

8086 INSTRUCTION SET

DATA TRANSFER INSTRUCTIONS

MOV – MOV Destination, Source

The MOV instruction copies a word or byte of data from a specified source to a specified destination. The destination can be a register or a memory location. The source can be a register, a memory location or an immediate number. The source and destination cannot both be memory locations. They must both be of the same type (bytes or words). MOV instruction does not affect any flag.

- MOV CX, 037AH Put immediate number 037AH to CX
- MOV BL, [437AH] Copy byte in DS at offset 437AH to BL
- MOV AX, BX Copy content of register BX to AX
- MOV DL, [BX] Copy byte from memory at [BX] to DL
- MOV DS, BX Copy word from BX to DS register
- MOV RESULT [BP], AX Copy AX to two memory locations;
AL to the first location, AH to the second;
EA of the first memory location is sum of the displacement
represented by RESULTS and content of BP.
Physical address = EA + SS.
- MOV ES: RESULTS [BP], AX Same as the above instruction, but physical address = EA + ES,
because of the segment override prefix ES

XCHG – XCHG Destination, Source

The XCHG instruction exchanges the content of a register with the content of another register or with the content of memory location(s). It cannot directly exchange the content of two memory locations. The source and destination must both be of the same type (bytes or words). The segment registers cannot be used in this instruction. This instruction does not affect any flag.

- XCHG AX, DX Exchange word in AX with word in DX
- XCHG BL, CH Exchange byte in BL with byte in CH
- XCHG AL, PRICES [BX] Exchange byte in AL with byte in memory at
EA = PRICE [BX] in DS.

LEA – LEA Register, Source

This instruction determines the offset of the variable or memory location named as the source and puts this offset in the indicated 16-bit register. LEA does not affect any flag.

- LEA BX, PRICES Load BX with offset of PRICE in DS
- LEA BP, SS: STACK_TOP Load BP with offset of STACK_TOP in SS
- LEA CX, [BX][DI] Load CX with EA = [BX] + [DI]

LDS – LDS Register, Memory address of the first word

This instruction loads new values into the specified register and into the DS register from four successive memory locations. The word from two memory locations is copied into the specified register and the word from the next two memory locations is copied into the DS registers. LDS does not affect any flag.

- LDS BX, [4326] Copy content of memory at displacement 4326H in DS to BL,
content of 4327H to BH. Copy content at displacement of
4328H and 4329H in DS to DS register.
- LDS SI, SPTR Copy content of memory at displacement SPTR and SPTR + 1

in DS to SI register. Copy content of memory at displacements SPTR + 2 and SPTR + 3 in DS to DS register. DS: SI now points at start of the desired string.

LES – LES Register, Memory address of the first word

This instruction loads new values into the specified register and into the ES register from four successive memory locations. The word from the first two memory locations is copied into the specified register, and the word from the next two memory locations is copied into the ES register. LES does not affect any flag.

- LES BX, [789AH] Copy content of memory at displacement 789AH in DS to BL, content of 789BH to BH, content of memory at displacement 789CH and 789DH in DS is copied to ES register.
- LES DI, [BX] Copy content of memory at offset [BX] and offset [BX] + 1 in DS to DI register. Copy content of memory at offset [BX] + 2 and [BX] + 3 to ES register.

ARITHMETIC INSTRUCTIONS

ADD – ADD Destination, Source

ADC – ADC Destination, Source

These instructions add a number from some *source* to a number in some *destination* and put the result in the specified destination. The ADC also adds the status of the carry flag to the result. The source may be an immediate number, a register, or a memory location. The destination may be a register or a memory location. The source and the destination in an instruction cannot both be memory locations. The source and the destination must be of the same type (bytes or words). If you want to add a byte to a word, you must copy the byte to a word location and fill the upper byte of the word with 0's before adding. Flags affected: AF, CF, OF, SF, ZF.

- ADD AL, 74H Add immediate number 74H to content of AL. Result in AL
- ADC CL, BL Add content of BL plus carry status to content of CL
- ADD DX, BX Add content of BX to content of DX
- ADD DX, [SI] Add word from memory at offset [SI] in DS to content of DX
- ADC AL, PRICES [BX] Add byte from effective address PRICES [BX] plus carry status to content of AL
- ADD AL, PRICES [BX] Add content of memory at effective address PRICES [BX] to AL

SUB – SUB Destination, Source

SBB – SBB Destination, Source

These instructions subtract the number in some *source* from the number in some *destination* and put the result in the destination. The SBB instruction also subtracts the content of carry flag from the destination. The source may be an immediate number, a register or memory location. The destination can also be a register or a memory location. However, the source and the destination cannot both be memory location. The source and the destination must both be of the same type (bytes or words). If you want to subtract a byte from a word, you must first move the byte to a word location such as a 16-bit register and fill the upper byte of the word with 0's. Flags affected: AF, CF, OF, PF, SF, ZF.

- SUB CX, BX CX – BX; Result in CX
- SBB CH, AL Subtract content of AL and content of CF from content of CH. Result in CH
- SUB AX, 3427H Subtract immediate number 3427H from AX
- SBB BX, [3427H] Subtract word at displacement 3427H in DS and content of CF

- SUB PRICES [BX], 04H from BX
Subtract 04 from byte at effective address PRICES [BX], if PRICES is declared with DB; Subtract 04 from word at effective address PRICES [BX], if it is declared with DW.
- SBB CX, TABLE [BX] Subtract word from effective address TABLE [BX] and status of CF from CX.
- SBB TABLE [BX], CX Subtract CX and status of CF from word in memory at effective address TABLE[BX].

MUL – MUL Source

This instruction multiplies an *unsigned* byte in some *source* with an *unsigned* byte in AL register or an unsigned word in some *source* with an unsigned word in AX register. The source can be a register or a memory location. When a byte is multiplied by the content of AL, the result (product) is put in AX. When a word is multiplied by the content of AX, the result is put in DX and AX registers. If the most significant byte of a 16-bit result or the most significant word of a 32-bit result is 0, CF and OF will both be 0's. AF, PF, SF and ZF are undefined after a MUL instruction.

If you want to multiply a byte with a word, you must first move the byte to a word location such as an extended register and fill the upper byte of the word with all 0's. You cannot use the CBW instruction for this, because the CBW instruction fills the upper byte with copies of the most significant bit of the lower byte.

- MUL BH Multiply AL with BH; result in AX
- MUL CX Multiply AX with CX; result high word in DX, low word in AX
- MUL BYTE PTR [BX] Multiply AL with byte in DS pointed to by [BX]
- MUL FACTOR [BX] Multiply AL with byte at effective address FACTOR [BX], if it is declared as type byte with DB. Multiply AX with word at effective address FACTOR [BX], if it is declared as type word with DW.
- MOV AX, MCAND_16 Load 16-bit multiplicand into AX
- MOV CL, MPLIER_8 Load 8-bit multiplier into CL
- MOV CH, 00H Set upper byte of CX to all 0's
- MUL CX AX times CX; 32-bit result in DX and AX

IMUL – IMUL Source

This instruction multiplies a *signed* byte from *source* with a *signed* byte in AL or a *signed* word from some *source* with a *signed* word in AX. The source can be a register or a memory location. When a byte from source is multiplied with content of AL, the signed result (product) will be put in AX. When a word from source is multiplied by AX, the result is put in DX and AX. If the magnitude of the product does not require all the bits of the destination, the unused byte / word will be filled with copies of the sign bit. If the upper byte of a 16-bit result or the upper word of a 32-bit result contains only copies of the sign bit (all 0's or all 1's), then CF and the OF will both be 0; If it contains a part of the product, CF and OF will both be 1. AF, PF, SF and ZF are undefined after IMUL.

If you want to multiply a signed byte with a signed word, you must first move the byte into a word location and fill the upper byte of the word with copies of the sign bit. If you move the byte into AL, you can use the CBW instruction to do this.

