

The following pages contain references for use during the exam: tables containing the x86 instruction set (covered so far) and condition codes. You do not need to submit these pages when you finish your exam.

Remember that:

- Most instructions can have at most one memory operand.
- Brackets [] around a register name, immediate, or combination of the two indicates an effective address.
 - Example: MOV AX, [10H] → contents of address 10H moved to AX
- Parentheses around a logical address mean “the contents of memory at this address”.
 - Example: (10H) → the contents of memory at address 10H

Category	Instruction	Example	Meaning
Data transfer	Move	MOV AX, BX	AX = BX
	Move & sign-extend	MOVSX EAX, DL	EAX = DL, sign-extended to 32 bits
	Move and zero-extend	MOVZX EAX, DL	EAX = DL, zero-extended to 32 bits
	Exchange	XCHG AX, BX	Swap contents of AX, BX
	Load effective address	LEA AX, [BX+SI+10H]	AX = BX + SI + 10H
	Conditional move	CMOVcc AL, BL	AL = BL if condition true, unchanged otherwise
Arithmetic	Add	ADD AX, BX	AX = AX + BX
	Add with carry	ADC AX, BX	AX = AX + BX + CF
	Increment	INC [EDI]	(EDI) = (EDI) + 1
	Subtract	SUB AX, [10H]	AX = AX - (10H)
	Subtract with borrow	SBB AX, [10H]	AX = AX - (10H) - CF
	Decrement	DEC CX	CX = CX - 1
	Negate (2's complement)	NEG CX	CX = -CX
	Multiply Unsigned: MUL (all operands are non-negative) Signed: IMUL (all operands are signed integers in 2's complement form)	IMUL BH IMUL CX MUL DWORD PTR [10H]	AX = BH * AL (DX,AX) = CX * AX (EDX,EAX) = (10H) * EAX
	Divide Unsigned: DIV (all operands are non-negative) Signed: IDIV (all operands are signed integers in 2's complement form)	DIV BH IDIV CX DIV EBX	AL = AX / BH (quotient) AH = AX % BH (remainder) AX = EAX / CX (quotient) DX = EAX % CX (remainder) EAX = (EDX,EAX) / EBX (Q) EDX = (EDX,EAX) % EBX (R)

Category	Instruction	Example	Meaning
Logical	Logical AND	AND AX, BX	AX = AX & BX
	Logical inclusive OR	OR AX, BX	AX = AX BX
	Logical exclusive OR	XOR AX, BX	AX = AX ^ BX
	Logical NOT (bit flip)	NOT AX	AX = ~AX
Shift/rotate (NOTE: for all instructions except RCL/RCR, CF = last bit shifted out)	Shift left	SHL AX, 7 SAL AX, CX	AX = AX << 7 AX = AX << CX
	Logical shift right (treat value as unsigned, shift in 0s)	SHR AX, 7	AX = AX >> 7 (upper 7 bits = 0)
	Arithmetic shift right (treat value as signed; maintain sign)	SAR AX, 7	AX = AX >> 7 (upper 7 bits = MSB of original value)
	Rotate left	ROL AX, 7	AX = AX rotated left by 7 (lower 7 bits of AX = upper 7 bits of original value)
	Rotate right	ROR AX, 7	AX=AX rotated right by 7 (upper 7 bits of AX = lower 7 bits of original value)
	Rotate left through carry	RCL AX, 7	(CF,AX) rotated left by 7 (Treat CF & AX as 17-bit value with CF as MSB)
	Rotate right through carry	RCR AX, 7	(AX,CX) rotated right 7 (Treat CF & AX as 17-bit value with CF as LSB)
Bit test/ scan	Bit test	BT AX, 7	CF = Value of bit 7 of AX
	Bit test and reset	BTR AX, 7	CF = Value of bit 7 of AX Bit 7 of AX = 0
	Bit test and set	BTS AX, 7	CF = Value of bit 7 of AX Bit 7 of AX = 1
	Bit test and complement	BTC AX, 7	CF = Value of bit 7 of AX Bit 7 of AX is flipped
	Bit scan forward	BSF DX, AX	DX = index of first non-zero bit of AX, starting with bit 0 ZF = 0 if AX = 0, 1 otherwise
	Bit scan reverse	BSR DX, AX	DX = index of first non-zero bit of AX, starting with MSB ZF = 0 if AX = 0, 1 otherwise
Conditional tests	Compare	CMP AX, BX	Subtract AX - BX Updates flags
	Byte set on condition	SETcc AH	AH = 01h if cond. true AH = 00h if cond. false

Condition code	Meaning	Flags
O	Overflow	OF = 1
NO	No overflow	OF = 0
B NAE C	Below Not above or equal Carry	CF = 1
NB AE NC	Not below Above or equal No carry	CF = 0
S	Sign set	SF = 1
NS	Sign not set	SF = 0
P PE	Parity Parity even	PF = 1
NP PO	No parity Parity odd	PF = 0
E Z	Equal Zero	ZF = 1
NE NZ	Not equal Not zero	ZF = 0
BE NA	Below or equal Not above	CF OR ZF = 1
NBE A	Not below or equal Above	CF OR ZF = 0
L NGE	Less than Not greater than or equal	SF XOR OF = 1
NL GE	Not less than Greater than or equal	SF XOR OF = 0
LE NG	Less than or equal Not greater than	(SF XOR OF) OR ZF = 1
NLE G	Not less than or equal Greater than	(SF XOR OF) OR ZF = 0