

## Lab: 08



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## 4.1 Data Transfer Instructions

### MOV and MOVZX Instructions

#### Assembly Code: `moves.asm`

```

TITLE Data Transfer Examples           (File: moves.asm)
.686
.MODEL flat, stdcall
.STACK
INCLUDE Irvine32.inc

.data
var1  WORD 1000h
var2  WORD 2000h

.code
main PROC
    ; Demonstrating MOV and MOVZX
    mov     ax, 0A69Bh
    movzx   bx, al
    movzx   ecx, ah
    movzx   edx, ax

    ; Demonstrating MOVSX
    movsx   bx, al
    movsx   ecx, ah
    movsx   edx, ax

    ; Demonstrating XCHG
    xchg ax, var1
    xchg ax, var2
    xchg ax, var1

    exit
main ENDP
END main

```

#### Execution Steps and Register Values:

##### 1. MOV and MOVZX Instructions:

```
mov     ax, 0A69Bh
```

- AX = 0A69Bh
- AL = 9Bh
- AH = 0Ah

```
movzx bx, al
```

- BX = 009Bh (Zero-extension of AL)

```
movzx ecx, ah
```

- ECX = 0000000Ah (Zero-extension of AH)

```
movzx edx, ax
```

- EDX = 0000A69Bh (Zero-extension of AX)

**Predicted Values:**

Instruction	Register	Value (hex)
mov ax, 0A69Bh	AX	0A69Bh
	AL	9Bh
	AH	0Ah
movzx bx, al	BX	009Bh
movzx ecx, ah	ECX	0000000Ah
movzx edx, ax	EDX	0000A69Bh

## 2. MOVSX Instructions:

```
movsx bx, al
```

- BX = FF9Bh (Sign-extension of AL)

```
movsx ecx, ah
```

- ECX = FFFFFFFFAh (Sign-extension of AH)

```
movsx edx, ax
```

- EDX = FFFFA69Bh (Sign-extension of AX)

**Predicted Values:**

Instruction	Register	Value (hex)
<code>movsx bx, al</code>	BX	FF9Bh
<code>movsx ecx, ah</code>	ECX	FFFFFFFFAh
<code>movsx edx, ax</code>	EDX	FFFA69Bh

### 3. XCHG Instructions:

`xchg ax, var1`

- AX = 1000h
- var1 = 0A69Bh

`xchg ax, var2`

- AX = 2000h
- var2 = 1000h

`xchg ax, var1`

- AX = 0A69Bh
- var1 = 2000h

### Predicted Values:

Instruction	Register/Memory	Value (hex)
<code>xchg ax, var1</code>	AX	1000h
	var1	0A69Bh
<code>xchg ax, var2</code>	AX	2000h
	var2	1000h
<code>xchg ax, var1</code>	AX	0A69Bh
	var1	2000h

## 4.2 Addition and Subtraction

*Assembly Code: SimpleArith.asm*

`assembly`

`TITLE Simple Arithmetic (SimpleArith.asm)`  
`.686`

```

.MODEL flat, stdcall
.STACK
INCLUDE Irvine32.inc

.data ; No data

.code
main PROC
    ; ADD
    mov eax, 91ab0748h
    mov ebx, 3f54f8f2h
    add eax, ebx

    ; SUB
    mov eax, 91ab0748h
    sub eax, ebx

    ; NEG
    mov eax, 91ab0748h
    neg eax

    ; INC
    cld ; clear carry flag to show that it is not affected
    mov eax, 7fffffffh
    inc eax

    ; DEC
    mov eax, 0
    dec eax

    exit
main ENDP
END main

```

## Execution Steps and Predicted Values:

### 1. ADD Instruction:

```

assembly
mov eax, 91ab0748h
mov ebx, 3f54f8f2h
add eax, ebx

```

- EAX = 91ab0748h + 3f54f8f2h = D1000000h
- Flags: CF=1, OF=0, SF=1, ZF=0, PF=1

### 2. SUB Instruction:

```

mov eax, 91ab0748h

```

```
sub eax, ebx
```

- $EAX = 91ab0748h - 3f54f8f2h = 523A0E56h$
- Flags: CF=0, OF=0, SF=0, ZF=0, PF=0

### 3. NEG Instruction:

```
mov eax, 91ab0748h
neg eax
```

- $EAX = -91ab0748h = 6E54F8B8h$
- Flags: CF=1, OF=0, SF=1, ZF=0, PF=0

### 4. INC Instruction:

```
mov eax, 7fffffffh
inc eax
```

- $EAX = 7FFFFFFFh + 1 = 80000000h$
- Flags: CF=0, OF=1, SF=1, ZF=0, PF=0

### 5. DEC Instruction:

```
assembly
mov eax, 0
dec eax
```

- $EAX = 0 - 1 = FFFFFFFFh$
- Flags: CF=0, OF=0, SF=1, ZF=0, PF=0

## Predicted Values:

Instruction Register    Value (hex)    CF OF SF ZF PF    [Top of Form](#)

ADD	EAX	D1000000h	1	0	1	0	1
SUB	EAX	523A0E56h	0	0	0	0	0
NEG	EAX	6E54F8B8h	1	0	1	0	0
INC	EAX	80000000h	0	1	1	0	0
DEC	EAX	FFFFFFFFh	0	0	1	0	0