

Open file

EAX = 5 = sys_open

EBX = src file = "src.txt"

ECX = access mode = 0 = rd, 1 = wr, 2 = rd wr

EDX = permission = 777.

Int 30h

return EAX = file descriptor

Close file

EAX = 6 = sys_close

EBX = file descriptor

ECX = none

EDX = none

Int 30h

Read file

EAX = 3 = sys_read

EBX = file descriptor

ECX = buffer

EDX = buffer size

Int 30h

return EAX = bytes read

Write file

EAX = 4 = sys_write

EBX = file descriptor

ECX = buffer

EDX = bytes read

In 30h

Create file

EAX = 3 = sys_creat

EBX = file path = "new.txt"

ECX = permission

EDX = none

Int 30h

return EAX = file descriptor

mov

movzx ; zero extend

movsx ; sign extend

xchg ; exchange mem, reg or two regs

[] dereference a label

String operations

scn compare AL/AX/EAX to EDI

sto store AL/AX/EAX into EDI

lod store ESI into AL/AX/EAX

mov copy ESI to EDI

cmp compare ESI to EDI

Direction flag controls directions (inc = clear / dec = set)

rep a repeat prefix, ECX controls loop

Multiplication

Multiplier	Multiplicand	Product
r8 / m8	AL	AX
r16 / m16	AX	DX:AX
r32 / m32	EAX	EDX:EAX

Carry flag is set if upper half of product contains significant digits

Division

Divisor	Dividend	Quotient	Remainder
r8 / m8	AX	AL	AH
r16 / m16	DX:AX	AX	DX
r32 / m32	EDX:EAX	EAX	EDX

Sign Extension Operations

cbw (convert byte to word)

cwd (convert word to dword)

cdq (convert dword to qword)

```
ex.  mov al, -48
      cbw          ; extend AL to AH
      mov bl, 5
      idiv bl      ; AL = -9, AH = -3
```

Caller saved Registers

EAX, ECX, EDX only if the info is needed

Callee saved Registers

EBX, ESI, EDI, EBP only if used

General use Registers

EAX, EBX, ECX, EDX

EAX, EDX are used for arithmetic operations

EAX is used to hold return value from procedures

ECX is used for loop control

EBX

- A Text - store machine code
- B Data - store initialized global variables
- C BSS - store uninitialized global variables
- D Heap - dynamic memory allocation
- E Stack - store local variables, function calls



Three instructions of CPU

Fetch - fetch instruction from register / memory

Decode - decode the instruction

Execute - execute the instruction

Command to assemble

```
nasm -f elf -g main.asm
```

```
ld -m elf_i386 main.o -o main.out
```

```
./main.out or gdb main.out
```

Shift Operations

SHL - shift all bits to left, lowest bit is filled with 0
highest bit is copied into carry flag

SAL - same as SHL

SHR - shift all bits to right, lowest bit is copied into carry flag
highest bit is filled with zero

SAR - mostly same as SHR but
highest bit (sign bit) is preserved

ROL - shift all bits to left, highest bit is copied into
carry flag and lowest bit

ROR - shift all bits to right, lowest bit is copied into
carry flag and highest bit

RCL - shift all bits to left, highest bit is copied into
CF and CF is copied into lowest bit

RCR - shift all bits to right, lowest bit is copied into
CF and CF is copied into highest bit

SHLD - shift all dst bits to left, highest bit is copied
into CF, highest src bit is copied into lowest dst bit

SHRD - shift all dst bits to right, lowest bit is copied
into CF, lowest src bit is copied into highest dst bit

