

**1. mov**

```

.data
var1 BYTE 100
var2 BYTE ?
var3 BYTE 2
var4 BYTE 1

.code      ; True/False
mov ds, 45 ;
mov esi, var3 ;
mov eip, var4 ;
mov 25, var2 ;
mov var1, var2 ;

.data
bVal BYTE 100
bVal2 BYTE ?
wVal WORD 2
dVal DWORD 5
.code
    mov ds, 45      immediate move to DS not permitted
    mov esi, wVal    size mismatch
    mov eip, dVal    EIP cannot be the destination
    mov 25, bVal     immediate value cannot be destination
    mov bVal2, bVal  memory-to-memory move not permitted

```

**2. xchg**

Write a program that rearranges the values of three doubleword values in the following array as: 3, 1, 2.

Definition:

```

.data
array DWORD 1, 2, 3

```

Step1: copy the first value into E A X and exchange it with the value in the second position.

```

mov eax, arrayD
xchg eax, [arrayD+4]

```

Step 2: Exchange E A X with the third array value and copy the value in E A X to the first array position.

```

xchg eax, [arrayD+8]
mov arrayD, eax

```

**3. INC/DEC**

```
.data
```

```
    myByte BYTE 0FFh, 0
```

```
.code
```

```
    mov al,myByte    ; AL =
```

```
    mov ah,[myByte+1] ; AH =
```

```
    dec ah    ; AH =
```

```
    inc al    ; AL =
```

```
    dec ax    ; AX =
```

```
    FFh
```

```
    00h
```

```
    FFh
```

```
    00h
```

```
    FEFF
```

**4. flag**

```
mov al,-128
```

```
neg al    ; CF =1   OF =1
```

The carry flag, on a subtraction, represents a borrow. If you negate x, you (virtually) subtract x from 0, which needs a borrow, unless x is 0.

```
mov ax,8000h
```

```
add ax,2 ; CF =0   OF =0
```

```
mov ax,0
```

```
sub ax,2 ; CF =1   OF =0
```

```
mov al,-5
```

```
sub al,+125 ; OF =1
```

**5. PTR**

```
.data
```

```
varB BYTE 65h,31h,02h,05h
```

```
varW WORD 6543h,1202h
```

```
varD DWORD 12345678h
```

```
.code
```

```
mov ax,WORD PTR [varB+2]      ; a.  
mov bl,BYTE PTR varD          ; b.  
mov bl,BYTE PTR [varW+2]; c.  
mov ax,WORD PTR [varD+2]      ; d.  
mov eax,DWORD PTR varW; e.
```

0502h

78h

02h

1234h

12026543h

## 6. LOOP

What will be the final value of AX? 10

```
mov ax,6  
mov ecx,4  
L1:  
inc ax  
loop L1
```

## 7. OFFSET

Please finish the program below for an array sum.

.386

.model flat,stdcall

.stack 4096

ExitProcess proto,dwExitCode:dword

```
.data
arrayW WORD 1000h,2000h,3000h
.code
mov esi,OFFSET arrayW
mov ax,[esi]
add esi,2      ; or: add esi,TYPE arrayW
add ax,[esi]
add esi,2
add ax,[esi]   ; AX = sum of the array
```