

Mov Instruction:

- Mov instruction to transfer data
 - Between registers
 - Between register and a memory location.
 - Move a number directly to a register or a memory location

Syntax: Mov destination, source

Example: Mov Ax, WORD1

- This reads "Move WORD1 to Ax"
- The content of register Ax are replaced by the contents of memory location WORD1
- The content of WORD are unchanged.

XCHG Instruction:

- XCHG instruction to exchange the contents of
 - Two registers
 - Register and a memory location.

Syntax: XCHG destination, source

Example: XCHG AH, BL

Add & SUB Instruction:

- ADD instruction to add contents of
- Two registers
 - A register and a memory location
 - A number to a register
 - A number to a memory location.

Syntax: ADD destination, source

Example: ADD WORD1, AX

- SUB instruction to subtract the contents of
- Two registers
 - A register and a memory location.
 - A number from a register
 - A number from a memory location.

Syntax: SUB destination, source

Example: SUB AX, DX

INC & DEC & NEG:

- INC (increment) instruction is used to add 1 to the contents of a register or memory location.

Syntax: INC destination

Example: INC WORD1.

→ DEC (decrement) instruction is used to subtract 1 from the contents of a register or memory location.

Syntax: DEC destination

Example: DEC BYTE 1.

- Destination can be 8-bit or 16-bits wide.

→ NEG instruction is used to negate the contents of destination.

→ Replace the contents by its 2's complement.

Syntax: NEG destination

Example: NEG BX.