNG

JL

JNL

JO

JS JNS JP **JPE JNP JPO CALL INT**

JMP

RETN

RETF

RET

IRET

12. Type Conversion (2)

CBW

CWD

13. String Instruction (10)

MOVS

MOVSB

MOVSW

CMPS

CMPSB

CMPW

LODS

LODSB

LODW

REP

8086 ASSEMBLER DIRECTIVES (20)

DB

 \mathbf{DW}

DD

DQ

?

DUP

EQU

OFFSET

SEGMENT

ENDS

.CODE

.DATA

.STACK

.EXTRA

.MODEL

.MODEL SMALL

.MODEL MEDIUM

.MODEL LARGE

.MODEL COMPACT

END

8086 DOS INTERRUPTS (6)

(Disk Operating System)

(00H-1FH)

(INT 21H)

Function 01H (Read a character with echo)

Function 02H (Display single character)

Function 08H (Keyboard input without echo)

Function 09H (Display string)

Function 0AH (Read String)

Function 4CH (Terminates program)

8086 BIOS INTERRUPTS (5)

(Basic Input Output System)

(20H-3FH)

(INT 10H)

Function 00H (Set video mode of the screen)

Function 02H (Set cursor position)

Function 06H (Scroll up screen)

Function 07H (Scroll down screen)

Function 09H (Display character and

attribute at cursor)

ADDRESSING MODES IN 8086 (10)

Register Addressing

MOV AH, BL

MOV DX, CX

• Immediate Addressing

MOV AH, 35H

MOV BX, 7A25H

• Direct Memory Addressing

MOV AL, [3000H]

MOV [3000H], CX

(Uses DS as default offset address)

• Register Indirect Addressing

MOV BX, [SI]

(Allowed address registers are BP, SI, DI, BX. BX, SI, DI uses offset address DS by default. BP uses offset address SS by default.)

Base Addressing

MOV AX, [BX+15]

(BX uses offset address DS by default. BP uses offset address SS by default)

Index Addressing

MOV AX, [DI-125]

(SI, DI uses DS by default)

Base-Index Addressing

MOV CX, [BX+DI]

(Uses BP or BX with SI or DI. BP uses offset address SS by default. BX uses offset address DS by default.)

• Relative Base-Index Addressing

MOV AL, [BX+SI+10H]

(BP uses offset address SS by default. BX uses offset address DS default)

String Addressing

(SI points to 1st byte of source operand and DI points to 2nd byte of destination operand. Default segment register for source is DS and for destination is ES)

Implied Addressing

CLC