- IMUL BH Multiply signed byte in AL with signed byte in BH; result in AX.
- IMUL AX Multiply AX times AX; result in DX and AX
- MOV CX, MULTIPLIER Load signed word in CX
- MOV AL, MULTIPLICAND Load signed byte in AL
- CBW Extend sign of AL into AH
- IMUL CX Multiply CX with AX; Result in DX and AX

DIV – DIV Source

This instruction is used to divide an *unsigned* word by a byte or to divide an *unsigned* double word (32 bits) by a word. When a word is divided by a byte, the word must be in the AX register. The divisor can be in a register or a memory location. After the division, AL will contain the 8-bit quotient, and AH will contain the 8-bit remainder. When a double word is divided by a word, the most significant word of the double word must be in DX, and the least significant word of the double word must be in AX. After the division, AX will contain the 16-bit quotient and DX will contain the 16-bit remainder. If an attempt is made to divide by 0 or if the quotient is too large to fit in the destination (greater than FFH / FFFFH), the 8086 will generate a type 0 interrupt. All flags are undefined after a DIV instruction.

If you want to divide a byte by a byte, you must first put the dividend byte in AL and fill AH with all 0's. Likewise, if you want to divide a word by another word, then put the dividend word in AX and fill DX with all 0's.

- DIV BL Divide word in AX by byte in BL; Quotient in AL, remainder in AH
- DIV CX Divide down word in DX and AX by word in CX; Quotient in AX, and remainder in DX.
- DIV SCALE [BX] AX / (byte at effective address SCALE [BX]) if SCALE [BX] is of type byte; or (DX and AX) / (word at effective address SCALE[BX]) if SCALE[BX] is of type word

IDIV – IDIV Source

This instruction is used to divide a *signed* word by a *signed* byte, or to divide a *signed* double word by a *signed* word.

When dividing a signed word by a signed byte, the word must be in the AX register. The divisor can be in an 8-bit register or a memory location. After the division, AL will contain the signed quotient, and AH will contain the signed remainder. The sign of the remainder will be the same as the sign of the dividend. If an attempt is made to divide by 0, the quotient is greater than 127 (7FH) or less than -127 (81H), the 8086 will automatically generate a type 0 interrupt.

When dividing a signed double word by a signed word, the most significant word of the dividend (numerator) must be in the DX register, and the least significant word of the dividend must be in the AX register. The divisor can be in any other 16-bit register or memory location. After the division, AX will contain a signed 16-bit quotient, and DX will contain a signed 16-bit remainder. The sign of the remainder will be the same as the sign of the dividend. Again, if an attempt is made to divide by 0, the quotient is greater than +32,767 (7FFFH) or less than -32,767 (8001H), the 8086 will automatically generate a type 0 interrupt.

All flags are undefined after an IDIV.

If you want to divide a signed byte by a signed byte, you must first put the dividend byte in AL and sign-extend AL into AH. The CBW instruction can be used for this purpose. Likewise, if you want to divide a signed word by a signed word, you must put the dividend word in AX and extend the sign of AX to all the bits of DX. The CWD instruction can be used for this purpose.

- IDIV BL Signed word in AX/signed byte in BL
- IDIV BP Signed double word in DX and AX/signed word in BP
- IDIV BYTE PTR [BX] AX / byte at offset [BX] in DS

INC – INC Destination

The INC instruction adds 1 to a specified register or to a memory location. AF, OF, PF, SF, and ZF are updated, but CF is not affected. This means that if an 8-bit destination containing FFH or a 16-bit destination containing FFFFH is incremented, the result will be all 0's with no carry.

AAM (BCD ADJUST AFTER MULTIPLY)

Before you can multiply two ASCII digits, you must first mask the upper 4 bit of each. This leaves unpacked BCD (one BCD digit per byte) in each byte. After the two unpacked BCD digits are multiplied, the AAM instruction is used to adjust the product to two unpacked BCD digits in AX. AAM works only after the multiplication of two unpacked BCD bytes, and it works only the operand in AL. AAM updates PF, SF and ZF but AF; CF and OF are left undefined.

- Let AL = 0000101 (unpacked BCD 5), and BH = 00001001 (unpacked BCD 9)
MUL BH AL x BH: AX = 00000000 00101101 = 002DH
AAM AX = 0000100 0000101 = 0405H (unpacked BCD for 45)

AAD (BCD-TO-BINARY CONVERT BEFORE DIVISION)

AAD converts two unpacked BCD digits in AH and AL to the equivalent binary number in AL. This adjustment must be made before dividing the two unpacked BCD digits in AX by an unpacked BCD byte. After the BCD division, AL will contain the unpacked BCD quotient and AH will contain the unpacked BCD remainder. AAD updates PF, SF and ZF; AF, CF and OF are left undefined.

- Let AX = 0607 (unpacked BCD for 67 decimal), and CH = 09H
AAD AX = 0043 (43H = 67 decimal)
DIV CH AL = 07; AH = 04; Flags undefined after DIV

If an attempt is made to divide by 0, the 8086 will generate a type 0 interrupt.

LOGICAL INSTRUCTIONS

AND – AND Destination, Source

This instruction ANDs each bit in a source byte or word with the same numbered bit in a destination byte or word. The result is put in the specified destination. The content of the specified source is not changed.

The source can be an immediate number, the content of a register, or the content of a memory location. The destination can be a register or a memory location. The source and the destination cannot both be memory locations. CF and OF are both 0 after AND. PF, SF, and ZF are updated by the AND instruction. AF is undefined. PF has meaning only for an 8-bit operand.

- AND CX, [SI] AND word in DS at offset [SI] with word in CX register;
Result in CX register
- AND BH, CL AND byte in CL with byte in BH; Result in BH
- AND BX, 00FFH 00FFH Masks upper byte, leaves lower byte unchanged.

OR – OR Destination, Source

This instruction ORs each bit in a source byte or word with the same numbered bit in a destination byte or word. The result is put in the specified destination. The content of the specified source is not changed.

The source can be an immediate number, the content of a register, or the content of a memory location. The destination can be a register or a memory location. The source and destination cannot both be memory locations. CF and OF are both 0 after OR. PF, SF, and ZF are updated by the OR instruction. AF is undefined. PF has meaning only for an 8-bit operand.

- OR AH, CL CL ORed with AH, result in AH, CL not changed

	CF	ZF	SF	
CX = BX	0	1	0	Result of subtraction is 0
CX > BX	0	0	0	No borrow required, so CF = 0
CX < BX	1	0	1	Subtraction requires borrow, so CF = 1

- `CMP AL, 01H` Compare immediate number 01H with byte in AL
- `CMP BH, CL` Compare byte in CL with byte in BH
- `CMP CX, TEMP` Compare word in DS at displacement TEMP with word at CX
- `CMP PRICES [BX], 49H` Compare immediate number 49H with byte at offset [BX] in array PRICES

TEST – TEST Destination, Source

This instruction ANDs the byte / word in the specified source with the byte / word in the specified destination. Flags are updated, but neither operand is changed. The test instruction is often used to set flags before a Conditional jump instruction.

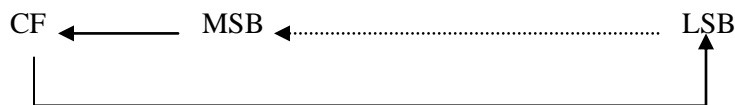
The source can be an immediate number, the content of a register, or the content of a memory location. The destination can be a register or a memory location. The source and the destination cannot both be memory locations. CF and OF are both 0's after TEST. PF, SF and ZF will be updated to show the results of the destination. AF is be undefined.

- `TEST AL, BH` AND BH with AL. No result stored; Update PF, SF, ZF.
- `TEST CX, 0001H` AND CX with immediate number 0001H; No result stored; Update PF, SF, ZF
- `TEST BP, [BX][DI]` AND word are offset [BX][DI] in DS with word in BP. No result stored. Update PF, SF, and ZF

ROTATE AND SHIFT INSTRUCTIONS

RCL – RCL Destination, Count

This instruction rotates all the bits in a specified word or byte some number of bit positions to the left. The operation circular because the MSB of the operand is rotated into the carry flag and the bit in the carry flag is rotated around into LSB of the operand.



For multi-bit rotates, CF will contain the bit most recently rotated out of the MSB.

