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FACULTY OF INFORMATION TECHNOLOGY

### **Computer Organization and Assembly Language**

	Lab 3
	1. Mov instruction
Topic	2. Add, sub with variations
	3. Addressing Modes with variations.

### PART 1

#### Types of Registers:-

The registers are grouped into three categories:-

#### 1. General Purpose registers

- 1.1. Data registers
  - 1.1.1. AX is the primary accumulator.
  - 1.1.2. **BX** is known as the base register.
  - 1.1.3. *CX* is known as the count register.
  - 1.1.4. **DX** is known as the data register.
- 1.2. Pointer registers
  - 1.2.1. Instruction Pointer IP
  - 1.2.2. Stack Pointer SP
  - 1.2.3. Base Pointer BP
- 1.3. Index registers
  - 1.3.1. Source Index SI
  - 1.3.2. Destination Index DI

#### 2. <u>Control registers</u>

2.1. Instruction Pointer and Flag register

#### 3. <u>Segment registers</u>

- 3.1. Code Segment *CS*
- 3.2. Data Segment *DS*
- 3.3. Stack Segment SS
- 3.4. Extra Segment *ES*



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### Types of variables

Туре		No. of bits	Example declaration:
Byte		8	Num1: db 43
Word=>	2 bytes	16	Num2: dw 0xABFF
double word=>	2 words	32	Num3: dd 0xABCDEF56

Note: size of both operands must be same for any type of instruction.

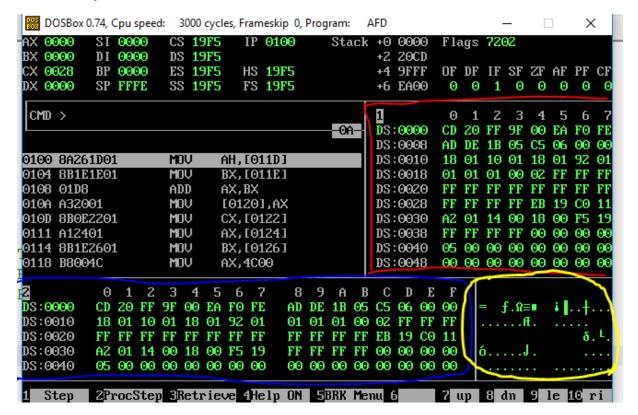
### For example:

Mov ax,dh ; is wrong because destination is 2 bytes and source is 1 byte

#### Viewing memory in DOSBOX

Areas highlighted in red( memory 1) "m1" and blue (memory 2) "m2" are showing the memory contents. *Note:* Two copies of the same memory is displayed in the given windows.

Area highlighted with yellow is showing the ascii values of the contents displayed in the memory m2.

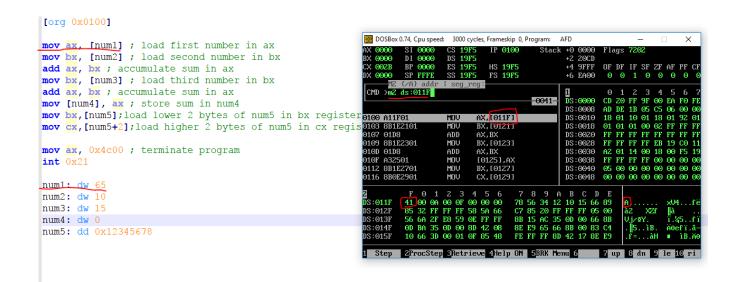




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### Viewing sample variable in memory.

- To view memory from window m2 type the command "m2 ds: <u>Addressofvariable</u>" example: m2 ds:011F and hit enter
- A variable with name "num1" is initialized at memory location 11F with value 65 decimal.
  - 41 hex = 65 decimal is the ascii of "A".





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## Types of Addressing Modes

Direct A fixed offset is given in brackets and the memory at that offset is accessed. For example "mov [1234], ax" stores the contents of the AX registers in two bytes starting at address 1234 in the current data segment. The instruction "mov [1234], al" stores the contents of the AL register in the byte at offset 1234.	<ul><li>Mov ax,[num1] ;reading</li><li>Mov [num2],ax ;writing</li></ul>
Based Register Indirect A base register is used in brackets and the actual address accessed depends on the value contained in that register. For example "mov [bx], ax" moves the two byte contents of the AX register to the address contained in the BX register in the current data segment. The instruction "mov [bp], al" moves the one byte content of the AL register to the address contained in the BP register in the current stack segment.	<ul><li>Mov bx,var</li><li>Mov cx,[bx]</li><li>Mov [bx],ax</li></ul>
Based Register Indirect + Offset A base register is used with a constant offset in this addressing mode. The value contained in the base register is added with the constant offset to get the effective address. For example "mov [bx+300], ax" stores the word contained in AX at the offset attained by adding 300 to BX in the current data segment. The instruction "mov [bp+300], ax" stores the word in AX to the offset attained by adding 300 to BP in the current stack segment.	<ul><li>mov [bx+3], ax</li><li>mov cl,[bp+5]</li></ul>



