1. Write a single instruction using 16-bit operands that clears the high 8 bits of AX and does not change the low 8 bits.

**AND AX, 00FFh**

1. Write a single instruction using 16-bit operands that sets the high 8 bits of AX and does not change the low 8 bits.

**OR AX, 0FF00h**

1. Write a single instruction (other than NOT) that reverses all the bits in EAX.

**XOR EAX, 0FFFFFFFFh**

1. Write instructions that set the Zero flag if the 32-bit value in EAX is even and clear the Zero flag if EAX is odd.

**TEST EAX, 1**

1. Write a single instruction that converts an uppercase character in AL to lowercase but does not modify AL if it already contains a lowercase letter.

**OR AL, 00100000b**

1. Which jump instructions follow unsigned integer comparisons?

**JA, JNBE, JAE, JNB, JB, JNAE, JBE, JNA**

1. Which jump instructions follow signed integer comparisons?

**JG, JNLE, JGE, JNL, JL, JNGE, JLE, JNG**

1. Which conditional jump instruction is equivalent to JNAE?

**JB is equivalent to JNAE.**

1. Which conditional jump instruction is equivalent to the JNA instruction?

**JBE**

1. Which conditional jump instruction is equivalent to the JNGE instruction?

**JL**

1. (Yes/No): Will the following code jump to the label named Target?

mov ax,8109h

cmp ax,26h

jg Target

**No**