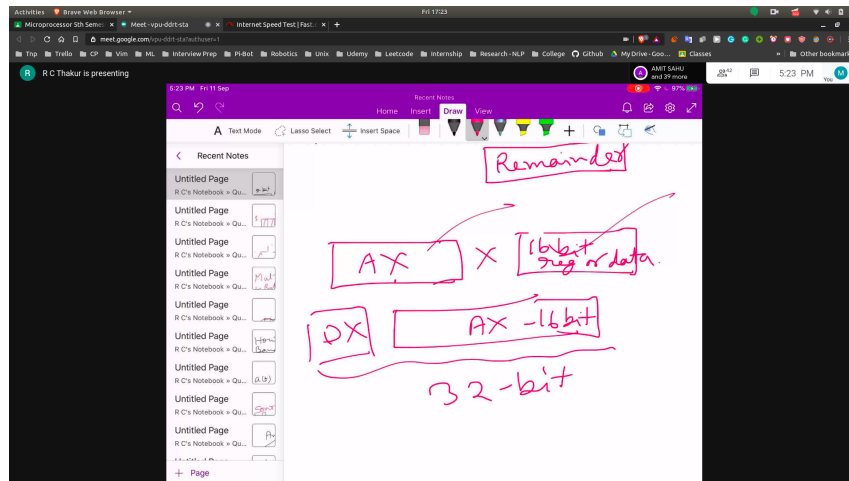
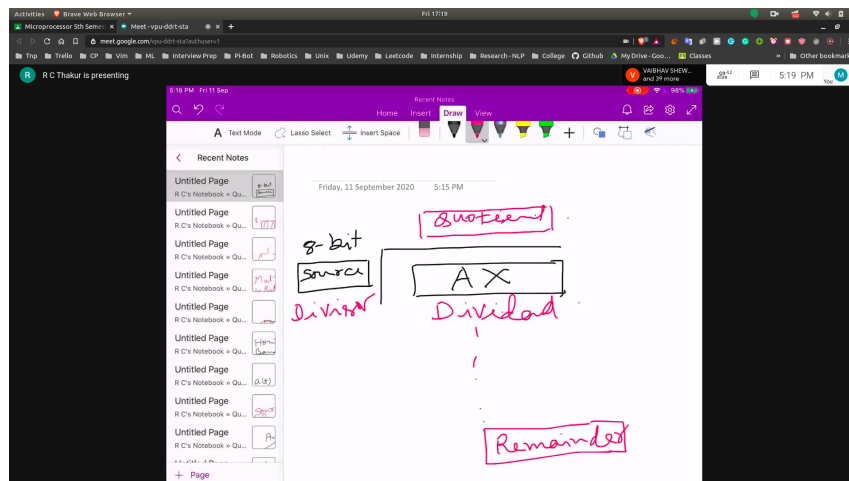