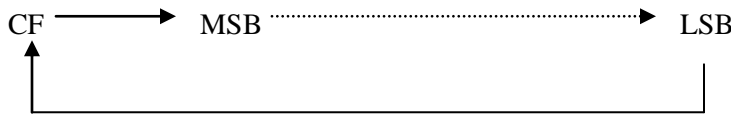
The destination can be a register or a memory location. If you want to rotate the operand by one bit position, you can specify this by putting a 1 in the count position of the instruction. To rotate by more than one bit position, load the desired number into the CL register and put "CL" in the count position of the instruction.

RCL affects only CF and OF. OF will be a 1 after a single bit RCL if the MSB was changed by the rotate. OF is undefined after the multi-bit rotate.

- `RCL DX, 1` Word in DX 1 bit left, MSB to CF, CF to LSB
- `MOV CL, 4` Load the number of bit positions to rotate into CL
- `RCL SUM [BX], CL` Rotate byte or word at effective address SUM [BX] 4 bits left
Original bit 4 now in CF, original CF now in bit 3.

RCR – RCR Destination, Count

This instruction rotates all the bits in a specified word or byte some number of bit positions to the right. The operation circular because the LSB of the operand is rotated into the carry flag and the bit in the carry flag is rotate around into MSB of the operand.



For multi-bit rotate, CF will contain the bit most recently rotated out of the LSB.

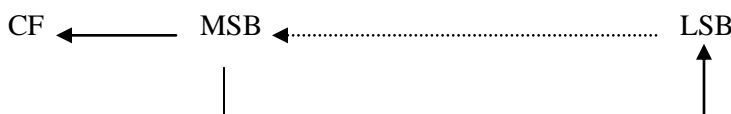
The destination can be a register or a memory location. If you want to rotate the operand by one bit position, you can specify this by putting a 1 in the count position of the instruction. To rotate more than one bit position, load the desired number into the CL register and put “CL” in the count position of the instruction.

RCR affects only CF and OF. OF will be a 1 after a single bit RCR if the MSB was changed by the rotate. OF is undefined after the multi-bit rotate.

- RCR BX, 1 Word in BX right 1 bit, CF to MSB, LSB to CF
- MOV CL, 4 Load CL for rotating 4 bit position
- RCR BYTE PTR [BX], 4 Rotate the byte at offset [BX] in DS 4 bit positions right
- CF = original bit 3, Bit 4 – original CF.

ROL – ROL Destination, Count

This instruction rotates all the bits in a specified word or byte to the left some number of bit positions. The data bit rotated out of MSB is circled back into the LSB. It is also copied into CF. In the case of multiple-bit rotate, CF will contain a copy of the bit most recently moved out of the MSB.



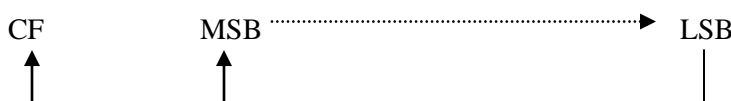
The destination can be a register or a memory location. If you to want rotate the operand by one bit position, you can specify this by putting 1 in the count position in the instruction. To rotate more than one bit position, load the desired number into the CL register and put “CL” in the count position of the instruction.

ROL affects only CF and OF. OF will be a 1 after a single bit ROL if the MSB was changed by the rotate.

- ROL AX, 1 Rotate the word in AX 1 bit position left, MSB to LSB and CF
- MOV CL, 04H Load number of bits to rotate in CL
- ROL BL, CL Rotate BL 4 bit positions
- ROL FACTOR [BX], 1 Rotate the word or byte in DS at EA = FACTOR [BX]
- by 1 bit position left into CF

ROR – ROR Destination, Count

This instruction rotates all the bits in a specified word or byte some number of bit positions to right. The operation is desired as a rotate rather than shift, because the bit moved out of the LSB is rotated around into the MSB. The data bit moved out of the LSB is also copied into CF. In the case of multiple bit rotates, CF will contain a copy of the bit most recently moved out of the LSB.



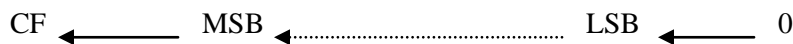
The destination can be a register or a memory location. If you want to rotate the operand by one bit position, you can specify this by putting 1 in the count position in the instruction. To rotate by more than one bit position, load the desired number into the CL register and put “CL” in the count position of the instruction.

ROR affects only CF and OF. OF will be a 1 after a single bit ROR if the MSB was changed by the rotate.

- ROR BL, 1 Rotate all bits in BL right 1 bit position LSB to MSB and to CF
- MOV CL, 08H Load CL with number of bit positions to be rotated
- ROR WORD PTR [BX], CL Rotate word in DS at offset [BX] 8 bit position right

SAL – SAL Destination, Count
SHL – SHL Destination, Count

SAL and SHL are two mnemonics for the same instruction. This instruction shifts each bit in the specified destination some number of bit positions to the left. As a bit is shifted out of the LSB operation, a 0 is put in the LSB position. The MSB will be shifted into CF. In the case of multi-bit shift, CF will contain the bit most recently shifted out from the MSB. Bits shifted into CF previously will be lost.



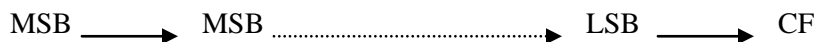
The destination operand can be a byte or a word. It can be in a register or in a memory location. If you want to shift the operand by one bit position, you can specify this by putting a 1 in the count position of the instruction. For shifts of more than 1 bit position, load the desired number of shifts into the CL register, and put “CL” in the count position of the instruction.

The flags are affected as follow: CF contains the bit most recently shifted out from MSB. For a count of one, OF will be 1 if CF and the current MSB are not the same. For multiple-bit shifts, OF is undefined. SF and ZF will be updated to reflect the condition of the destination. PF will have meaning only for an operand in AL. AF is undefined.

- SAL BX, 1 Shift word in BX 1 bit position left, 0 in LSB
- MOV CL, 02h Load desired number of shifts in CL
- SAL BP, CL Shift word in BP left CL bit positions, 0 in LSBs
- SAL BYTE PTR [BX], 1 Shift byte in DX at offset [BX] 1 bit position left, 0 in LSB

SAR – SAR Destination, Count

This instruction shifts each bit in the specified destination some number of bit positions to the right. As a bit is shifted out of the MSB position, a copy of the old MSB is put in the MSB position. In other words, the sign bit is copied into the MSB. The LSB will be shifted into CF. In the case of multiple-bit shift, CF will contain the bit most recently shifted out from the LSB. Bits shifted into CF previously will be lost.



The destination operand can be a byte or a word. It can be in a register or in a memory location. If you want to shift the operand by one bit position, you can specify this by putting a 1 in the count position of the instruction. For shifts of more than 1 bit position, load the desired number of shifts into the CL register, and put “CL” in the count position of the instruction.

The flags are affected as follow: CF contains the bit most recently shifted in from LSB. For a count of one, OF will be 1 if the two MSBs are not the same. After a multi-bit SAR, OF will be 0. SF and ZF will be updated to show the condition of the destination. PF will have meaning only for an 8- bit destination. AF will be undefined after SAR.

- SAR DX, 1 Shift word in DI one bit position right, new MSB = old MSB
- MOV CL, 02H Load desired number of shifts in CL

part of the instruction. This type of jump is referred to as *direct* because the displacement of the destination or the destination itself is specified directly in the instruction.

➤ **JMP BX**

This instruction replaces the content of IP with the content of BX. BX must first be loaded with the offset of the destination instruction in CS. This is a near jump. It is also referred to as an *indirect* jump because the new value of IP comes from a register rather than from the instruction itself, as in a direct jump.

➤ **JMP WORD PTR [BX]**

This instruction replaces IP with word from a memory location pointed to by BX in DX. This is an indirect near jump.

➤ **JMP DWORD PTR [SI]**

This instruction replaces IP with word pointed to by SI in DS. It replaces CS with a word pointed by SI + 2 in DS. This is an indirect far jump.

JA / JNBE (JUMP IF ABOVE / JUMP IF NOT BELOW OR EQUAL)

If, after a compare or some other instructions which affect flags, the zero flag and the carry flag both are 0, this instruction will cause execution to jump to a label given in the instruction. If CF and ZF are not both 0, the instruction will have no effect on program execution.

