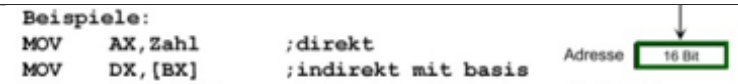
Daten

```
Tabelle  DW       4 DUP (?)                    ; Array Definition
 - - -
MOV               BX, Index                    ; get Index
SHL               BX, 1                        ; Groesse: 2 Byte
                                               ; shift left = * 2
MOV               AX, [BX + OFFSET Tabelle]    ; Daten lesen 1)
MOV               Res, AX                      ; Resultat speichern
```

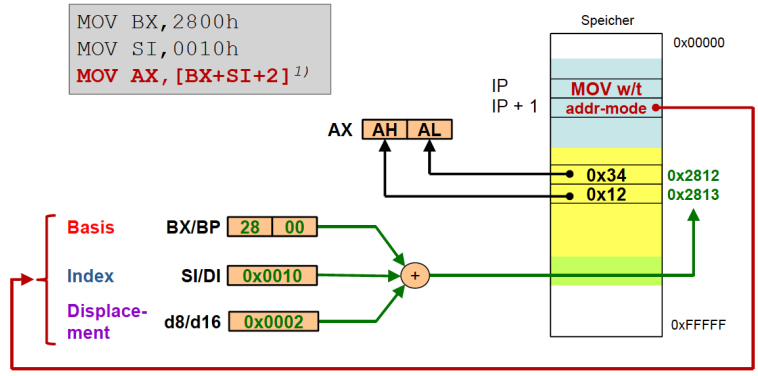
```
Beispiele:
MOV    AX,Zahl          ;direkt
MOV    DX,[BX]          ;indirekt mit basis
MOV    AL,[BX+4]        ;indirekt mit basis und displ.
MOV    AX,[BP-6]        ;indirekt mit basis und displ.
MOV    CX,[BX+SI]       ;indirekt mit basis und index
MOV    CH,[BX+DI-2]     ;indirekt mit basis, index und displ.
```




```
.CODE
;
;    index = 17;
;
1 mov  word ptr _index,17
;
;    charArray[index] = 0;
;
2 mov  bx, word ptr _index
3 mov  byte ptr _charArray[bx],0

.DATA
_charArray    db     20 dup (?)
_index        dw     ?
```

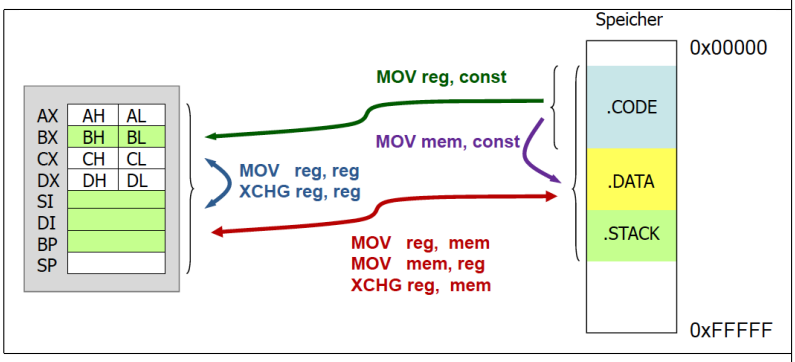
```
MOV BX,2800h
MOV SI,0010h
MOV AX,[BX+SI+2] 1)
```

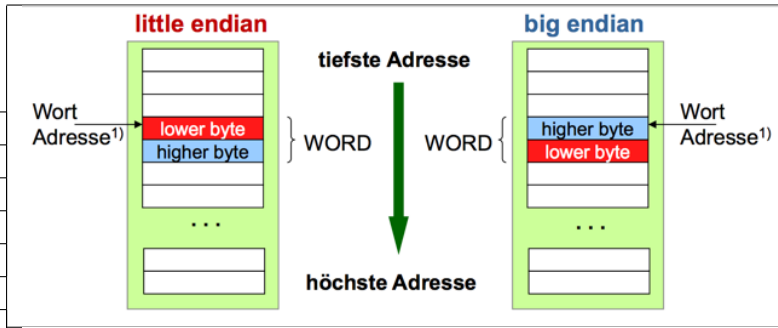


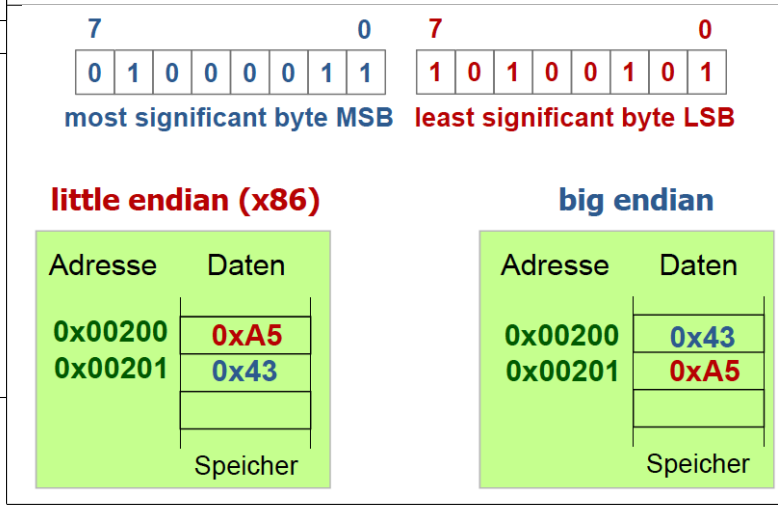
Adressierung

Register	AX
Immediate	1234h
Direkt	DS:[1234h]
Register-Indirekt	[BX] oder [BX+SI+12h] oder 12h[BX+SI]
Implizit	

I/O	nur über AX und DX







Befehle

Unäre Instruktionen	Binäre Instruktionen
INC, DEC, NEG(2comp), NOT(bitweise), CBW, CWD	ADD, ADC, SUB, SBB, MUL, IMUL, DIV, IDIV