Flags

zero flag - set if dst equal zero

sign flag - set if dst is negative

carry flag - set if unsigned value is out of range

overflow flag - set if signed value is out of range

direction flag - control inc/dec of ESI/EDI

Jump based on flag

Jb, jc - jump if CF is set

je, jz - jump if ZF is set

js - jump if SF is set

jo - jump if OF is set

jp - jump if PF is set

Convert decimal to binary and hex
16 bits

301 0000 0001 0010 1101
 0 1 2 3

301
-256

45
32

13
8

5
4

1
1

-450 0000 0001 1100 0010

2's 1111 1110 0011 1101

450
-256

194
128

66
64

2
2

f e 3 e

Add

$$\begin{array}{rcccc} 0101 & 1110 & 0011 & 1111 & 24127 \\ 0010 & 0101 & 0101 & 1001 & 9561 \\ \hline 1000 & 0011 & 1001 & 1000 & 33688 \end{array}$$

Signed

$$\begin{array}{rcccc} 1011 & 1010 & 0011 & 1101 & -17859 \\ 1100 & 1010 & 1100 & 0111 & -13625 \\ \hline \text{✓} 1000 & 0101 & 0000 & 0100 & -31484 \end{array}$$

subtract

$$\begin{array}{r}
 0101 \ 1110 \ 0011 \ 1111 \\
 0010 \ 0101 \ 0101 \ 1001 \\
 \hline
 0011 \ 1000 \ 1110 \ 0110
 \end{array}
 \begin{array}{r}
 24127 \\
 9561 \\
 \hline
 14566
 \end{array}$$

$$\begin{array}{r}
 0101 \ 1110 \ 0011 \ 1111 \\
 0010 \ 0101 \ 0101 \ 1001 \rightarrow 0010 \ 0101 \ 0101 \ 1001 \quad z'c \\
 \downarrow \\
 1101 \ 1010 \ 1010 \ 0110 \\
 \hline
 1101 \ 1010 \ 1010 \ 0111 \\
 \hline
 1101 \ 1010 \ 1010 \ 0111
 \end{array}$$

$$\begin{array}{r}
 0101 \ 1110 \ 0011 \ 1111 \\
 1101 \ 1010 \ 1010 \ 0111 \\
 \hline
 \times 0011 \ 1000 \ 1110 \ 0110
 \end{array}$$

signed

$$\begin{array}{r}
 1100 \ 0110 \ 0001 \ 1111 \\
 1011 \ 0010 \ 1111 \ 0011 \rightarrow 1011 \ 0010 \ 1111 \ 0011 \quad z'c \\
 0100 \ 1101 \ 0000 \ 1100 \\
 \hline
 0100 \ 1101 \ 0000 \ 1101 \\
 \hline
 0100 \ 1101 \ 0000 \ 1101 \\
 -14817
 \end{array}$$

$$\begin{array}{r}
 -14817 \\
 -(-19725) \\
 \hline
 4908
 \end{array}$$

$$\begin{array}{r}
 1100 \ 0110 \ 0001 \ 1111 \\
 0100 \ 1101 \ 0000 \ 1101 \\
 \hline
 \times 0001 \ 0011 \ 0010 \ 1100
 \end{array}$$

$$\begin{array}{r}
 32768 \\
 16384 \\
 8192 \\
 4096 \\
 2048 \\
 1024 \\
 512 \\
 256 \\
 128 \\
 64 \\
 32 \\
 16 \\
 8 \\
 4 \\
 2 \\
 1
 \end{array}$$

signed

$$\begin{array}{r}
 1110 \ 1110 \ 0111 \ 1101 \\
 1011 \ 0110 \ 1100 \ 1000 \rightarrow 1011 \ 0110 \ 1100 \ 1000 \quad z'c \\
 \downarrow \\
 0100 \ 1001 \ 0011 \ 1000 \\
 \hline
 0100 \ 1001 \ 0011 \ 1000 \\
 \hline
 0100 \ 1001 \ 0011 \ 1000
 \end{array}$$

$$\begin{array}{r}
 1110 \ 1110 \ 0111 \ 1101 \\
 0100 \ 1001 \ 0011 \ 1000 \\
 \hline
 \times 0011 \ 0111 \ 1011 \ 0101
 \end{array}$$