- | | |
|------------------------|--|
| ➤ CMP AX, 4371H | Compare by subtracting 4371H from AX |
| JA NEXT | Jump to label NEXT if AX above 4371H |
| ➤ CMP AX, 4371H | Compare (AX – 4371H) |
| JNBE NEXT | Jump to label NEXT if AX not below or equal to 4371H |

JAE / JNB / JNC

(JUMP IF ABOVE OR EQUAL / JUMP IF NOT BELOW / JUMP IF NO CARRY)

If, after a compare or some other instructions which affect flags, the carry flag is 0, this instruction will cause execution to jump to a label given in the instruction. If CF is 1, the instruction will have no effect on program execution.

- | | |
|------------------------|--|
| ➤ CMP AX, 4371H | Compare (AX – 4371H) |
| JAE NEXT | Jump to label NEXT if AX above 4371H |
| ➤ CMP AX, 4371H | Compare (AX – 4371H) |
| JNB NEXT | Jump to label NEXT if AX not below 4371H |
| ➤ ADD AL, BL | Add two bytes |
| JNC NEXT | If the result with in acceptable range, continue |

JB / JC / JNAE (JUMP IF BELOW / JUMP IF CARRY / JUMP IF NOT ABOVE OR EQUAL)

If, after a compare or some other instructions which affect flags, the carry flag is a 1, this instruction will cause execution to jump to a label given in the instruction. If CF is 0, the instruction will have no effect on program execution.

- | | |
|------------------------|--|
| ➤ CMP AX, 4371H | Compare (AX – 4371H) |
| JB NEXT | Jump to label NEXT if AX below 4371H |
| ➤ ADD BX, CX | Add two words |
| JC NEXT | Jump to label NEXT if CF = 1 |
| ➤ CMP AX, 4371H | Compare (AX – 4371H) |
| JNAE NEXT | Jump to label NEXT if AX not above or equal to 4371H |

JBE / JNA (JUMP IF BELOW OR EQUAL / JUMP IF NOT ABOVE)

If, after a compare or some other instructions which affect flags, either the zero flag or the carry flag is 1, this instruction will cause execution to jump to a label given in the instruction. If CF and ZF are both 0, the instruction will have no effect on program execution.

- **CMP AX, 4371H** Compare (AX – 4371H)
 JBE NEXT Jump to label NEXT if AX is below or equal to 4371H
- **CMP AX, 4371H** Compare (AX – 4371H)
 JNA NEXT Jump to label NEXT if AX not above 4371H

JG / JNLE (JUMP IF GREATER / JUMP IF NOT LESS THAN OR EQUAL)

This instruction is usually used after a Compare instruction. The instruction will cause a jump to the label given in the instruction, if the zero flag is 0 and the carry flag is the same as the overflow flag.

- **CMP BL, 39H** Compare by subtracting 39H from BL
 JG NEXT Jump to label NEXT if BL more positive than 39H
- **CMP BL, 39H** Compare by subtracting 39H from BL
 JNLE NEXT Jump to label NEXT if BL is not less than or equal to 39H

JGE / JNL (JUMP IF GREATER THAN OR EQUAL / JUMP IF NOT LESS THAN)

This instruction is usually used after a Compare instruction. The instruction will cause a jump to the label given in the instruction, if the sign flag is equal to the overflow flag.

- **CMP BL, 39H** Compare by subtracting 39H from BL
 JGE NEXT Jump to label NEXT if BL more positive than or equal to 39H
- **CMP BL, 39H** Compare by subtracting 39H from BL
 JNL NEXT Jump to label NEXT if BL not less than 39H

JL / JNGE (JUMP IF LESS THAN / JUMP IF NOT GREATER THAN OR EQUAL)

This instruction is usually used after a Compare instruction. The instruction will cause a jump to the label given in the instruction if the sign flag is not equal to the overflow flag.

- **CMP BL, 39H** Compare by subtracting 39H from BL
 JL AGAIN Jump to label AGAIN if BL more negative than 39H
- **CMP BL, 39H** Compare by subtracting 39H from BL
 JNGE AGAIN Jump to label AGAIN if BL not more positive than or equal to 39H

JLE / JNG (JUMP IF LESS THAN OR EQUAL / JUMP IF NOT GREATER)

This instruction is usually used after a Compare instruction. The instruction will cause a jump to the label given in the instruction if the zero flag is set, or if the sign flag not equal to the overflow flag.

- **CMP BL, 39H** Compare by subtracting 39H from BL
 JLE NEXT Jump to label NEXT if BL more negative than or equal to 39H
- **CMP BL, 39H** Compare by subtracting 39H from BL
 JNG NEXT Jump to label NEXT if BL not more positive than 39H

JE / JZ (JUMP IF EQUAL / JUMP IF ZERO)

This instruction is usually used after a Compare instruction. If the zero flag is set, then this instruction will cause a jump to the label given in the instruction.

- **CMP BX, DX** Compare (BX-DX)
- JE DONE** Jump to DONE if BX = DX
- **IN AL, 30H** Read data from port 8FH
- SUB AL, 30H** Subtract the minimum value.
- JZ START** Jump to label START if the result of subtraction is 0

JNE / JNZ (JUMP NOT EQUAL / JUMP IF NOT ZERO)

This instruction is usually used after a Compare instruction. If the zero flag is 0, then this instruction will cause a jump to the label given in the instruction.

- **IN AL, 0F8H** Read data value from port
- CMP AL, 72** Compare (AL - 72)
- JNE NEXT** Jump to label NEXT if AL ≠ 72
- **ADD AX, 0002H** Add count factor 0002H to AX
- DEC BX** Decrement BX
- JNZ NEXT** Jump to label NEXT if BX ≠ 0

JS (JUMP IF SIGNED / JUMP IF NEGATIVE)

This instruction will cause a jump to the specified destination address if the sign flag is set. Since a 1 in the sign flag indicates a negative signed number, you can think of this instruction as saying “jump if negative”.

- **ADD BL, DH** Add signed byte in DH to signed byte in DL
- JS NEXT** Jump to label NEXT if result of addition is negative number

JNS (JUMP IF NOT SIGNED / JUMP IF POSITIVE)

This instruction will cause a jump to the specified destination address if the sign flag is 0. Since a 0 in the sign flag indicate a positive signed number, you can think to this instruction as saying “jump if positive”.

- **DEC AL** Decrement AL
- JNS NEXT** Jump to label NEXT if AL has not decremented to FFH

JP / JPE (JUMP IF PARITY / JUMP IF PARITY EVEN)

If the number of 1's left in the lower 8 bits of a data word after an instruction which affects the parity flag is even, then the parity flag will be set. If the parity flag is set, the JP / JPE instruction will cause a jump to the specified destination address.

- **IN AL, 0F8H** Read ASCII character from Port F8H
- OR AL, AL** Set flags
- JPE ERROR** Odd parity expected, send error message if parity found even

JNP / JPO (JUMP IF NO PARITY / JUMP IF PARITY ODD)

If the number of 1's left in the lower 8 bits of a data word after an instruction which affects the parity flag is odd, then the parity flag is 0. The JNP / JPO instruction will cause a jump to the specified destination address, if the parity flag is 0.

- IN AL, 0F8H Read ASCII character from Port F8H
 OR AL, AL Set flags
 JPO ERROR Even parity expected, send error message if parity found odd

JO (JUMP IF OVERFLOW)

The overflow flag will be set if the magnitude of the result produced by some signed arithmetic operation is too large to fit in the destination register or memory location. The JO instruction will cause a jump to the destination given in the instruction, if the overflow flag is set.

- ADD AL, BL Add signed bytes in AL and BL
 JO ERROR Jump to label ERROR if overflow from add

JNO (JUMP IF NO OVERFLOW)

The overflow flag will be set if some signed arithmetic operation is too large to fit in the destination register or memory location. The JNO instruction will cause a jump to the destination given in the instruction, if the overflow flag is not set.

- ADD AL, BL Add signed byte in AL and BL
 JNO DONE Process DONE if no overflow

JCXZ (JUMP IF THE CX REGISTER IS ZERO)

This instruction will cause a jump to the label to a given in the instruction, if the CX register contains all 0's. The instruction does not look at the zero flag when it decides whether to jump or not.