## Arithemeric Instruction

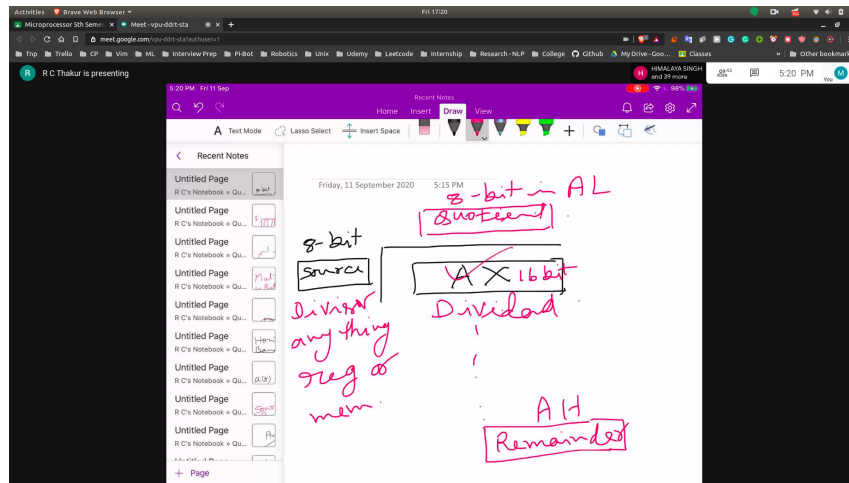
### Multiplication



### Division



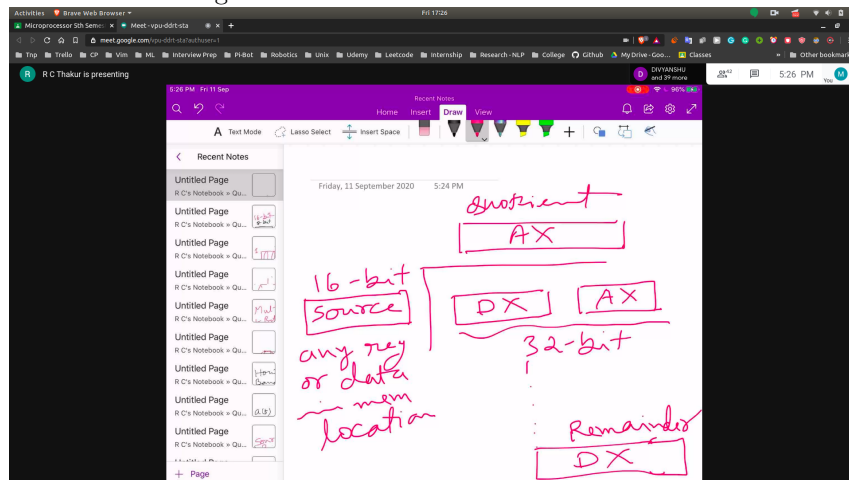
- In terms of Memory



- Basically division is just the opposite of multiplication

## 32 bit division

- dividend is composed of DX and AX
- divisor is 16bit , (can be in any reg)
- quotient will be in ax register
- remained in dx register



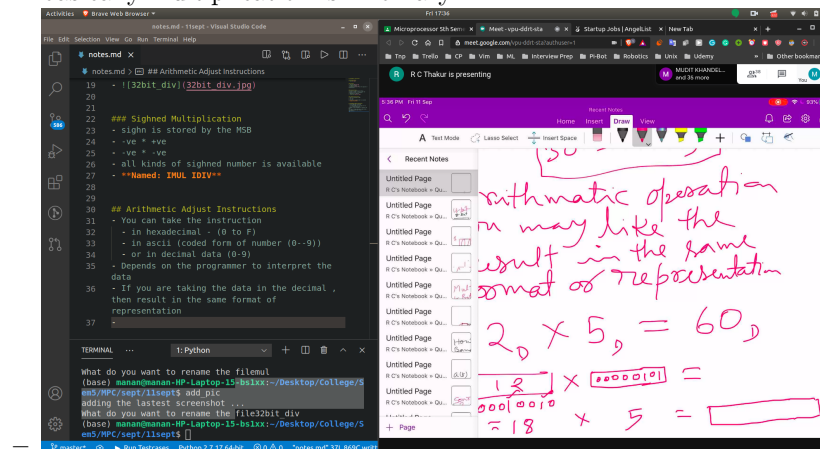
## Signed Multiplication

- sign is stored by the MSB
- -ve \* +ve
- -ve \* -ve

- all kinds of signed number is available
- **Named: IMUL IDIV**

## Arithmetic Adjust Instructions

- You can take the instruction
  - in hexadecimal - (0 to F)
  - in ascii (coded form of number (0-9))
  - or in decimal data (0-9)
- Depends on the programmer to interpret the data
- If you are taking the data in the decimal , then result in the same format of representation
- If the register stores the data in binary , then it might interpret it wrong
- For eg.
  - basically multiplication is in binary



## Solution

- Hence we have adjustment instruction to convert from one form to another
  - **Look in the book**
  - DAA
  - DAS
  - Similarly we have for ascii
  - AAM (ascii adjust after mul)
  - AAS ( " subtraction)
  - AAD ( " division)
- Diff b/w Decimal and Ascii
- In ascii simply does the unpacking of the packed number so that you can add separately the base value of ASCII ie 30

## Logical Instruction

- 2 imp instruction
- Shift
  - Like mul by 2
  - Div by 2
- Rotate