

■ Logic Instructions

■ AND, OR, XOR

- All use 2 operands and put result into destination
- Example: `AND EBX,EAX`

■ NOT uses a single operand

- Takes 1's complement (i.e. flips each bit)
- Example: `NOT EAX`

■ NEG negates it's single operand (takes 2's complement)

■ Test Instruction Format: `TEST dst,src`

- Sets ZF=0 in any matching bits are set in src and dst
- Operands are ANDed but neither operand is modified
- destination may be a register or in memory
- source may be a register, in memory or immediate

■ Bit Test Instructions

- BT op1,n Sets CF = bit n within op1
 - BTC op1,n Sets CF = bit n within op1 & flip bit n within op1
 - BTR op1,n Sets CF = bit n within op1 & clear bit n within op1
 - BTS op1,n Sets CF = bit n within op1 & set bit n within op1
 - The operand op1 may be a register or in memory
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- Other examples of available CISC type instructions include:
 - BSF & BSR bit scan forward and bit scan reverse
 - SCANSB, SCANSW, SCANSW for scanning strings in search of a particular value (direction of scan is controlled by DF flag in status register).

■ Shift Instructions

- SHL (shift left logical)
- SHR (shift right logical)
- SAL (shift left arithmetic; same as SHL)
- SAR (shift right arithmetic)

■ Rotate Instructions

- ROL (Rotate left without the carry flag CF)
- ROR (Rotate right without the carry flag CF)
- RCL (Rotate left including the carry flag CF)
- RCR (Rotate right including the carry flag CF)

- Shift & Rotate instruction format: OP dst,count
- dst is shifted (Any addressing mode can be used)
- Count must be an 8-bit immediate or in the 8-bit CL register (low byte of ECX)

■ Subroutine Linkage

- The CALL instruction is used to call subroutines

- Example: CALL ROUTINE

- The address of the instruction following the CALL is the return address
- The return address is pushed onto the stack before the transfer
- ESP register points to the top of stack (TOS)
- The stack grows downward toward lower addresses
- PUSHAD can be used to save all 8 general purpose registers before call
- The subroutine uses POPAD to restore the registers before returning
- PUSH & POP may be used to handle individual registers or data items
- RET returns control to caller by popping TOS into EIP
- EBP register points to call frame on stack
- LIFO stack facilitates nested subroutine calls