- JCXZ SKIP If CX = 0, skip the process
 SUB [BX], 07H Subtract 7 from data value
 SKIP: ADD C Next instruction

LOOP (JUMP TO SPECIFIED LABEL IF CX ≠ 0 AFTER AUTO DECREMENT)

This instruction is used to repeat a series of instructions some number of times. The number of times the instruction sequence is to be repeated is loaded into CX. Each time the LOOP instruction executes, CX is automatically decremented by 1. If CX is not 0, execution will jump to a destination specified by a label in the instruction. If CX = 0 after the auto decrement, execution will simply go on to the next instruction after LOOP. The destination address for the jump must be in the range of -128 bytes to +127 bytes from the address of the instruction after the LOOP instruction. This instruction does not affect any flag.

- MOV BX, OFFSET PRICES Point BX at first element in array
 MOV CX, 40 Load CX with number of elements in array
 NEXT: MOV AL, [BX] Get element from array
 INC AL Increment the content of AL
 MOV [BX], AL Put result back in array
 INC BX Increment BX to point to next location
 LOOP NEXT Repeat until all elements adjusted

LOOPE / LOOPZ (LOOP WHILE CX ≠ 0 AND ZF = 1)

This instruction is used to repeat a group of instructions some number of times, or until the zero flag becomes 0. The number of times the instruction sequence is to be repeated is loaded into CX. Each time the LOOP instruction executes, CX is automatically decremented by 1. If CX ≠ 0 and ZF = 1, execution will jump to a destination specified by a label in the instruction. If CX = 0, execution simply go on the next instruction after LOOPE / LOOPZ. In other words, the two ways to exit the loop are CX = 0 or ZF = 0. The destination address for the jump must be in the range of -128 bytes to +127 bytes from the address of the instruction after the LOOPE / LOOPZ instruction. This instruction does not affect any flag.

- MOV BX, OFFSET ARRAY Point BX to address of ARRAY before start of array
- DEC BX Decrement BX
- MOV CX, 100 Put number of array elements in CX
- NEXT: INC BX Point to next element in array
- CMP [BX], OFFH Compare array element with FFH
- LOOPE NEXT

LOOPNE / LOOPNZ (LOOP WHILE CX ≠ 0 AND ZF = 0)

This instruction is used to repeat a group of instructions some number of times, or until the zero flag becomes a 1. The number of times the instruction sequence is to be repeated is loaded into the count register CX. Each time the LOOPNE / LOOPNZ instruction executes, CX is automatically decremented by 1. If CX ≠ 0 and ZF = 0, execution will jump to a destination specified by a label in the instruction. If CX = 0, after the auto decrement or if ZF = 1, execution simply go on the next instruction after LOOPNE / LOOPNZ. In other words, the two ways to exit the loop are CX = 0 or ZF = 1. The destination address for the jump must be in the range of -128 bytes to +127 bytes from the address of the instruction after the LOOPNE / LOOPZ instruction. This instruction does not affect any flags.

- MOV BX, OFFSET ARRAY Point BX to adjust before start of array
- DEC BX Decrement BX
- MOV CX, 100 Put number of array in CX
- NEXT: INC BX Point to next element in array
- CMP [BX], 0DH Compare array element with 0DH
- LOOPNZ NEXT

CALL (CALL A PROCEDURE)

The CALL instruction is used to transfer execution to a subprogram or a procedure. There two basic type of calls *near* and *far*.

1. A *near* call is a call to a procedure, which is in the same code segment as the CALL instruction. When the 8086 executes a near CALL instruction, it decrements the stack pointer by 2 and copies the offset of the next instruction after the CALL into the stack. This offset saved in the stack is referred to as the return address, because this is the address that execution will return to after the procedure is executed. A near CALL instruction will also load the instruction pointer with the offset of the first instruction in the procedure. A RET instruction at the end of the procedure will return execution to the offset saved on the stack which is copied back to IP.
2. A *far* call is a call to a procedure, which is in a different segment from the one that contains the CALL instruction. When the 8086 executes a far call, it decrements the stack pointer by 2 and copies the content of the CS register to the stack. It then decrements the stack pointer by 2 again and copies the offset of the instruction after the CALL instruction to the stack. Finally, it loads CS with the segment base of the segment that contains the procedure, and loads IP with the offset of the first instruction of the procedure in that segment. A RET instruction at the end of the procedure will return execution to the next instruction after the CALL by restoring the saved values of CS and IP from the stack.

➤ **CALL MULT**

This is a direct within segment (near or intra segment) call. MULT is the name of the procedure. The assembler determines the displacement of MULT from the instruction after the CALL and codes this displacement in as part of the instruction.

➤ **CALL BX**

This is an indirect within-segment (near or intra-segment) call. BX contains the offset of the first instruction of the procedure. It replaces content of IP with content of register BX.

➤ **CALL WORD PTR [BX]**

This is an indirect within-segment (near or intra-segment) call. Offset of the first instruction of the procedure is in two memory addresses in DS. Replaces content of IP with content of word memory location in DS pointed to by BX.

➤ **CALL DIVIDE**

This is a direct call to another segment (far or inter-segment call). DIVIDE is the name of the procedure. The procedure must be declared far with DIVIDE PROC FAR at its start. The assembler will determine the code segment base for the segment that contains the procedure and the offset of the start of the procedure. It will put these values in as part of the instruction code.

➤ **CALL DWORD PTR [BX]**

This is an indirect call to another segment (far or inter-segment call). New values for CS and IP are fetched from four-memory location in DS. The new value for CS is fetched from [BX] and [BX + 1]; the new IP is fetched from [BX + 2] and [BX +3].

RET (RETURN EXECUTION FROM PROCEDURE TO CALLING PROGRAM)

The RET instruction will return execution from a procedure to the next instruction after the CALL instruction which was used to call the procedure. If the procedure is near procedure (in the same code segment as the CALL instruction), then the return will be done by replacing the IP with a word from the top of the stack. The word from the top of the stack is the offset of the next instruction after the CALL. This offset was pushed into the stack as part of the operation of the CALL instruction. The stack pointer will be incremented by 2 after the return address is popped off the stack.

If the procedure is a far procedure (in a code segment other than the one from which it is called), then the instruction pointer will be replaced by the word at the top of the stack. This word is the offset part of the return address put there by the CALL instruction. The stack pointer will then be incremented by 2. The CS register is then replaced with a word from the new top of the stack. This word is the segment base part of the return address that was pushed onto the stack by a far call operation. After this, the stack pointer is again incremented by 2.

A RET instruction can be followed by a number, for example, RET 6. In this case, the stack pointer will be incremented by an additional six addresses after the IP when the IP and CS are popped off the stack. This form is used to increment the stack pointer over parameters passed to the procedure on the stack.

The RET instruction does not affect any flag.

STRING MANIPULATION INSTRUCTIONS

MOVS – **MOVS Destination String Name, Source String Name**
MOVSB – **MOVSB Destination String Name, Source String Name**
MOVSW – **MOVSW Destination String Name, Source String Name**

This instruction copies a byte or a word from location in the data segment to a location in the extra segment. The offset of the source in the data segment must be in the SI register. The offset of the destination in the extra segment must be in the DI register. For multiple-byte or multiple-word moves, the

number of elements to be moved is put in the CX register so that it can function as a counter. After the byte or a word is moved, SI and DI are automatically adjusted to point to the next source element and the next destination element. If DF is 0, then SI and DI will be incremented by 1 after a byte move and by 2 after a word move. If DF is 1, then SI and DI will be decremented by 1 after a byte move and by 2 after a word move. MOVS does not affect any flag.

When using the MOVS instruction, you must in some way tell the assembler whether you want to move a string as bytes or as word. There are two ways to do this. The first way is to indicate the name of the source and destination strings in the instruction, as, for example. MOVS DEST, SRC. The assembler will code the instruction for a byte / word move if they were declared with a DB / DW. The second way is to add a “B” or a “W” to the MOVS mnemonic. MOVSB says move a string as bytes; MOVSW says move a string as words.

