

University of Central Punjab

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Computer Organization and Assembly Language

	Lab 09
Topic	1. MUL, IMUL, DIV and IDIV instructions

Examples for illustrating the differences of MUL and IMUL

No.	AX	ВХ	Instru ction	Decimal product			CF/OF		
1	1h	FFFFh	MUL BX	65535	65535 0000 FFFF 0		FFFF	0	
			IMUL BX	-1	FFFF FFFF	FFFF	FFFF FFFF		
2	FFFFh	h FFFFh MUL BX 42948362 25		FFFE 0001	FFFE	0001	1		
			IMUL BX	1	0000 0001	0000	0001	0	
3	OFFFh X MUL AX 1676		16769025	00FF E001	00FF	E001	1		
			IMUL AX 16769025 00FF E001		00FF	E001	1		
4	4 0100h FFFFh MUL		MUL BX	16776960	00FF FF00	00FF	FF00	1	
			IMUL BX	-256	FFFF FF00	FFFF	FF00	0	

Examples for illustrating the differences of DIV and IDIV



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No.	DX	AX	ВХ	Instructi on	Decimal quotient	Decimal Remainder	AX	DX		
1	0000h	0005h	0002h	DIV BX	2	1	0002	0001		
				IDIV BX	2	1	0002	0001		
2	0000h	0005h	FFFEh	DIV BX	0	5	0000	0005		
				IDIV BX	-2	1	FFFE	0001		
3	FFFFh	FFFBh	0002h	DIV BX	Divide Overflow					
				IDIV BX	-2	-1	FFFE	FFFF		

Examples (Mul and IMUL)

a) MOV AL, 0x9;

MOV BL, 0x7;

MUL BL; The product will be in AX in this case

b) MOV AX, 0x90AB; DECIMAL 37035

MOV BX, 0x332; DECIMAL 818

MUL BX; NOTE IN THIS CASE THE RESULTANT VALUE IS DOUBLE SO THE HIGHER BITS ARE STORED IN DX REGISTER

c) MOV AX, 0x90AB; DECIMAL -28501

MOV BX, 0x332; DECIMAL 818

IMUL BX; NOTE IN THIS CASE THE RESULTANT VALUE IS DOUBLE SO THE HIGHER BITS ARE STORED IN DX REGISTER



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MUL INSTRUCTION- OPERANDS

Multiplicand	Multiplier	Destination product		
AL	Reg8/mem8	AX		
AX	Reg16/mem16	DX: AX		

Examples (Div and Idiv)

a)

MOV AL, 9;

MOV BL, 4;

DIV BL ;Divides AX/BL, gives AL=02 (quotient) and AH=01 (remainder);

In this example, it is assumed that value in AH=0

b)

MOV AH,01

MOV AL,9 ; AX=0109

MOV BL, 4; BL=04

DIV BL; 265/4 gives quotient AL=42 hex (66 decimal) and remainder AH=01.

c)

MOV ah, 0x80

mov al,0x23

MOV bx,0x8000;

IDIV bx;Divides [DX:AX]/BX, gives AX=0xFFFF (quotient) and DX=0x23 (remainder);



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Practice Task

Write an assembly language program to find the even numbers in an array.

If a number is even replace it with 1 else if it is not replace with 0.

Let values are (byte size)

Index	0	1	2	3	4	5	6	7
Value	0x05	0xEF	0xDE	0x64	0x38	0x0D	0x84	0x0A
							-	
Index	0	1	2	3	4	5 6	7	
Value	0	?	?	?	?	? ?	1	_