

4.1 AX = 9

AX = 1

AX = 1E14 H

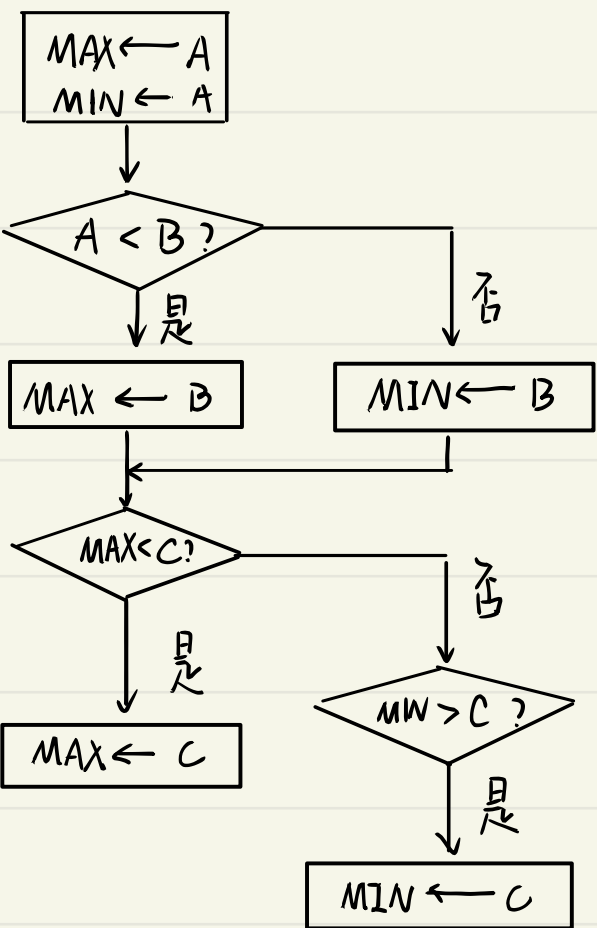
AX = 281E H

AX = 0014 H

AX = 3C32 H

4.2 地址增加	STRING	31 H	1
		32 H	2
	ADDR	00 H	
		0D H	
	DW1	?	
		FF	-1
		?	
		FF	-1
	DD1	78 H	
		56 H	
		34 H	
		12 H	
	DW2	02 H	
		00 H	

4.3



```
DATA SEGMENT
    MAX DB A
    MIN DB A
DATA ENDS

STACK SEGMENT
    DW 64 DUP(?)
STACK ENDS

CODE SEGMENT
    ASSUME CS:CODE, DS:DATA, SS:STACK
START:
    MOV AX, DATA
    MOV DS, AX
    MOV AX, A
    MOV BX, B
    CMP AX, BX
    JS one
    MOV MIN, B
    JMP two
one:
    MOV MAX, BX
two:
    MOV CX, C
    CMP MAX, CX
    JS three
    CMP MIN, CX
    JNS four
```

