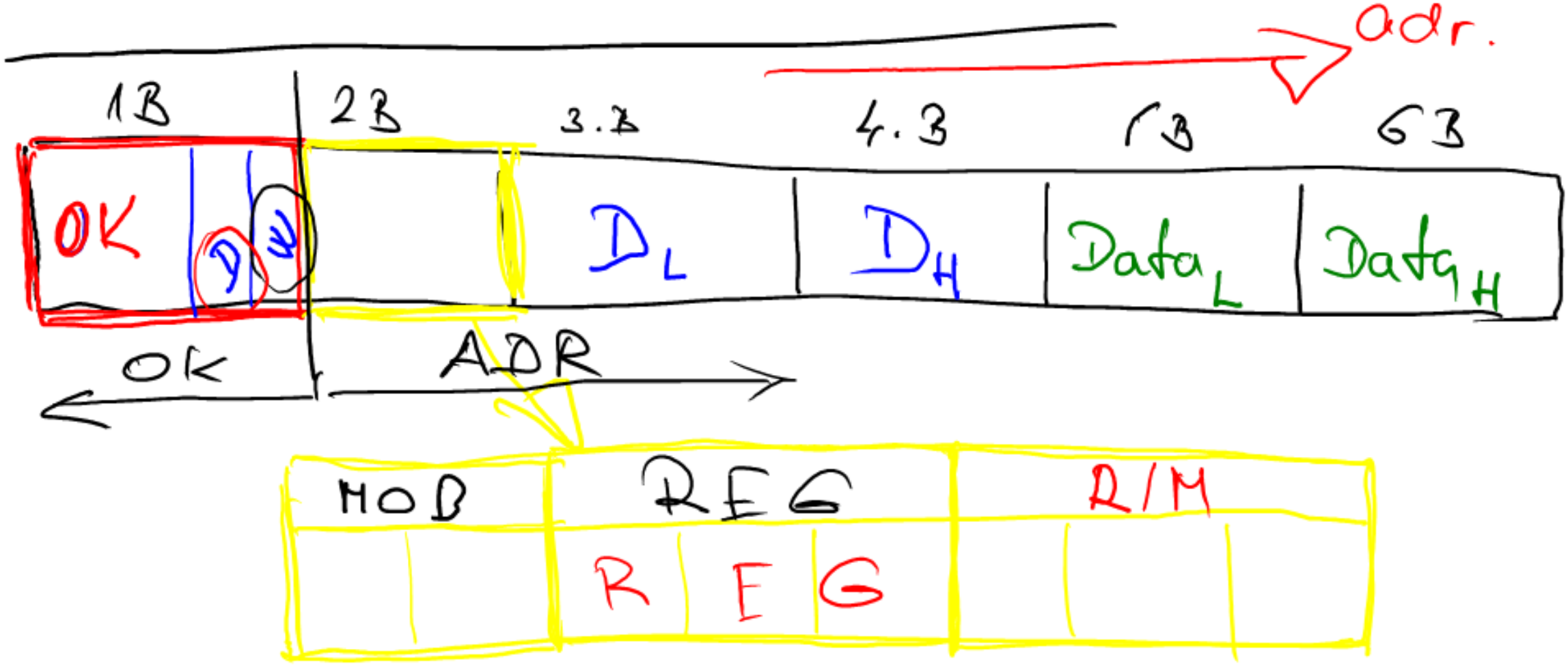
Struktura instrukcí 8086:



0 0 — v pamäti bez „D"
0 1 — ——— " ——— s D8
1 0 — ——— " ——— s D16
1 1 — v registri (R/M)