- | | |
|----------------------------|--|
| ➤ MOV SI, OFFSET SOURCE | Load offset of start of source string in DS into SI |
| MOV DI, OFFSET DESTINATION | Load offset of start of destination string in ES into DI |
| CLD | Clear DF to auto increment SI and DI after move |
| MOV CX, 04H | Load length of string into CX as counter |
| REP MOVSB | Move string byte until CX = 0 |

LODS / LODSB / LODSW (LOAD STRING BYTE INTO AL OR STRING WORD INTO AX)

This instruction copies a byte from a string location pointed to by SI to AL, or a word from a string location pointed to by SI to AX. If DF is 0, SI will be automatically incremented (by 1 for a byte string, and 2 for a word string) to point to the next element of the string. If DF is 1, SI will be automatically decremented (by 1 for a byte string, and 2 for a word string) to point to the previous element of the string. LODS does not affect any flag.

- | | |
|-----------------------|---|
| ➤ CLD | Clear direction flag so that SI is auto-incremented |
| MOV SI, OFFSET SOURCE | Point SI to start of string |
| LODS SOURCE | Copy a byte or a word from string to AL or AX |

Note: The assembler uses the name of the string to determine whether the string is of type byte or type word. Instead of using the string name to do this, you can use the mnemonic LODSB to tell the assembler that the string is type byte or the mnemonic LODSW to tell the assembler that the string is of type word.

STOS / STOSB / STOSW (STORE STRING BYTE OR STRING WORD)

This instruction copies a byte from AL or a word from AX to a memory location in the extra segment pointed to by DI. In effect, it replaces a string element with a byte from AL or a word from AX. After the copy, DI is automatically incremented or decremented to point to next or previous element of the string. If DF is cleared, then DI will automatically be incremented by 1 for a byte string and by 2 for a word string. If DI is set, DI will be automatically decremented by 1 for a byte string and by 2 for a word string. STOS does not affect any flag.

- | |
|-------------------------|
| ➤ MOV DI, OFFSET TARGET |
| STOS TARGET |

Note: The assembler uses the string name to determine whether the string is of type byte or type word. If it is a byte string, then string byte is replaced with content of AL. If it is a word string, then string word is replaced with content of AX.

- | |
|-------------------------|
| ➤ MOV DI, OFFSET TARGET |
| STOSB |

“B” added to STOSB mnemonic tells assembler to replace byte in string with byte from AL. STOSW would tell assembler directly to replace a word in the string with a word from AX.

CMPS / CMPSB / CMPSW (COMPARE STRING BYTES OR STRING WORDS)

This instruction can be used to compare a byte / word in one string with a byte / word in another string. SI is used to hold the offset of the byte or word in the source string, and DI is used to hold the offset of the byte or word in the destination string.

The AF, CF, OF, PF, SF, and ZF flags are affected by the comparison, but the two operands are not affected. After the comparison, SI and DI will automatically be incremented or decremented to point to the next or previous element in the two strings. If DF is set, then SI and DI will automatically be decremented by 1 for a byte string and by 2 for a word string. If DF is reset, then SI and DI will automatically be incremented by 1 for byte strings and by 2 for word strings. The string pointed to by SI must be in the data segment. The string pointed to by DI must be in the extra segment.

The CMPS instruction can be used with a REPE or REPNE prefix to compare all the elements of a string.

➤ MOV SI, OFFSET FIRST	Point SI to source string
MOV DI, OFFSET SECOND	Point DI to destination string
CLD	DF cleared, SI and DI will auto-increment after compare
MOV CX, 100	Put number of string elements in CX
REPE CMPSB	Repeat the comparison of string bytes until end of string or until compared bytes are not equal

CX functions as a counter, which the REPE prefix will cause CX to be decremented after each compare. The B attached to CMPS tells the assembler that the strings are of type byte. If you want to tell the assembler that strings are of type word, write the instruction as CMPSW. The REPE CMPSW instruction will cause the pointers in SI and DI to be incremented by 2 after each compare, if the direction flag is set.

SCAS / SCASB / SCASW (SCAN A STRING BYTE OR A STRING WORD)

SCAS compares a byte in AL or a word in AX with a byte or a word in ES pointed to by DI. Therefore, the string to be scanned must be in the extra segment, and DI must contain the offset of the byte or the word to be compared. If DF is cleared, then DI will be incremented by 1 for byte strings and by 2 for word strings. If DF is set, then DI will be decremented by 1 for byte strings and by 2 for word strings. SCAS affects AF, CF, OF, PF, SF, and ZF, but it does not change either the operand in AL (AX) or the operand in the string.

The following program segment scans a text string of 80 characters for a carriage return, 0DH, and puts the offset of string into DI:

➤ MOV DI, OFFSET STRING	
MOV AL, 0DH	Byte to be scanned for into AL
MOV CX, 80	CX used as element counter
CLD	Clear DF, so that DI auto increments
REPNE SCAS STRING	Compare byte in string with byte in AL

REP / REPE / REPZ / REPNE / REPNZ (PREFIX) (REPEAT STRING INSTRUCTION UNTIL SPECIFIED CONDITIONS EXIST)

REP is a prefix, which is written before one of the string instructions. It will cause the CX register to be decremented and the string instruction to be repeated until CX = 0. The instruction REP MOVSB, for example, will continue to copy string bytes until the number of bytes loaded into CX has been copied.

REPE and REPZ are two mnemonics for the same prefix. They stand for *repeat if equal* and *repeat if zero*, respectively. They are often used with the Compare String instruction or with the Scan String instruction. They will cause the string instruction to be repeated as long as the compared bytes or words are equal (ZF = 1) and CX is not yet counted down to zero. In other words, there are two conditions that will stop the repetition: CX = 0 or string bytes or words not equal.

LAHF (COPY LOW BYTE OF FLAG REGISTER TO AH REGISTER)

The LAHF instruction copies the low-byte of the 8086 flag register to AH register. It can then be pushed onto the stack along with AL by a PUSH AX instruction. LAHF does not affect any flag.

SAHF (COPY AH REGISTER TO LOW BYTE OF FLAG REGISTER)

The SAHF instruction replaces the low-byte of the 8086 flag register with a byte from the AH register. SAHF changes the flags in lower byte of the flag register.

STACK RELATED INSTRUCTIONS

PUSH – PUSH Source

The PUSH instruction decrements the stack pointer by 2 and copies a word from a specified source to the location in the stack segment to which the stack pointer points. The source of the word can be general-purpose register, segment register, or memory. The stack segment register and the stack pointer must be initialized before this instruction can be used. PUSH can be used to save data on the stack so that it will not be destroyed by a procedure. This instruction does not affect any flag.

- PUSH BX Decrement SP by 2, copy BX to stack.
- PUSH DS Decrement SP by 2, copy DS to stack.
- PUSH BL Illegal; must push a word
- PUSH TABLE [BX] Decrement SP by 2, and copy word from memory in DS at
EA = TABLE + [BX] to stack

POP – POP Destination

The POP instruction copies a word from the stack location pointed to by the stack pointer to a destination specified in the instruction. The destination can be a general-purpose register, a segment register or a memory location. The data in the stack is not changed. After the word is copied to the specified destination, the stack pointer is automatically incremented by 2 to point to the next word on the stack. The POP instruction does not affect any flag.

- POP DX Copy a word from top of stack to DX; increment SP by 2
- POP DS Copy a word from top of stack to DS; increment SP by 2
- POP TABLE [DX] Copy a word from top of stack to memory in DS with
EA = TABLE + [BX]; increment SP by 2.

PUSHF (PUSH FLAG REGISTER TO STACK)

The PUSHF instruction decrements the stack pointer by 2 and copies a word in the flag register to two memory locations in stack pointed to by the stack pointer. The stack segment register is not affected. This instruction does not affect any flag.

POPF (POP WORD FROM TOP OF STACK TO FLAG REGISTER)

The POPF instruction copies a word from two memory locations at the top of the stack to the flag register and increments the stack pointer by 2. The stack segment register and word on the stack are not affected. This instruction does not affect any flag.