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## **Example 1 (Direct Addressing)**

[org 0x100]

Mov al,[var1]

Mov bx,[var2]

Mov cx,[var3+2]

Mov dx,[var3]

mov ax,0x4c00

int 21h

var1: db 10;

var2: dw 20

var3: dd 0xABCDEF56

## **Example 2 (Based Register Indirect Addressing)**

[org 0x100]

Mov bx,var1

Mov al,[bx]

Mov bx,var2

Mov ax,[bx]

mov ax,0x4c00

int 21h

var1: db 10

var2: dw 10101010b



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## **Example 3 (Based Register Indirect + Offset)**

[org 0x100]

Mov bx,var1

Mov al,[bx]

Mov cx,[bx+1]

Mov ax,[bx+3]

Mov dx,[bx+5]

mov ax,0x4c00

int 21h

var1: db 10

var2: dw 10101010b

var3: dd 0xFFAABBCC

Execute every part of Question 1 in *Nasm with Dosbox* and observe the memory variables and register values.

### Q1.

a) Create simple variables of type byte, word and double word.

[org 0x100]

MOV ah,[var1]

MOV bx,[var2]

add ax,bx

MOV [var3],ax

MOV cx,[var4]

Mov ax,[var5]

Mov bx,[var5+2]

mov cl,[bx+1]mov ch, [bx+2]sub ch,cl

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mo	v ax,0x4c00	
int 21h		
var1: db 10;		
var	2: dw 20	
var	var3: dw 20h	
	r4: dw 40h	
var	5: dd 0xABCDEF56	
b)	Direct addressing of variables by using the address of only one variable	
	[org 0x100] mov bl,[v] add bl,[v-1] add bl,[v+1]	
	mov ax,0x4c00 int 21h	
	u: db 34h v: db 35h w: db 36h	
c)	Indirect accessing of memory of byte size [org 0x100]	
	mov ax,0 mov bx,0 mov cx,0 mov dx,0	
	mov bx, var1 mov al,[bx]	



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	mov ax,0x4c00 int 21h
	var1: db 10 var2: db 55h var3: db 13
d)	Copy this code and observe what's wrong with that and correct it.
	[org 0x100] MOV ax,[var1] MOV bx,[var2] add ax,bx MOV [var3],ax MOV cx,[var4]
	mov ax,0x4c00 int 21h
	var1: db 5 var2: dw 6 var3: dw 7 var4: dw 8
e)	Indirect accessing of Word size
	[org 0x100]
	mov ax,0 mov bx,0 mov cx,0 mov dx,0
	mov bx, var1

mov ax,[bx]

mov cx, [bx+2]



mov dx,[bx+4]

mov [bx+2],ax

add ax,dx

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mov ax,0x4c00	
int 21h	
var1: dw 10	
var2: dw 20h	
var3: dw 13	
f) Reading and writing in memory through indirect memory address.	
[org 0x100]	
mov ax,0	
mov bx,0	
mov cx,0	
mov dx,0	
mov bx, var1	
mov ax,[bx]	
mov cx, [bx+2]	
add ax,cx	



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mo	v [bx],ax
mo	v [bx+2], word 0
mo	v dx,[bx+3]
add	dx,[bx+3]
mo	v [bx+3], dx
mo	v ax,0x4c00
int	21h
var	1: dw 60
var	2: db 5
var	3: dw 100
g)	When using variables of different sizes
	[org 0x100]
	mov ax,0
	mov bx,0
	mov cx,0
	mov dx,0; add two variables their sum should be 5163 or 142B
	, and two variables their sain should be 3103 of 142B
	;option1
	Mov al,[var1]
	Mov bl,[var2] Add al,bl
	;option2
	Mov al,[var1] Mov bx,[var2]
	Add al,bx ;this will show error because of size mismatch change al to ax then run again
	;option3



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Mov ax,[var1] ; why ax is not showing the correct value of var1

Mov bx,[var2] Add ax,bx

;option4

Mov al,[var1]

Mov ah,0 ;already 0 in ah

Mov bx,[var2] Add ax,bx

mov ax,0x4c00 int 21h

var1: db 60 ;0x3C var2: dw 5103 ;0x13EF