

Assembly - Conditions

CMP Instruction

The CMP instruction compares two operands. It is generally used in conditional execution. This instruction basically subtracts one operand from the other for comparing whether the operands are equal or not. It does not disturb the destination or source operands. It is used along with the conditional jump instruction for decision making.

Syntax

CMP destination, source

CMP compares two numeric data fields. The destination operand could be either in register or in memory. The source operand could be a constant (immediate) data, register or memory.

Sr. No.	Conditional Instructions
1	Unconditional jump This is performed by the JMP instruction. Conditional execution often involves a transfer of control to the address of an instruction that does not follow the currently executing instruction. Transfer of control may be forward, to execute a new set of instructions or backward, to re-execute the same steps.
2	Conditional jump This is performed by a set of jump instructions j<condition> depending upon the condition. The conditional instructions transfer the control by breaking the sequential flow and they do it by changing the offset value in IP.

Syntax

The JMP instruction provides a label name where the flow of control is transferred immediately. The syntax of the JMP instruction is –

```
JMP    label
```

Conditional Jump

If some specified condition is satisfied in conditional jump, the control flow is transferred to a target instruction. There are numerous conditional jump instructions depending upon the condition and data.

Following are the conditional jump instructions used on signed data used for arithmetic operations –

Instruction	Description	Flags tested
JE/JZ	Jump Equal or Jump Zero	ZF
JNE/JNZ	Jump not Equal or Jump Not Zero	ZF
JG/JNLE	Jump Greater or Jump Not Less/Equal	OF, SF, ZF
JGE/JNL	Jump Greater/Equal or Jump Not Less	OF, SF
JL/JNGE	Jump Less or Jump Not Greater/Equal	OF, SF
JLE/JNG	Jump Less/Equal or Jump Not Greater	OF, SF, ZF

```
CMP    AL, BL
```

```
JE     EQUAL
```