

maths	code examples (cont)	binary	Bit shifting (cont)
IMUL Multiply ax by what ever is specified (for 32 bit store in DX:AX) DIV (16 bit) takes the operand and divides it by AX and stores it in AL with remainder in AH. for 32 bit it used DX:AX pair and leaves axn is AX and remainder in DX MUL Multiply ax by what ever is specified (all unsigned) CWD converts the word in AX to a double word in DX:AX	> MOV AX, X; CMP AX,Y; JGW ELSE; ADD AX,1 JMP END; ELSE: ASS Y,2; END: move 500 bytes of data TABLE1 to TABLE 2 using MOVSB LEA SI, TABLE1; LEA DI, TABLE2; MOV CX, 500; CLD; LPTOP: MOVSB; LOOP LPTOP MOVE 500 WORDS OF DATA FROM TABLE1 TO TABLE 2 USING INDEXING MOV CX,500; MOV BX,0; LPTOP: MOV AX, TABLE1[BX]; MOV TABLE2[BX],AX; ADD BX, 2; LOOP LPTOP count the number of blanks in the 1000 byte string of chars referenced by table 1 using scasb MOV AX, SEG TABLE1; MOV ES, AX; MOV AL, ' '; LEA DI, TABLE1; MOV CNT,0; CLD; LPTOP: SCASB; JNE: SKIP; INC CNT; SKIP: LOOP LPTOP	signed Very left bit is 0 magnitude for + num and 1 for -num twos flip the bits and compliment add 1 27 excises add the num to 128 then convert to binary ones flip all bits compliment unsigned all bits count but its a positive num	TEST The TEST operation sets the flags CF and OF to zero. The SF is set to the most significant bit of the result of the AND. If the result is 0, the ZF is set to 1, otherwise set to 0. The parity flag is set to the bitwise XNOR of the least significant byte of the result, 1 if the number of ones in that byte is even, 0 otherwise. The value of AF is undefined. SAR shift right into carry but keep the signed bit the same CMC invert CF ROL rotate left into the last bit and the carry flag CLC CF = 0 STC CF = 1
Convert num to bytes	code examples	Bit shifting	
ASCII 1 byte per char unsigned 2 bytes for 5 chars bcd 2 bytes for 5 chars	Write code that would find the sum 6+12+18...+300 and store it in var tot <pre>MOV TOT, 0; MOV AX,6; LOOP: ADD TOT, AX; ADD AX, 6 CMP AX,300; JLE LOOP</pre> write code that is assembler equiv: <pre>if(x<y){x ++; }es - le{y+= 2}</pre>	RCR rotate right last bite gets stored in carry and carry gets pushed to the first bite SHL Shift left into cf	



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addressing

tab[di]	indexed addressing [offset + ds * 10 + DI]
[bx] [di]	base indexing[reg 1 + reg 2 + ds * 10]
[si]	register indirect[ds*10 + reg1]
[bp]	base addressing[ss*10 + reg1]

Loads

LODSB	loads al wiht copy of DS:SI. IF DF = 0 then si++
LODSW	loads ax wiht copy of DS:SI. IF DF = 0 then si ++
STOSB	replace byte pointed to by ES:DI with a copy of AL and incs DI
STOSW	replace byte pointed to by ES:DI with a copy of AX and incs DI
CLD	clears DF
STD	set DF
MOVSW	replaces byte pointed to by ES:DI with word at DS:SI. Moves SI:DI by 2

Loads (cont)

MOVSB	copies the byte at [DS:SI] or [DS:ESI] to [ES:DI] or [ES:EDI]. It then increments or decrements (depending on the direction flag: increments if the flag is clear, decrements if it is set) SI and DI (or ESI and EDI).
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