

# Addition

<u>Mnemonic</u>	<u>Operands</u>	<u>Size</u>	<u>Operation</u>	<u>Flags</u>
ADD	destination, source	B/W	$(dest) \leftarrow (dest) + (src)$	AF, CF, OF, PF, SF, ZF

## Examples

add ax, 0f123h

add dx, si

add ax, [5678h]

add w[3215h], 8adch

add [3598h], di

add bx, [bp]

sub ax, 0f123h

sub ax, [bx]

}

addition

}

subtraction

## MULTIPLICATION

### Mnemonic

MUL

MUL

<u>Operands</u>	<u>Size</u>	<u>Operation</u>
SOURCE	B	$AX \leftarrow (AL) \cdot (SRC)$
SOURCE	W	$DX: AX \leftarrow (AX) \cdot (SRC)$

### Flags:

CF OF

## Addressing Modes:

register, register

register, memory

↑              ↓

destination      source

## Examples:

mul bx

mul cl

mul b[1234h]

mul w[di]

- If the most significant part of result is  $> 0$ , both CF and OF are set to 1

$= 0, ??, ??, ??, ??, ?? = 0$

## DIVISION

<u>Mnemonic</u>	<u>Operands</u>	<u>Size</u>	<u>Operation</u>
DIV	SOURCE	B	(AX)/(SRC)
DIV	SOURCE	W	(DX:AX)/(SRC)
			Results:
		for B	quotient: AL remainder: AH
			quotient: AX remainder: DX

### Addressing modes:

register; register  
 register; memory  
 ↓              ↑  
 destination    source

### Examples:

div bx

div cl

div w[1234h]

div b[di]

## Logical Operations

<u>Mnemonic</u>	<u>Operand</u>	<u>Size</u>	<u>Operation</u>	<u>Flags</u>
AND	destination, source	B/W	$(\text{dst}) \leftarrow (\text{dst} \text{ AND } \text{src})$	$CF = 0$ $OF = 0$ $AF = ?$ $PF SF ZF$

## Addressing Modes

register, immediate

register, register

register, memory

memory, immediate

memory, register

## Examples

and dh, 0fh

and ax, cx

.and bl, [123h]

and [5000h], cx

and ax, [bx]

not dh

not ax

not b[1234h]

bitwise NOT

not w[1234h]

not b[di]

or dh, ofh

or ax, cx

bitwise OR

or ax, [bp]

rcl ax, 1

rotate destination

rcl w[bx], cl

with carry flag

xor dh, ofh

bitwise exclusive or

xor ax, cx

## Compare Instruction (cont)

<u>condition</u>	<u>flag</u>	<u>Conditions</u>	
(dest) > (src)	SF = OF	ZF = 0	} signed numbers
(dest) < (src)	SF $\neq$ OF	ZF = 0	
(dest) = (src)	ZF = 1		
(dest) > (src)	CF = 0	ZF = 0	} unsigned numbers
(dest) < (src)	<u>CF = 1</u>	ZF = 0	
(dest) = (src)	ZF = 1		

## Jump Instructions

me instr.	JC	jump on carry
	JB	jump on below
	JNAE	jump on NOT above or equal

Example:

JC lpx

displacement is short range

## Conditional Jumps (cont.)

JE      jump on equal

JZ      jump on zero

JNC     jump on no carry

JAE     jump on above or equal

JNB     jump on not below

} short range jump

## Unconditional Jump

JMP    short-label

(IP) ← short-label

JMP    near-label

(IP) ← near-label

JMP    far-label    (CS: IP) ← far-label

## examples

jmp here

jmp short here

jmp far here

## JUMPS

### Jump Range

Short

Near

Far

### Jump Distance in Bytes

Forward 127, backward 128

Anywhere within a 64K segment

Anywhere within memory  
(jump to other segments possible)

- Jumps take place based on the condition of various status flags
- Instructions are available to compare and jump
- Compare Instruction:

<u>Mnemonic</u>	<u>Operands</u>	<u>Size</u>	<u>Operation</u>	<u>Flags</u>
CMP	destination, source	B/W	(dest)-(src)	AF, CF, DF, PF, SF, ZF

Examples:

cmp ah, 0FLh

cmp dx, si

cmp w[si], 123h

## Dos Interrupt Services

### • Interrupt:

- suspension of a process caused by an event
- process can be resumed
- events can be external, internal to CPU, software, hardware
- example:
  - A peripheral can generate an electrical signal called an interrupt to set a hardware flag within the processor
  - "Timer" device can generate an interrupt after a specified interval of time.

### • Interrupt Service Routine:

- If the processor detects an interrupt, it saves the current value of CS:IP and loads a new value which is the address of special function called "Interrupt service Routine".

