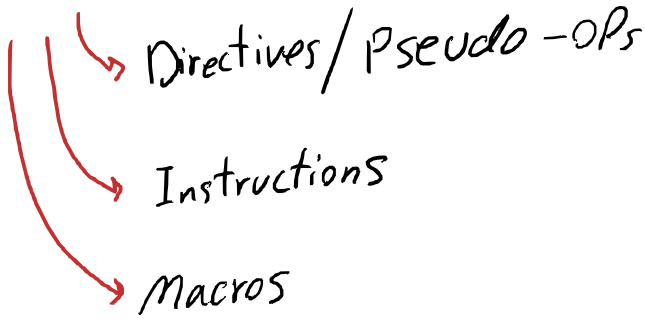
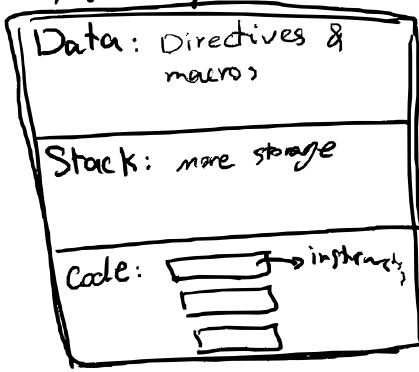


Statements



Memory



Instructions

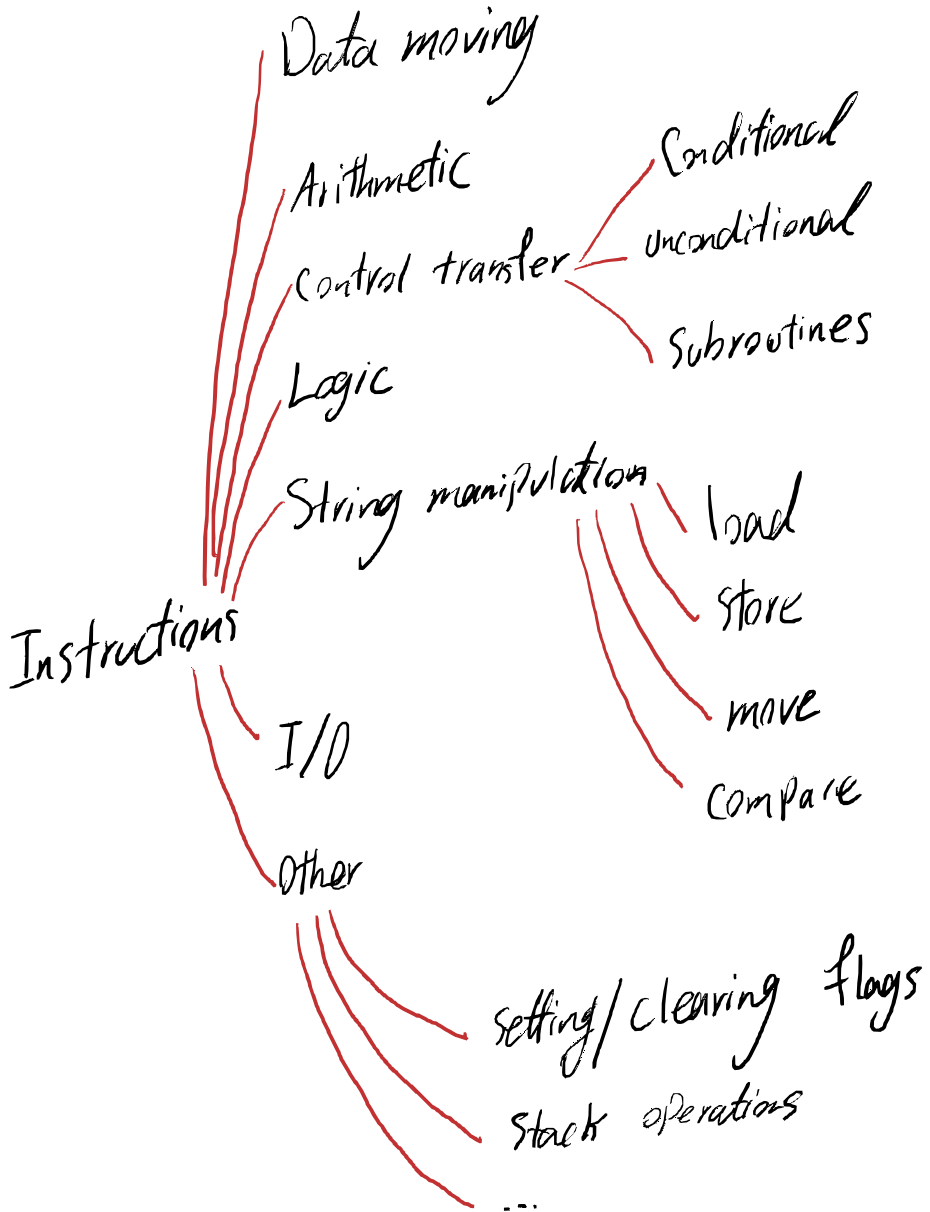
Operation [operands...]

like

mov eax, ebx

mul ebx \rightarrow $eax \neq ebx$
div

eax is implicit here.



MOV

mov destination, source

LEA (Load Effective Address)

lea register, memory_address

* why effective? since it calculates the final address ex. `lea dx, [SI + 4]`.

XCHG (exchange)

xchg register, memory_address

* like mov (and most of other instructions) we can't use it with both memory_addresses.

INC (increment)
DEC (Decrement)

inc destination
dec destination

Add
Sub

add destination, source
sub destination, source

Mul


mul source * It uses AL as destination!
* unsigned mul

IMUL

mul source * Again AL as destination
* Signed mul

DIV, IDIV

div source * implicit AX destination
idiv source

* It returns  Quotient AL
Remainder AH

$$\frac{AX}{Divisor} = \text{Quotient}_{AL}, \quad \text{Remainder}_{AH}$$

* Overflow in multiplication can be easily handled by using AX, but in division it is a problem, and it generates a special software interrupt when overflow happens.

$$\begin{array}{l} \text{Dividend} \\ \uparrow \\ \frac{24}{13} = \overbrace{1.13}^{\text{Quotient}} + \overbrace{11}^{\text{Remainder}} \\ \downarrow \\ \text{Divisor} \end{array}$$

* Both multiplication & Division can be used for 32-bit operands as well by using DX register.

$$\frac{DX \quad AX}{\boxed{16\text{-bit}}} = \text{Quotient}_{AX}, \quad \text{Remainder}_{DX}$$