注释
A-B
A < B
MAX-C
MAX < C

```

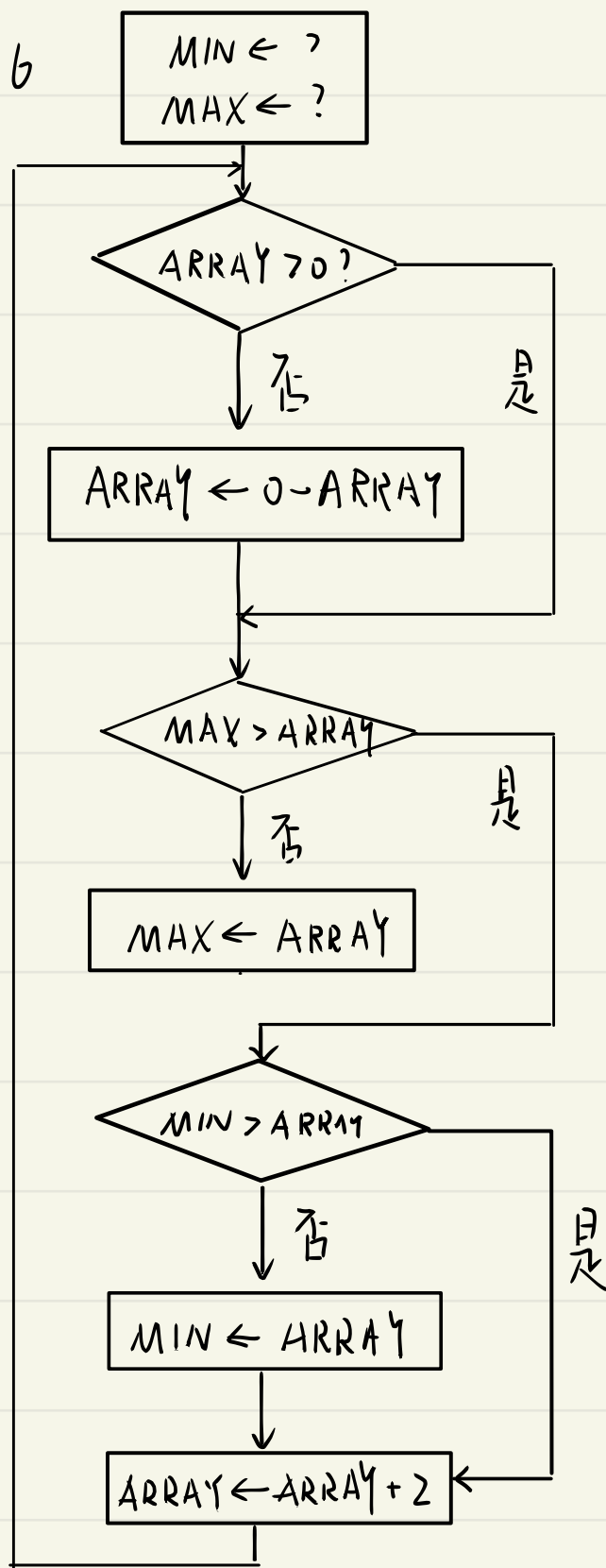
four  MOV MIN, CX
      JMP five
three MOV MAX, CX
five  MOV AH 4CH
      INT 21H
      CODE ENDS
      END STATE

```

MIN < C

MIN > C

4.6



DATA SEGMENT

MAX DW ?

MIN DW ?

DATA ENDS

STACK SEGMENT

DW 50 DUP(?)

STACK ENDS

CODE SEGMENT

ASSUME CS:CODE, DS:DATA, SS:STACK

START:

MOV AX, DATA

MOV DS, AX

MOV CX, 50

MOV BX, ARRAY

MOV MAX, [BX]

MOV MIN, [BX]

MOV CX, 50

AGAIN CMP [BX], 0

JG one

NEG [BX]

one CMP MAX, [BX]

JG two

MOV MAX, [BX]

two CMP MIN, [BX]

JNG three

MOV MIN, [BX]

three MOV BX, BX +

LOOP AGAIN

MOV AH, 4CH

INT 21H

CODE ENDS

END STATE

注释

[BX] - 0

[BX] > 0

BX ← 0 - BX

MAX ← [BX]

MAX > BX

MIN ← [BX]

MIN ≤ BX

4.7

AX ← BUFFER



AX 左移 1 位



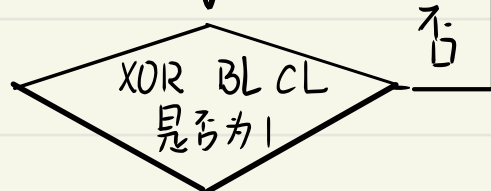
BL ← CL



AX ← BUFFER + 2



AX 左移 1 位



是

INC NUM

DATA SEGMENT

NUM DW 0

BUFFER DW 100 DUP ?

DATA ENDS

STACK SEGMENT

DW 50 DUP ?

STACK ENDS

CODE SEGMENT

ASSUME CS: CODE, DS: DATA, SS: STACK

START:

MOV AX, DATA

MOV DS, AX

MOV CX, 100

MOV AX, [BUFFER]

SHL AX, 1

AGAIN MOV BL, CL

MOV AX, [BUFFER + 2]

SHL AX, 1

XOR BL, CL

JZ one

若 JZ=0 则二者相同

INC NUM

one LOOP AGAIN

MOV AH, 4CH

INT 21H

CODE ENDS

END STATE