

Arithmetic Operations

- ADD

```
mov rax, 0x1
add rax, 0x1
```

- ADC

- **when register is full adding 1 will be carried of and flag CF will be saved**
- if carry flag is set then it will add with carry flag
- `adc rax, 0x1` rax will have 2 if CF is set other wise 1.

- SUB

```
mov rax, 0x9
sub rax, 0x4
```

- SBB

- if carry flag is set then it will subtract addition 1 (carry flag) Other wise normal subtract
- `sbb rax, 0x3` will subtract 4 if CF is set Otherwise will subtract 3

- INC

- will increment by 1
- `inc rax`

- DEC

- will decrement by 1.
- `dec rax`

-
- `clc` will clear any carry flag.
 - `stc` will set the carry flag.
 - `cmc` will coplimenting it that is (! reverse)

Code :

```
global _start

section .text
_start:
```

```
; register based addition

mov rax, 0x01
add rax, 0x01

mov rax, 0xffffffffffffffff
add rax, 0x01

mov rax, 0x09
sub rax, 0x04

; memory based addition

mov rax, qword [var1]
add qword [var4], rax

add qword [var4], 0x02

; set / clear / complement carry flag

clc
stc
cmc

; add with carry

mov rax, 0
stc
adc rax, 0x1
stc
adc rax, 0x2

; subtract with borrow

mov rax, 0x10
sub rax, 0x5
stc
sbb rax, 0x4

; increment and decrement
```

```
inc rax
```

```
dec rax
```

```
; exit the program gracefully
```

```
mov rax, 0x3c
```

```
mov rdi, 0
```

```
syscall
```

```
section .data
```

```
var1      dq      0x1
```

```
var2      dq      0x1122334455667788
```

```
var3      dq      0xffffffffffffffff
```

```
var4      dq      0x0
```