

# OPERAND INSTRUCTIONS

## 3.2.1 Operand instructions involving R and R/M

MOV/XCHG	}	R	Data transfer
ADD/ADC/SUB/SBB			Arithmetic
AND/OR/XOR/TEST/CMP			R/M

11 instructions x  $2^{10}$  = 11264 opcodes

MOV instruction already discussed- see Instruction template

In data transfer instructions flags are not affected.

## 3.2.2 Exchange Instruction

	Before	After
XCHG DX, [BX]	DX 1234H	ABCDH
	BX 1000H	
	DS:1000H ABCDH	1234H
	DS:1002H	

### 3.2.3 Add instruction

Unlike in 8085, result of add/subtract can be in any register or memory location

	Before	After
ADD [BX], DX	DX 1234H	
	BX 1000H	
In 3234H, 34H has	DS:1000H 2000H	3234H
three 1's. So P flag =0	DS:1002H	

	Before	After
ADC DH, [SI]	DH 30H	81H
Add with Carry	Carry flag 1	0
	SI 2000H	
81H	DS:2000H 50H	
1000 0001B(Two 1's)	DS:2001H 60H	

New flag values: Ac=0, S=1, Z=0, V=1, P=1

	Before	After
SUB DH, CL	DH 30H	0BH
Subtract (without borrow)		
	CL 25H	
0BH =		

0000 1011B(Three 1's)

New flag values: Ac=1, S=0, Z=0, V=0, P=0, Cy=0

	Before	After
SBB DH, CL	DH 20H	FAH
Subtract (with borrow)	Cy flag 1	1
	CL 25H	

FAH =1111 1010(Six 1's)

2's complement of FAH=0000 0110 = +06 So, FAH = -06

New flag values: Ac=1, S=1, Z=0, V=0, P=1, Cy=1

Discussion about Overflow (V) flag V

23H (+ve)	43H (+ve)
+ 46H (+ve)	+ 54H (+ve)
= 69H (+ve)	= 97H (-ve)
V= 0, Cy = 0	V = 1, Cy = 0
Correct answer	Wrong answer

Overflow used with signed numbers only

Carry flag used with unsigned numbers only

83H (-ve)	F2H (-ve)
+ 94H (-ve)	+ F3H (-ve)

= 17H (+ve)  
 V= 1, Cy = 1  
 Wrong answer

= E5H (-ve)  
 V = 0, Cy = 1  
 Correct answer

94H (-ve)  
 - 83H (-ve)  
 = 11H (+ve)  
 V= 0, Cy = 0  
 Correct answer

F6H (-ve)  
 - 43H (+ve)  
 = B3H (-ve)  
 V = 0, Cy = 0  
 Correct answer

94H (-ve)  
 - 23H (+ve)  
 = 71H (+ve)  
 V= 1, Cy = 0  
 Wrong answer

66H (+ve)  
 - 83H (-ve)  
 = E3H (-ve)  
 V = 1, Cy = 1  
 Wrong answer

### 3.2.4 AND instruction

AND BH, CL

Subtract (with borrow)

0FH=0000 1111B

06H=0000 0110B

	Before	After
BH	56H	06H
AND	1	1
CL	0FH	

*Use:* Selectively reset to 0 some bits of the destination

Bits that are ANDed with 0's are reset to 0

Bits that are ANDed with 1's are not changed

### 3.2.5 OR instruction

	Before	After		
OR BH, CL	BH <table border="1"><tr><td>56H</td></tr></table>	56H	<table border="1"><tr><td>5FH</td></tr></table>	5FH
56H				
5FH				
56H=0101 0110B	OR			
0FH=0000 1111B	CL <table border="1"><tr><td>0FH</td></tr></table>	0FH		
0FH				
5FH=0101 1111B				

*Use:* Selectively set to 1 some bits of the destination

Bits that are ORed with 1's are set to 1

Bits that are ORed with 0's are not changed

### 3.2.6 Ex-OR instruction

	Before	After		
XOR BH, CL	BH <table border="1"><tr><td>56H</td></tr></table>	56H	<table border="1"><tr><td>59H</td></tr></table>	59H
56H				
59H				
56H=0101 0110B	XOR			
0FH=0000 1111B	CL <table border="1"><tr><td>0FH</td></tr></table>	0FH		
0FH				
59H=0101 1001B				

*Use:* Selectively complement some bits of the destination.

Bits that are XORed with 1's are complemented

Bits that are XORed with 0's are not changed

### 3.2.7 TEST instruction

		Before	After
TEST BH, CL	BH	56H	56H
56H=0101 0110B	AND		
0FH=0000 1111B	CL	0FH	0FH
06H=0000 0110B			
Only flages are affected	Temp	45H	06H

TEST basically performs AND operation. Result of AND is not stored in destination. It is stored in Temp register. Temp is not accessible to programmer. There is no instruction like MOV Temp, 67H

### 3.2.8 Compare Instruction

		Before	After
CMP BH, CL	BH	56H	56H
56H=0101 0110B			
0FH=0000 1111B	CL	0FH	
Only flages are affected			
	Temp	45H	47H

CMP basically performs Subtract operation. Result of CMP is not stored in destination. It is stored in Temp register. Temp is not accessible to programmer.