Log. adr.: BAS : RA

SEG : OFFSET

Seg. reg
- DS
- ES
- SS
- CS

:
- D
- D + index
- D + bäs
- D + index + bäs

Fys. adr.: 16 * BAS + RA

REG	W = 0	W = 1
0 0 0	AL	AX
0 0 1	CL	CX
0 1 0	DL	DX
0 1 1	BL	BX
1 0 0	AH	SP
1 0 1	CH	BP
1 1 0	DH	SI
1 1 1	BH	DI

D = 0 → zdroj

D = 1 → cíl

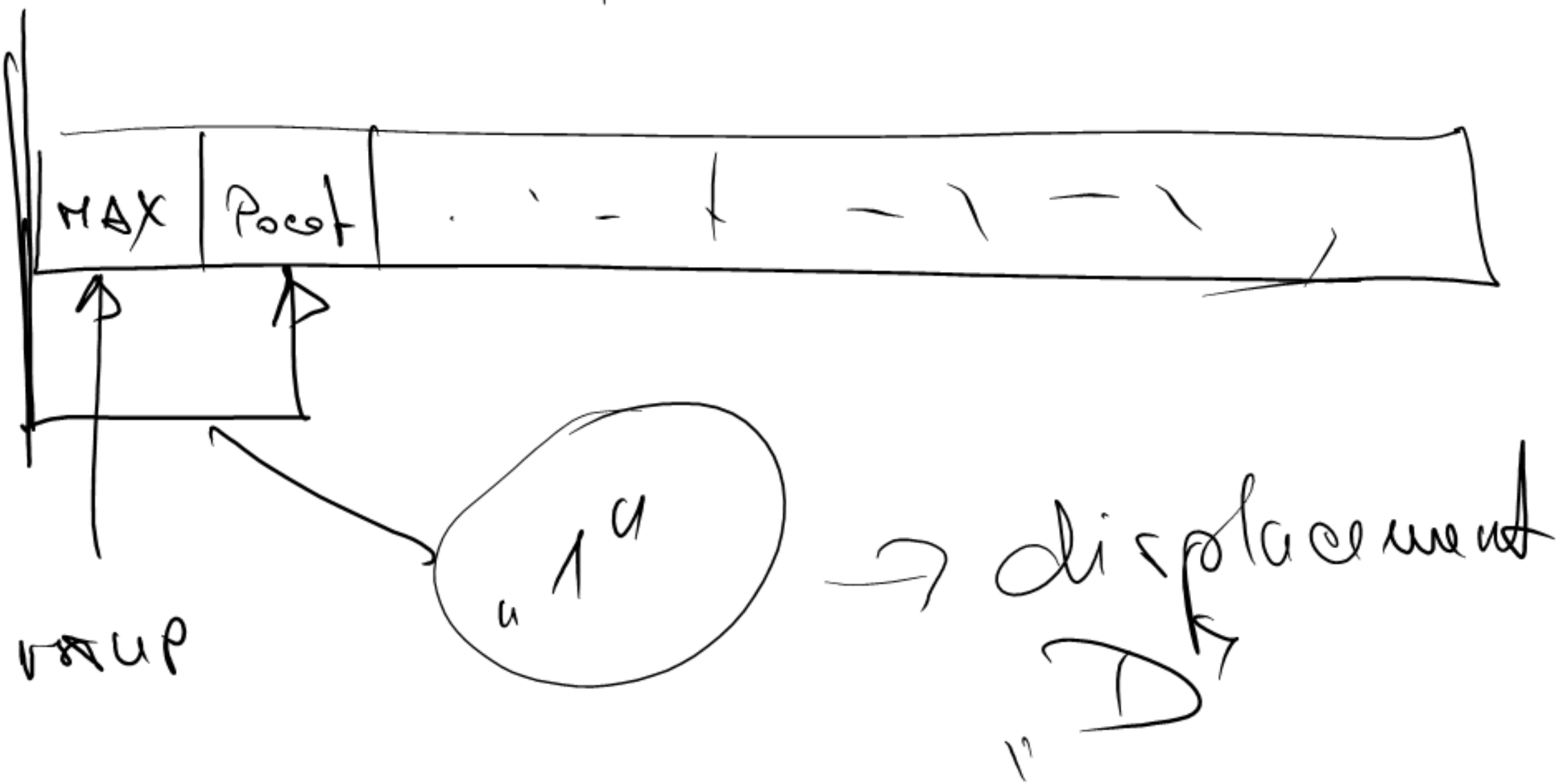
R/M	MOD = 00	MOD = 01	MOD = 10
0 0 0	BX + SI		
0 0 1	BX + DI		
0 1 0	BP + SI		
0 1 1	BP + DI		
1 0 0	SI		
1 0 1	DI		
1 1 0	D16	BP + D8	BP + D16
1 1 1	BX	+ D8	+ D16

+D8

D16

MOV AL, [SI]

