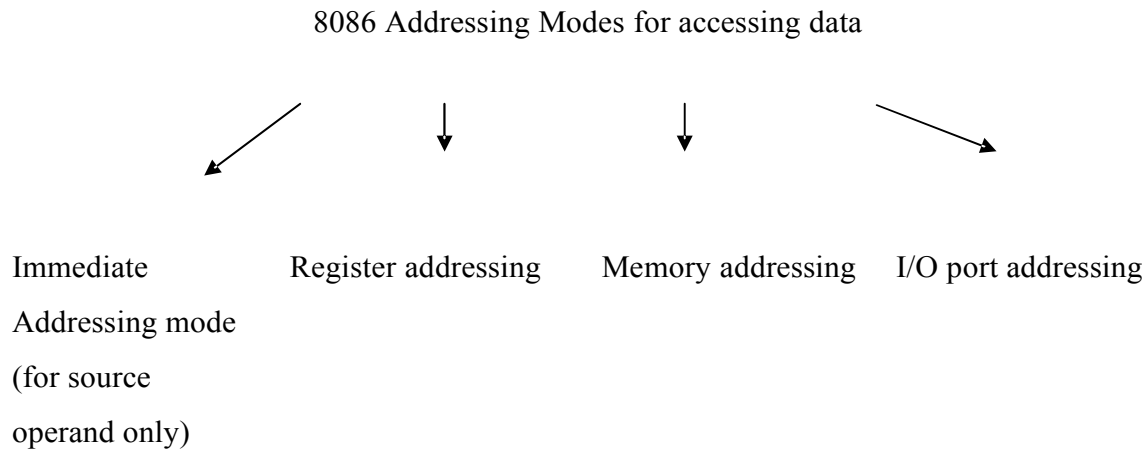
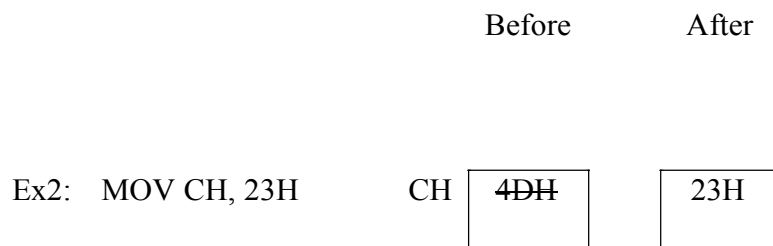
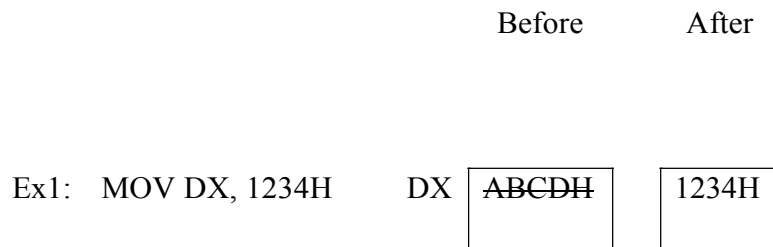


# 8086 ADDRESSING MODES - I

Addressing modes provide convenience in accessing data needed in an instruction.



## 2.4.1 Immediate Addressing



## 2.4.2 Register Addressing

	Before	After		
Ex1: MOV CX, SI	CX <table border="1"><tr><td><del>1234H</del></td></tr></table>	<del>1234H</del>	<table border="1"><tr><td>5678H</td></tr></table>	5678H
<del>1234H</del>				
5678H				
	SI <table border="1"><tr><td>5678H</td></tr></table>	5678H	<table border="1"><tr><td>5678H</td></tr></table>	5678H
5678H				
5678H				

	Before	After		
Ex2: MOV DL, AH	DI <table border="1"><tr><td><del>89H</del></td></tr></table>	<del>89H</del>	<table border="1"><tr><td>BCH</td></tr></table>	BCH
<del>89H</del>				
BCH				
	AH <table border="1"><tr><td>BCH</td></tr></table>	BCH	<table border="1"><tr><td>BCH</td></tr></table>	BCH
BCH				
BCH				