MISCELLANEOUS INSTRUCTIONS

HLT (HALT PROCESSING)

The HLT instruction causes the 8086 to stop fetching and executing instructions. The 8086 will enter a halt state. The different ways to get the processor out of the halt state are with an interrupt signal on the INTR pin, an interrupt signal on the NMI pin, or a reset signal on the RESET input.

NOP (PERFORM NO OPERATION)

This instruction simply uses up three clock cycles and increments the instruction pointer to point to the next instruction. The NOP instruction can be used to increase the delay of a delay loop. When hand coding, a NOP can also be used to hold a place in a program for an instruction that will be added later. NOP does not affect any flag.

ESC (ESCAPE)

This instruction is used to pass instructions to a coprocessor, such as the 8087 Math coprocessor, which shares the address and data bus with 8086. Instructions for the coprocessor are represented by a 6-bit code embedded in the ESC instruction. As the 8086 fetches instruction bytes, the coprocessor also fetches these bytes from the data bus and puts them in its queue. However, the coprocessor treats all the normal 8086 instructions as NOPs. When 8086 fetches an ESC instruction, the coprocessor decodes the instruction and carries out the action specified by the 6-bit code specified in the instruction. In most cases, the 8086 treats the ESC instruction as a NOP. In some cases, the 8086 will access a data item in memory for the coprocessor.

INT – INT TYPE

The term *type* in the instruction format refers to a number between 0 and 255, which identify the interrupt. When an 8086 executes an INT instruction, it will

1. Decrement the stack pointer by 2 and push the flags on to the stack.
2. Decrement the stack pointer by 2 and push the content of CS onto the stack.
3. Decrement the stack pointer by 2 and push the offset of the next instruction after the INT number instruction on the stack.
4. Get a new value for IP from an absolute memory address of 4 times the type specified in the instruction. For an INT 8 instruction, for example, the new IP will be read from address 00020H.
5. Get a new for value for CS from an absolute memory address of 4 times the type specified in the instruction plus 2, for an INT 8 instruction, for example, the new value of CS will be read from address 00022H.
6. Reset both IF and TF. Other flags are not affected.

- INT 35 New IP from 0008CH, new CS from 0008EH
- INT 3 This is a special form, which has the single-byte code of CCH;
Many systems use this as a break point instruction
(Get new IP from 0000CH new CS from 0000EH).

INTO (INTERRUPT ON OVERFLOW)

If the overflow flag (OF) is set, this instruction causes the 8086 to do an indirect far call to a procedure you write to handle the overflow condition. Before doing the call, the 8086 will

1. Decrement the stack pointer by 2 and push the flags on to the stack.
2. Decrement the stack pointer by 2 and push CS on to the stack.
3. Decrement the stack pointer by 2 and push the offset of the next instruction after INTO instruction onto the stack.

4. Reset TF and IF. Other flags are not affected. To do the call, the 8086 will read a new value for IP from address 00010H and a new value of CS from address 00012H.

IRET (INTERRUPT RETURN)

When the 8086 responds to an interrupt signal or to an interrupt instruction, it pushes the flags, the current value of CS, and the current value of IP onto the stack. It then loads CS and IP with the starting address of the procedure, which you write for the response to that interrupt. The IRET instruction is used at the end of the interrupt service procedure to return execution to the interrupted program. To do this return, the 8086 copies the saved value of IP from the stack to IP, the stored value of CS from the stack to CS, and the stored value of the flags back to the flag register. Flags will have the values they had before the interrupt, so any flag settings from the procedure will be lost unless they are specifically saved in some way.

LOCK – ASSERT BUS LOCK SIGNAL

Many microcomputer systems contain several microprocessors. Each microprocessor has its own local buses and memory. The individual microprocessors are connected together by a system bus so that each can access system resources such as disk drive or memory. Each microprocessor takes control of the system bus only when it needs to access some system resources. The LOCK prefix allows a microprocessor to make sure that another processor does not take control of the system bus while it is in the middle of a critical instruction, which uses the system bus. The LOCK prefix is put in front of the critical instruction. When an instruction with a LOCK prefix executes, the 8086 will assert its external bus controller device, which then prevents any other processor from taking over the system bus. LOCK instruction does not affect any flag.

➤ LOCK XCHG SAMAPHORE, AL

The XCHG instruction requires two bus accesses. The LOCK prefix prevents another processor from taking control of the system bus between the two accesses.

WAIT – WAIT FOR SIGNAL OR INTERRUPT SIGNAL

When this instruction is executed, the 8086 enters an idle condition in which it is doing no processing. The 8086 will stay in this idle state until the 8086 test input pin is made low or until an interrupt signal is received on the INTR or the NMI interrupt input pins. If a valid interrupt occurs while the 8086 is in this idle state, the 8086 will return to the idle state after the interrupt service procedure executes. It returns to the idle state because the address of the WAIT instruction is the address pushed on the stack when the 8086 responds to the interrupt request. WAIT does not affect any flag. The WAIT instruction is used to synchronize the 8086 with external hardware such as the 8087 Math coprocessor.

XLAT / XLATB – TRANSLATE A BYTE IN AL

The XLATB instruction is used to translate a byte from one code (8 bits or less) to another code (8 bits or less). The instruction replaces a byte in AL register with a byte pointed to by BX in a lookup table in the memory. Before the XLATB instruction can be executed, the lookup table containing the values for a new code must be put in memory, and the offset of the starting address of the lookup table must be loaded in BX. The code byte to be translated is put in AL. The XLATB instruction adds the byte in AL to the offset of the start of the table in BX. It then copies the byte from the address pointed to by (BX + AL) back into AL. XLATB instruction does not affect any flag.

8086 routine to convert ASCII code byte to EBCDIC equivalent: ASCII code byte is in AL at the start, EBCDIC code in AL after conversion.

- MOV BX, OFFSET EBCDIC Point BX to the start of EBCDIC table in DS
- XLATB Replace ASCII in AL with EBCDIC from table.

8086 ASSEMBLER DIRECTIVES

SEGMENT

The SEGMENT directive is used to indicate the start of a logical segment. Preceding the SEGMENT directive is the name you want to give the segment. For example, the statement CODE SEGMENT indicates to the assembler the start of a logical segment called CODE. The SEGMENT and ENDS directive are used to “bracket” a logical segment containing code or data.

Additional terms are often added to a SEGMENT directive statement to indicate some special way in which we want the assembler to treat the segment. The statement CODE SEGMENT WORD tells the assembler that we want the content of this segment located on the next available word (even address) when segments are combined and given absolute addresses. Without this WORD addition, the segment will be located on the next available paragraph (16-byte) address, which might waste as much as 15 bytes of memory. The statement CODE SEGMENT PUBLIC tells the assembler that the segment may be put together with other segments named CODE from other assembly modules when the modules are linked together.

ENDS (END SEGMENT)

This directive is used with the name of a segment to indicate the end of that logical segment.

- | | |
|----------------|---|
| ➤ CODE SEGMENT | Start of logical segment containing code instruction statements |
| CODE ENDS | End of segment named CODE |

END (END PROCEDURE)

The END directive is put after the last statement of a program to tell the assembler that this is the end of the program module. The assembler will ignore any statements after an END directive, so you should make sure to use only one END directive at the very end of your program module. A carriage return is required after the END directive.

ASSUME

The ASSUME directive is used to tell the assembler the name of the logical segment it should use for a specified segment. The statement ASSUME CS: CODE, for example, tells the assembler that the instructions for a program are in a logical segment named CODE. The statement ASSUME DS: DATA tells the assembler that for any program instruction, which refers to the data segment, it should use the logical segment called DATA.

DB (DEFINE BYTE)

The DB directive is used to declare a byte type variable, or to set aside one or more storage locations of type byte in memory.