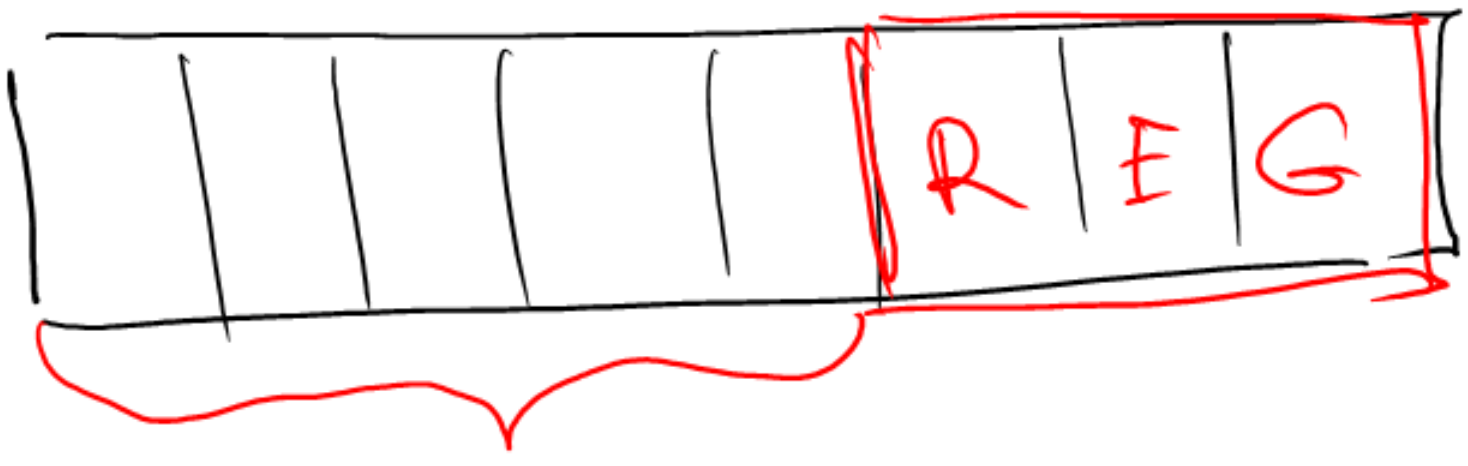
MOV CL, POCET



1B :

- riadiaci

- INC reg



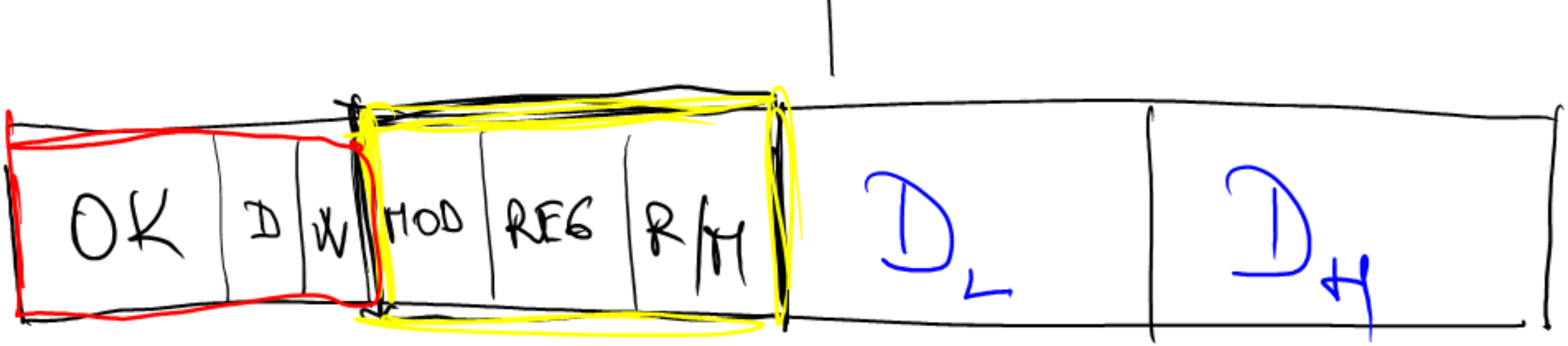
2 — 3 B :

