

## **Subtraction of two 16 bit numbers:**

**MOV AX, [1000h]**

**MOV BX, [1002h]**

**MOV CL,00h**

**SUB AX,BX**

**JNC jump**

**JNC CL**

**NOT AX**

**ADD AX,0001h**

**Jump:**

**MOV [1004h],AX**

**MOV [1006h],CL**

**HLT**