



Bit-shift:

- The instructions have two possible formats. For a single shift or rotate, the form is

Opcode destination, l

- For a shift or rotate of N positions, the form is

Opcode destination, CL

where CL contains N. In both cases, destination is an 8 or 16 bit register or memory location.

MUL/DIV:

Instruction	Algorithm (= is assignment)
MUL (unsigned multiplication)	MUL Source (register/memory loc) Algorithm (byte): $AX = AL \times \text{Source}$ Algorithm (word): $DX:AX = AX \times \text{Source (register/memory loc)}$
IMUL (signed multiplication)	IMUL Source (register/memory loc) Algorithm (byte): $AX = AL \times \text{Source}$ Algorithm (word): $DX:AX = AX \times \text{Source}$
DIV (unsigned multiplication)	DIV divisor (register/memory loc) Algorithm (byte): $AL \text{ (quotient)} = AX / \text{divisor}$ $AH \text{ (remainder)} = AX \% \text{divisor}$ Algorithm (word): $AX \text{ (quotient)} = (DX:AX) / \text{divisor}$ $DX \text{ (remainder)} = (DX:AX) \% \text{divisor}$
IDIV (signed multiplication)	IDIV divisor (register/memory loc) Algorithm (byte): $AL \text{ (quotient)} = AX / \text{divisor}$ $AH \text{ (remainder)} = AX \% \text{divisor}$ Algorithm (word): $AX \text{ (quotient)} = (DX:AX) / \text{divisor}$ $DX \text{ (remainder)} = (DX:AX) \% \text{divisor}$

Example 5: Factorial of 5

```
01 include emu8086.inc
02
03 .model small
04 .stack 100h
05 .data
06     n db 5
07 .code
08
09     mov ax, @data
10     mov ds, ax
11
12     mov cl, n
13     mov al, 1
14
15     fact:
16     mul cl
17
18     dec cl
19     cmp cl, 1
20     jne fact
21
22     call print_num
23
24     define_print_num
25     define_print_num_uns
26
```

Example 6: division

```
02 .model small
03 .stack 100h
04 .data
05     n db 4
06 .code
07     mov ax, @data
08     mov ds, ax
09
10     mov ax, 25
11
12     div n
13
14     mov dl, al    ;quotient in dl
15     mov dh, ah    ;remainder in dh
16
17     mov ah, 2
18     add dl, 30h
19     int 21h      ;display quotient
20
21     mov dl, 20h
22     int 21h      ;print space
23
24     mov dl, dh
25     add dl, 30h
26     int 21h      ;display remainder
27
28     mov ah, 4ch
29     int 21h
30
```