# Memory Addressing

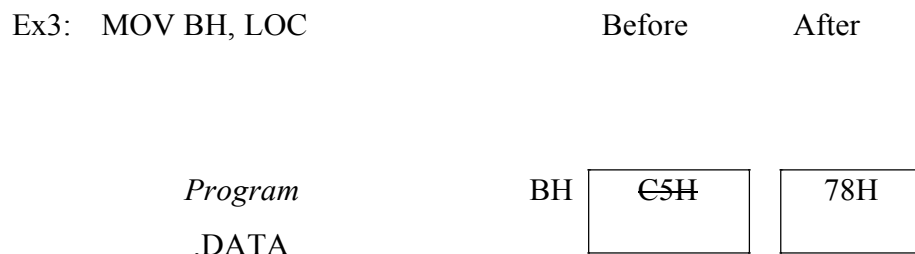
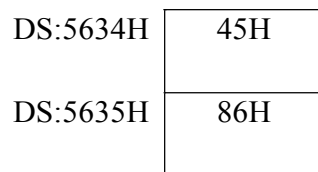
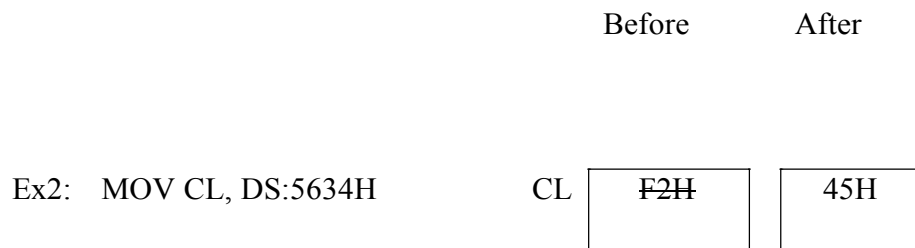
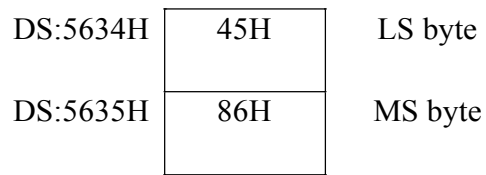
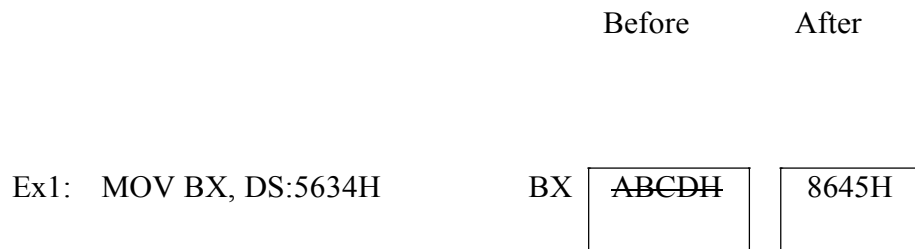
Direct Addressing

Indirect Addressing

## Memory Indirect Addressing

Register	Based Addressing	Indexed	Based	Based Indexed
Indirect	with displacement	Addressing with displacement	Indexed addressing	addressing with displacement

