Chaptes No:-5 Flag Registers:-

Lectures 9 4.0ct heory

15	14	13	12	11	lo	9	8.	-	6	5	4	3	2	1	0
				OF	DF	1£	TF	SF	ZF		AF		PF	14.03	CF

- The important feature that distinguishes a computer from other machines in the computer's ability to make decisions.
- -) Flags are placed in FLAG register
 (16 bit)

Status Flag: 0, 2, 4, 6, 7, 11 Control Flag:

8,9,6

Carry Flag:-

Jest when the result of an unsigned arithmetic operation is too large to fit into the destination

from the most significant bit (msb) or there is a borrow into the msb on subtraction CF = 0 , otherwise. Also affected by the shift and votale installation. tarity Flag: -> Reflects whether the number of 1 bits in the result of an operation is even or odd.

-> PF=1 (if the Jow byte of a result has an even number of one bits; even parity).

Pt.o (if the low byte of a result has an odd number of one bits; odd parity)
If a word addition is = FFFEh, then low byte contain 7 195 bits so odd Auxiliary Carry Flagset when the Kesult of an operation causes a carry from bit 3 to bit 4

AF=10 there is carry out from bit 3 on addition, or a borrow into bit 3 on subtraction.

AF=0 on otherwise -) AF=0, otherwise. Jignificant in binary cooled decimal (bed) operations. Zero Flag: arithmetic or logical operation is zero. is zero. -> ZF=1, for a zero result. Sign Flag: > Set when the result of an arithmetic and Jogical operation generates a negative result. 3 SF= 1, if The msb of a result is
1; representing a negative
vesult in a signed

For the msb of a

result is 0; representing a

positive result in a signed.

Overflow Flag:

overflow occumed -> OF=1; it signed -> OF=0, otherwise

> No overflow / sign same A+B = C Overflow sign different A+B = - C

Example:

- Instruction
- MOV/ XCHG
- ADD/ SUB
- INC DEC
- NEG

Affects flags.
none
all
all except CF
all

CF=1 unless xesultis0.

OF so it word operand is

Booch or byte operand 15 80h.