

PART - A

2(a) The different type of addressing modes are:

(1.) Immediate addressing mode:-

In this mode, the operand is specified in the instruction itself. Instructions are longer but the operands are easily identified.

Ex: `MOV CL, 12H`

Instruction 12 moves immediately into CL register.  $CL \leftarrow 12H$

(2.) Register addressing mode:

In this mode, operands are mentioned in the registers. Registers may be used as source operands, destination operands or both.

Ex:

`MOV AX, BX`

Instruction copies the contents of BX to AX.

(3.) Direct addressing mode:

In this mode, the memory location is written directly in the instruction.

Ex: `MOV AX, [5000]`

Physical address calculation for above instructions is

$$10H \times DS + 5000H$$

Eg: if  $DS = 1000$ ,  $DS: Offset = 1000: 5000$

$$\text{Physical address} = 10H \times 1000 + 5000 = 10000 + 5000 = 15000H$$

Register indirect addressing mode:

This addressing mode allows data to be addressed at any memory location through an offset address held in any of the following registers. BP, BX, DI and SI.

Ex: `MOV AX, [BX]`

$$\text{Physical address calculation} = 10H \times DS + BX$$

if  $DS = 1000$ ,  $BX = 2000$

$$\begin{aligned} \text{Physical address} &= 10H \times 1000 + 2000 = 10000 + 2000 \\ &= 12000H \end{aligned}$$

(5.) Indexed addressing mode;

In this mode, offset of the operand is stored in one of the index registers. DS is the default segment for SI, and ES is the default segment for DI.

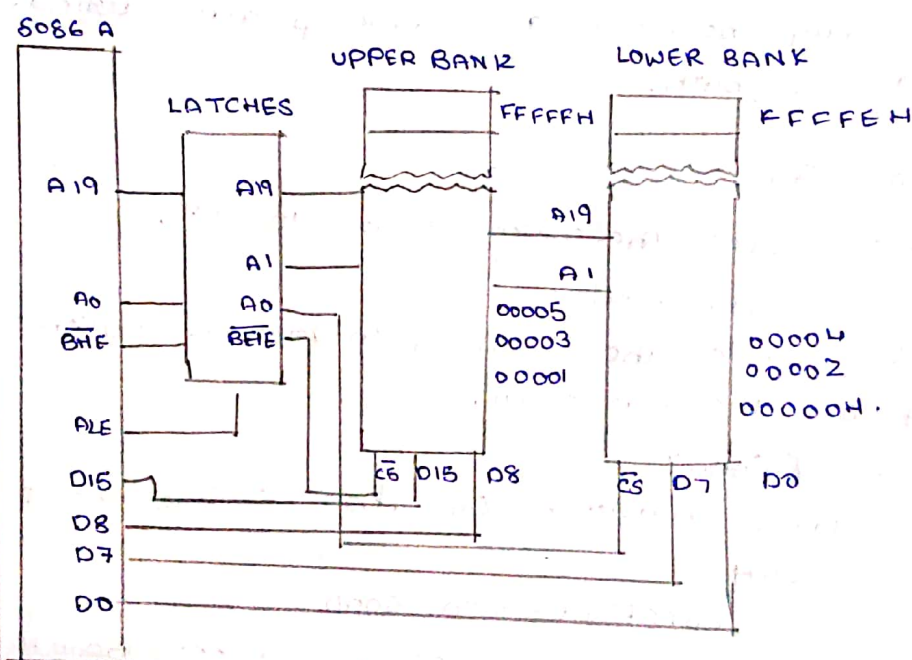
Ex: MOV AX, [SI]

physical address:  $10H \times DS + SI$

22(b) Memory organization of 8086:

To make it possible to read or write a word (16 bits) with one machine cycle, the memory of 8086 is set up as two banks.

- Odd bank (612 K)
- Even bank (612 K)



Operation.	$\overline{BHE}$	A0	Bus Cycle	Data lines used
R/W word from/to even address	0	0	one	D0-D15
R/W byte from/to odd address	0	1	one	D8-D15
R/W byte from/to even address	1	0	one	D0-D7.
R/words from/to odd address	0	1	First	D8-D15
	1	0	second	D0-D7.

(23) Program for subtracting 2 32 bit

assume CS: code, ds: data  
data segment

result H dw 0000 H.

opr AH dw 1123 H

opr AL dw 2311 H.

opr BH dw 1012 H.

opr BL dw 2111 H.

result dw 0000 H.

data ends

code segment

org 0100h

mov ax, data

mov ds, ax

mov ax, opr AL

mov ax, 0000 H ; cx

mov bx, opr BL

cmp ax, bx

jnc here

mov cx, 0001 H

~~mov dx, 1~~

mov dx, F000 H

sub dx, bx

add ax, dx

mov dx, 0000 H.

here: mov result L, ax

mov ax, opr AH

mov bx, opr BH

sub ax, bx

sub ax, bx

jrc here'

neg ax

add ax, 0001 H.

here1: mov result H, ax

mov ah, 4ch

~~int~~  
int 21h

code ends

end start