MOV AL, 20H ⟶ 2B

MOV AX, 4C00H ⟶ 3B

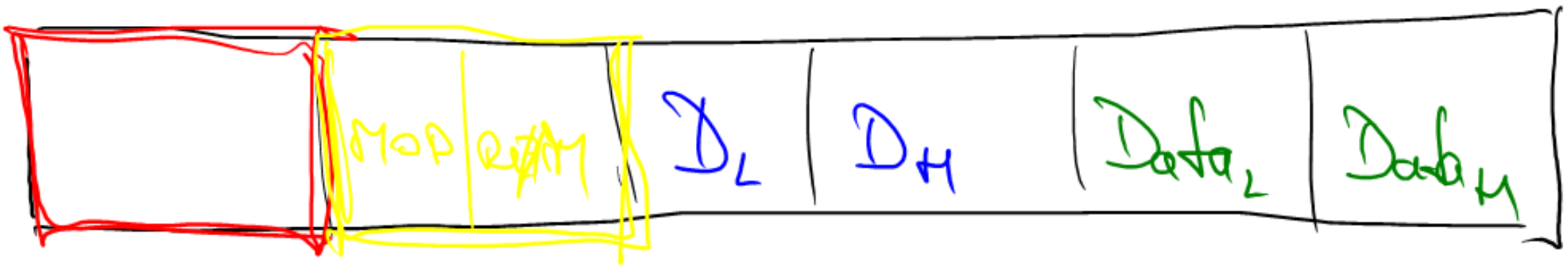
2 - 43

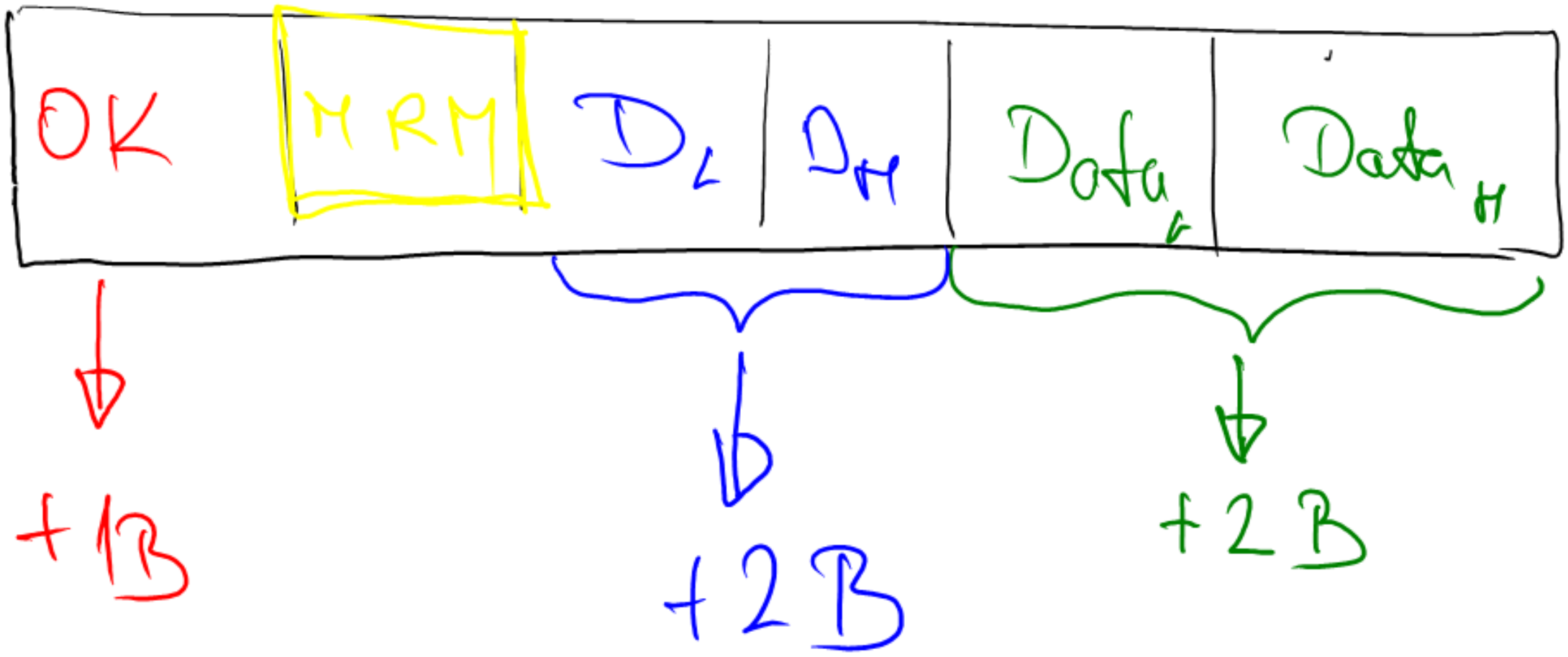
```
MOV   R, M
MOV   M, R
MOV   R1, R2
```