### • INT : pos. interrupt instruction

- Interrupt Vector: holds addresses of interrupt service routines

## INT Instruction

### INT type

directs CPU to cause a software interrupt sequence to be performed operations

1. CPU stores the Flag register
2. CPU pushes CS:IP on the stack
3. CPU replaces the CS:IP with the contents of the interrupt vector entry (indexed by Type)
4. Program execution resumes at the interrupt service routine (handler)
5. A return at the end of handler, causes the original program execution to resume

### Examples of INT

INT 21h : dos interrupt

Depending on what code we put in AH  
DOS performs some action.

02h → display a character given in DL  
0Fh → input a string 35

# Read and print a character 5 times

```
code segment
    mov cx,5d ; set counter to 5
more:
    mov ah,01h ;
    int 21h
    mov dl,al
    mov ah,02h ; display a character
    int 21h
    dec cx
    jnz more
    int 20h ; exit to dos
code ends
```

# Hello World Program

```
code segment
    mov bx,msg1
    mov cx,11d
    mov ah,02h
more:
    mov dl,[bx]
    int 21h
    inc bx
    dec cx
    jnz more
    int 20h ; exit to dos
msg1:
    db 'hello world'
code ends
```

## Compiling High Level Statements

The program `val = ( 461*y ) div 4 + ( 200*m+2) div 5 + d` is translated to the following instructions:

	Abstract Instruction	A86 Instructions
0	push-addr-var val	PUSH offset VAL
1	push-num 461	PUSH 461
2	push-val-var y	PUSH Y
3	*	POP CX POP AX MULT CX PUSH AX
4	push-num 4	PUSH 4
5	div	MOV DX,0 POP CX POP AX DIV CX PUSH AX
6	push-num 200	PUSH 200
7	push-val-var m	PUSH M
8	*	POP CX POP AX MULT CX PUSH AX
9	push-num 2	PUSH 2
10	+	POP CX POP AX ADD AX,CX PUSH AX
11	push-num 5	PUSH 5
12	div	MOV DX,0 POP CX POP AX DIV CX PUSH AX
13	+	POP CX POP AX ADD AX,CX PUSH AX
14	push-val-var d	PUSH D
15	+	POP CX POP AX ADD AX,CX PUSH AX
16	assign	POP AX POP BX MOV [BX],AX
17	stop	INT 20h

# IF Statement

if *expr* then *stm*

will be translated as:

code for <i>expr</i>
POP AX
CMP AX,0
JZ OUTLABEL
code for <i>stm</i>
OUTLABEL:

# WHILE LOOP

while expression do *stm*

will be translated as follows:

TESTLABEL:
code for <i>expr</i>
POP AX
CMP AX,0
JZ OUTLABEL
code for <i>stm</i>
JMP TESTLABEL
OUTLABEL:

```
begin
  read a    ;
  while( 100 - a ) begin
    print a ;
    a = a + 1
  end
end
```

```
code segment
  call myread    ; read a
  mov va,cx     ;
  labl1:         ; while begin
  push 100d     ;
  push va       ;
  pop cx        ;
  pop ax        ;
  sub ax,cx     ;
  push ax        ;
  pop ax        ;
  cmp ax,0      ;
  jz labl2      ;
  push va       ;
  pop ax        ;
  call myprint  ;
  push offset va;
  push va       ;
  push 1         ;
  pop cx        ;
  pop ax        ;
  add ax,cx     ;
  push ax        ;
  pop ax        ;
  pop bp        ;
  mov [bp],ax    ;
  jmp labl1     ; jump to while
beginning
labl2:          ;
int 20h        ; exit to dos
```

```
,,,
;reads a nonnegative integer
and puts
;it in cx register
,,
myread:
    MOV CX,0
morechar:
    mov ah,01h
    int 21H
    mov dx,0
    mov dl,al
    mov ax,cx
    cmp dl,0D
    je myret
    sub dx,48d
    mov bp,dx
    mov ax,cx
    mov cx,10d
    mul cx
    add ax,bp
    mov cx,ax
    jmp morechar
myret:
    ret
```

```
,,
; number in AX register is
printed
,,
myprint:
    mov si,10d
    xor dx,dx
    push '' ; push newline
    mov cx,1d
nonzero:
    div si
    add dx,48d
    push dx
    inc cx
    xor dx,dx
    cmp ax,0h
    jne nonzero
writeloop:
    pop dx
    mov ah,02h
    int 21h
    dec cx
    jnz writeloop
    ret
,,
; Variables are put in this area
,,
va dw ? ; variable a
code ends
```