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Answer to the question no – 1

We can use to store data in segment register. But for some reasons it isn’t effective. Segment registers are base address pointers which are used to create 20-bit pointers using only 16-bit registers.

To keep the code and data separate there should be addressed memory location. In addition to what's been said already, I'd like to add that you wouldn't normally want to store any "data" in the code segment. That's why you have a Data Segment , DS or even an "extra" data segment, ES. So, it would be very unwise to write random data values there.

2.G**eneral-purpose registers ,** allow the user to access any of several registers. The load/store commands must typically specify a register and memory location, to indicate both source and destination of the data.

Storing data can be designed several different ways.

The ALU operations consist of the ALU operator, and two or three registers, with 2 operands, and tell where the result should go.