3 — 6B

MOV M, data





+1B → „specifikácia veľkosti adresy

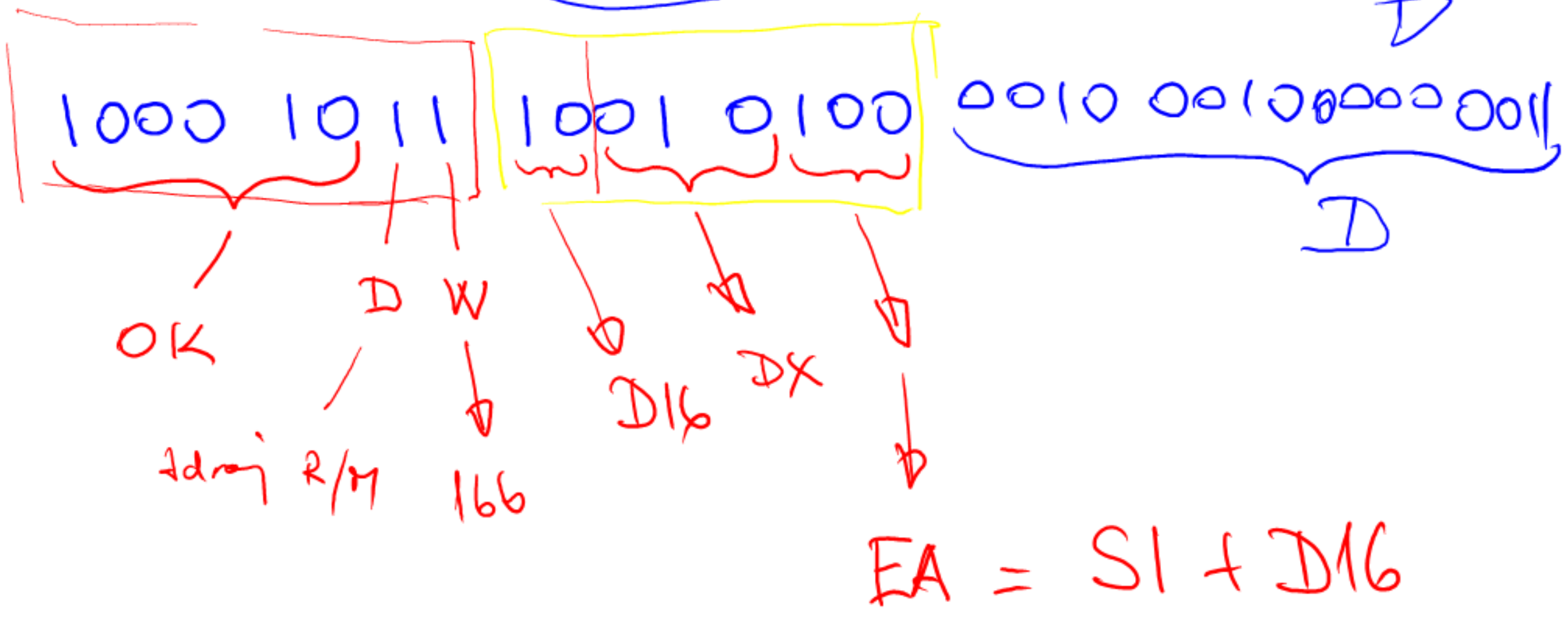
+1B → 0 ——— " ——— operandy

+1B → „scale"

14B!

MOV DX, POLE[SI]

8B 94 2203



Typy inštrukcií (operácií):

- presuny
- aritmetické
- logické
- posuvy
- skokové
- volanie podprogramov
- prerušenia
- riadiace

① Presunové inštrukcie:

MOV cieľ, zdroj

dst, src

univerzálne:

Universalne pomoćne instr.

MOV $R_1|M$, $M|R_2$

$R \leftarrow M$

$M \leftarrow R$

$R_1 \leftarrow R_2$

(2-41) B

MOV R/M, data

3-6 B

2.

MOV AL, 20H

MOV R, data

(2-3) B

2.