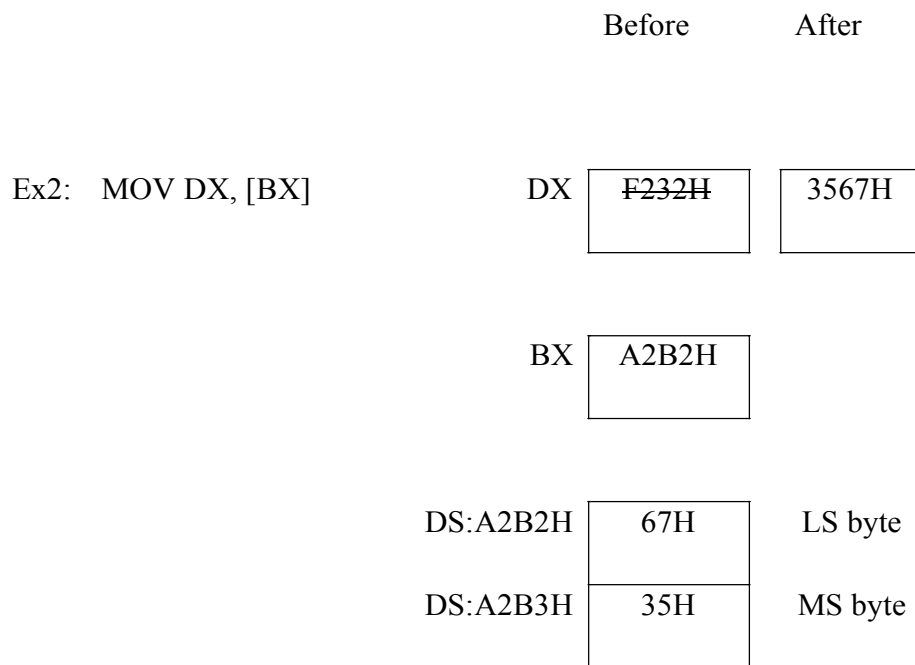
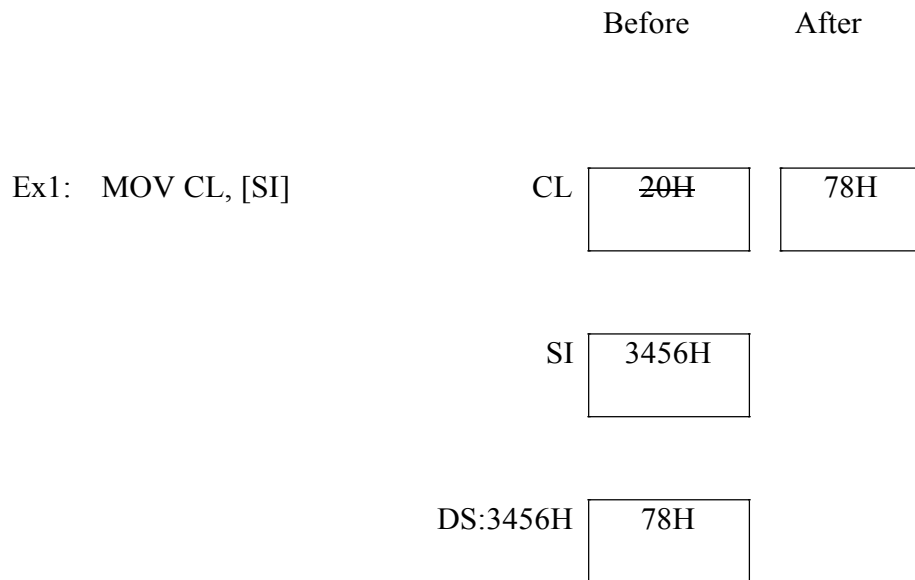
### 2.4.3 Memory Direct Addressing

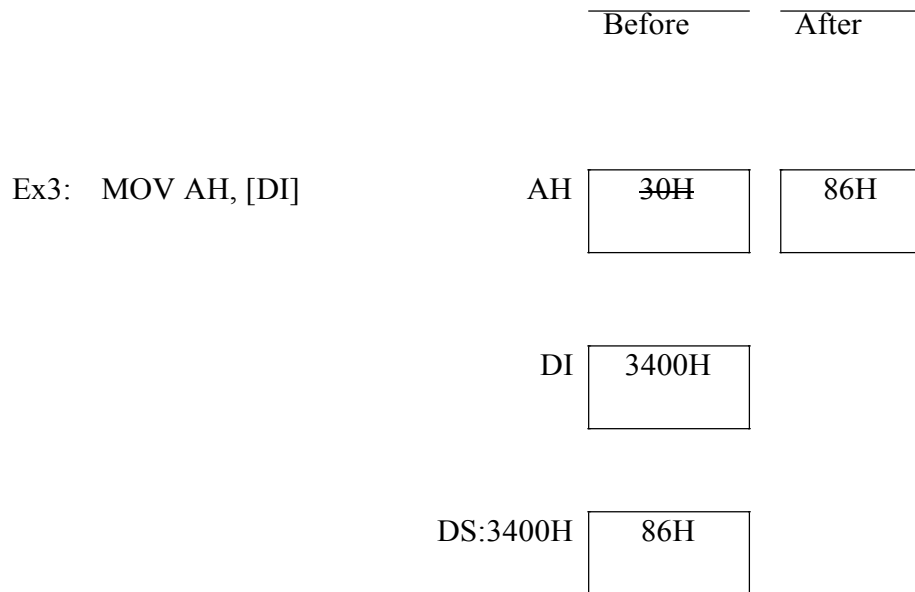


*Program*  
 .DATA

LOC DB 78H

### 2.4.4. Register Indirect Addressing





Only SI, DI and BX can be used inside [ ] from memory addressing point of view. From user point of view [BP] is also possible. This scheme provides 3 ways of addressing an operand in memory.

Source : <http://elearningatria.files.wordpress.com/2013/10/cse-iv-microprocessors-10cs45-notes.pdf>