MOV AC, M

MOV M, AC

```
    .
    .
    .
MOV   AX, SEG DATA
MOV   DS, AX
    .
    .
    .
```

```
MOV     SR, R/M

MOV     R/M, SR
```

MOV SR, data

XCHG R_{11} R_2 | M

$R_1 \longleftrightarrow R_2$ (2-4)B

$R \longleftrightarrow M$

XCHG A C, R (1B)

τάσοβαίζ

PUSH

PUSH R|M

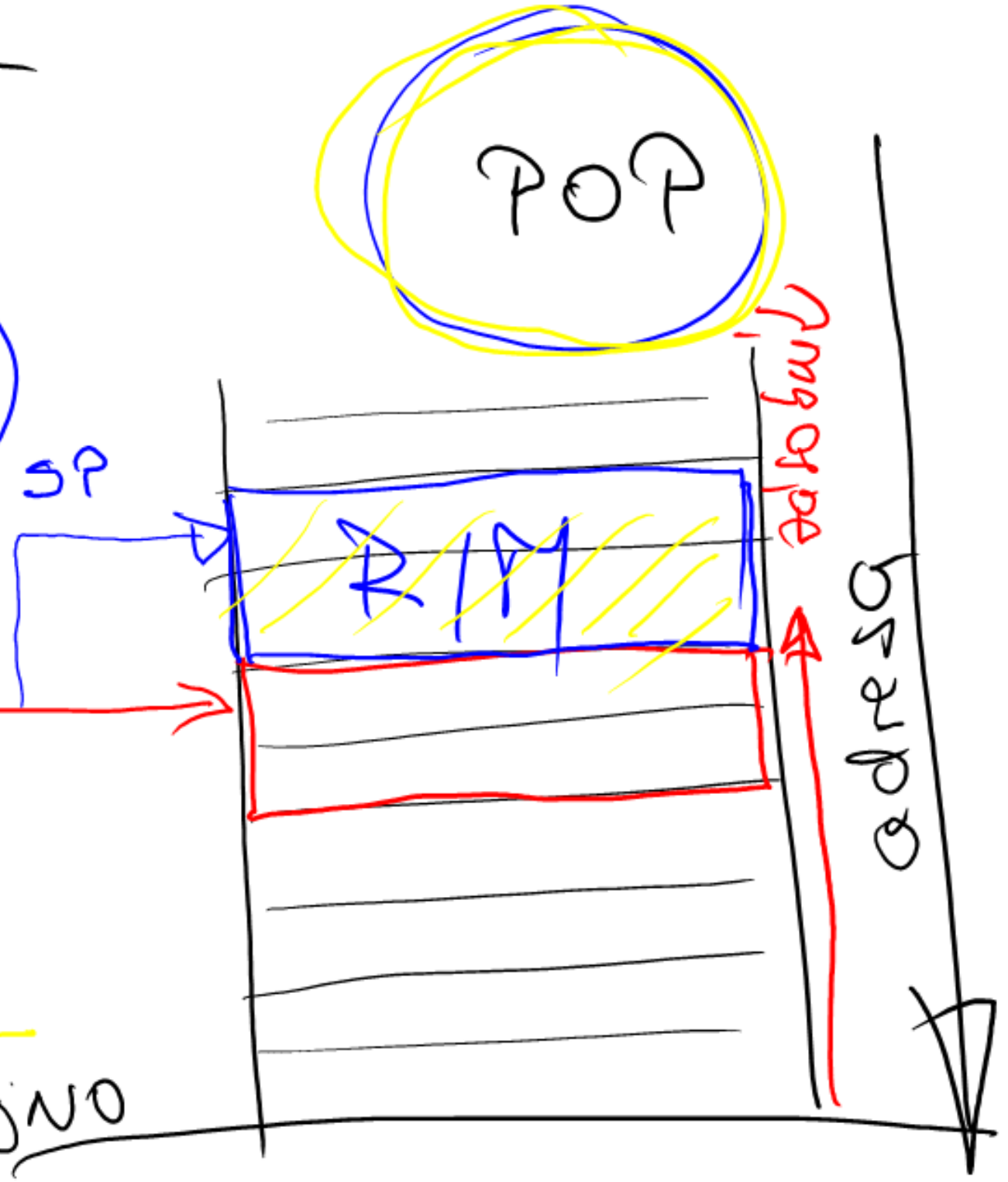
SP ← SP − 2

M<SP> ← R|M

POP

R|M ← M<SP>

SP ← SP + 2



PUSH — POP

R | M — 2÷4 3

R 1B

SR

F

PUSH BX
POP AX
} ≡ MOV AX, BX

Vstup/výstupní instr.

IN port

OUT port

AC ← <port>

<port> ← AC

IN AC, DX

OUT DX, AC

DX ... pořadová adresa portu