- | | |
|---------------------------|---|
| ➤ PRICES DB 49H, 98H, 29H | Declare array of 3 bytes named PRICE and initialize them with specified values. |
| ➤ NAMES DB “THOMAS” | Declare array of 6 bytes and initialize with ASCII codes for the letters in THOMAS. |
| ➤ TEMP DB 100 DUP (?) | Set aside 100 bytes of storage in memory and give it the name TEMP. But leave the 100 bytes un-initialized. |
| ➤ PRESSURE DB 20H DUP (0) | Set aside 20H bytes of storage in memory, give it the name PRESSURE and put 0 in all 20H locations. |

DD (DEFINE DOUBLE WORD)

The DD directive is used to declare a variable of type double word or to reserve memory locations, which can be accessed as type double word. The statement `ARRAY DD 25629261H`, for example, will define a double word named `ARRAY` and initialize the double word with the specified value when the program is loaded into memory to be run. The low word, `9261H`, will be put in memory at a lower address than the high word.

DQ (DEFINE QUADWORD)

The DQ directive is used to tell the assembler to declare a variable 4 words in length or to reserve 4 words of storage in memory. The statement `BIG_NUMBER DQ 243598740192A92BH`, for example, will declare a variable named `BIG_NUMBER` and initialize the 4 words set aside with the specified number when the program is loaded into memory to be run.

DT (DEFINE TEN BYTES)

The DT directive is used to tell the assembler to declare a variable, which is 10 bytes in length or to reserve 10 bytes of storage in memory. The statement `PACKED_BCD DT 11223344556677889900` will declare an array named `PACKED_BCD`, which is 10 bytes in length. It will initialize the 10 bytes with the values 11, 22, 33, 44, 55, 66, 77, 88, 99, and 00 when the program is loaded into memory to be run. The statement `RESULT DT 20H DUP (0)` will declare an array of 20H blocks of 10 bytes each and initialize all 320 bytes to 00 when the program is loaded into memory to be run.

DW (DEFINE WORD)

The DW directive is used to tell the assembler to define a variable of type word or to reserve storage locations of type word in memory. The statement `MULTIPLIER DW 437AH`, for example, declares a variable of type word named `MULTIPLIER`, and initialized with the value `437AH` when the program is loaded into memory to be run.

- `WORDS DW 1234H, 3456H` Declare an array of 2 words and initialize them with the specified values.
- `STORAGE DW 100 DUP (0)` Reserve an array of 100 words of memory and initialize all 100 words with 0000. Array is named as `STORAGE`.
- `STORAGE DW 100 DUP (?)` Reserve 100 word of storage in memory and give it the name `STORAGE`, but leave the words un-initialized.

EQU (EQUATE)

`EQU` is used to give a name to some value or symbol. Each time the assembler finds the given name in the program, it replaces the name with the value or symbol you equated with that name. Suppose, for example, you write the statement `FACTOR EQU 03H` at the start of your program, and later in the program you write the instruction statement `ADD AL, FACTOR`. When the assembler codes this instruction statement, it will code it as if you had written the instruction `ADD AL, 03H`.

- `CONTROL EQU 11000110 B` Replacement
- `MOV AL, CONTROL` Assignment
- `DECIMAL_ADJUST EQU DAA` Create clearer mnemonic for DAA
- `ADD AL, BL` Add BCD numbers
- `DECIMAL_ADJUST` Keep result in BCD format

LENGTH

LENGTH is an operator, which tells the assembler to determine the number of elements in some named data item, such as a string or an array. When the assembler reads the statement `MOV CX, LENGTH STRING1`, for example, will determine the number of elements in `STRING1` and load it into `CX`. If the string was declared as a string of bytes, LENGTH will produce the number of bytes in the string. If the string was declared as a word string, LENGTH will produce the number of words in the string.

OFFSET

OFFSET is an operator, which tells the assembler to determine the offset or displacement of a named data item (variable), a procedure from the start of the segment, which contains it. When the assembler reads the statement `MOV BX, OFFSET PRICES`, for example, it will determine the offset of the variable `PRICES` from the start of the segment in which `PRICES` is defined and will load this value into `BX`.

PTR (POINTER)

The PTR operator is used to assign a specific type to a variable or a label. It is necessary to do this in any instruction where the type of the operand is not clear. When the assembler reads the instruction `INC [BX]`, for example, it will not know whether to increment the byte pointed to by `BX`. We use the PTR operator to clarify how we want the assembler to code the instruction. The statement `INC BYTE PTR [BX]` tells the assembler that we want to increment the byte pointed to by `BX`. The statement `INC WORD PTR [BX]` tells the assembler that we want to increment the word pointed to by `BX`. The PTR operator assigns the type specified before PTR to the variable specified after PTR.

We can also use the PTR operator to clarify our intentions when we use indirect Jump instructions. The statement `JMP [BX]`, for example, does not tell the assembler whether to code the instruction for a near jump. If we want to do a near jump, we write the instruction as `JMP WORD PTR [BX]`. If we want to do a far jump, we write the instruction as `JMP DWORD PTR [BX]`.

EVEN (ALIGN ON EVEN MEMORY ADDRESS)

As an assembler assembles a section of data declaration or instruction statements, it uses a location counter to keep track of how many bytes it is from the start of a segment at any time. The EVEN directive tells the assembler to increment the location counter to the next even address, if it is not already at an even address. A NOP instruction will be inserted in the location incremented over.

- DATA SEGMENT
- SALES DB 9 DUP (?) Location counter will point to 0009 after this instruction.
- EVEN Increment location counter to 000AH
- INVENTORY DW 100 DUP (0) Array of 100 words starting on even address for quicker read
- DATA ENDS

PROC (PROCEDURE)

The PROC directive is used to identify the start of a procedure. The PROC directive follows a name you give the procedure. After the PROC directive, the term *near* or the term *far* is used to specify the type of the procedure. The statement `DIVIDE PROC FAR`, for example, identifies the start of a procedure named `DIVIDE` and tells the assembler that the procedure is far (in a segment with different name from the one that contains the instructions which calls the procedure). The PROC directive is used with the ENDP directive to “bracket” a procedure.

ENDP (END PROCEDURE)

The directive is used along with the name of the procedure to indicate the end of a procedure to the assembler. The directive, together with the procedure directive, PROC, is used to “bracket” a procedure.

- SQUARE_ROOT PROC Start of procedure.
- SQUARE_ROOT ENDP End of procedure.

ORG (ORIGIN)

As an assembler assembles a section of a data declarations or instruction statements, it uses a location counter to keep track of how many bytes it is from the start of a segment at any time. The location counter is automatically set to 0000 when assembler starts reading a segment. The ORG directive allows you to set the location counter to a desired value at any point in the program. The statement ORG 2000H tells the assembler to set the location counter to 2000H, for example.

A “\$” it often used to symbolically represent the current value of the location counter, the \$ actually represents the next available byte location where the assembler can put a data or code byte. The \$ is often used in ORG statements to tell the assembler to make some change in the location counter relative to its current value. The statement ORG \$ + 100 tells the assembler increment the value of the location counter by 100 from its current value.

NAME

The NAME directive is used to give a specific name to each assembly module when programs consisting of several modules are written.

LABEL

As an assembler assembles a section of a data declarations or instruction statements, it uses a location counter to be keep track of how many bytes it is from the start of a segment at any time. The LABEL directive is used to give a name to the current value in the location counter. The LABEL directive must be followed by a term that specifies the type you want to associate with that name. If the label is going to be used as the destination for a jump or a call, then the label must be specified as type *near* or type *far*. If the label is going to be used to reference a data item, then the label must be specified as type byte, type word, or type double word. Here’s how we use the LABEL directive for a jump address.

- ENTRY_POINT LABEL FAR Can jump to here from another segment
- NEXT: MOV AL, BL Can not do a far jump directly to a label with a colon

The following example shows how we use the label directive for a data reference.

- STACK_SEG SEGMENT STACK
- DW 100 DUP (0) Set aside 100 words for stack
- STACK_TOP LABEL WORD Give name to next location after last word in stack
- STACK_SEG ENDS

To initialize stack pointer, use MOV SP, OFFSET STACK_TOP.

EXTRN

The EXTRN directive is used to tell the assembler that the name or labels following the directive are in some other assembly module. For example, if you want to call a procedure, which in a program module assembled at a different time from that which contains the CALL instruction, you must tell the assembler

that the procedure is external. The assembler will then put this information in the object code file so that the linker can connect the two modules together. For a reference to externally named variable, you must specify the type of the variable, as in the statement `EXTRN DIVISOR: WORD`. The statement `EXTRN DIVIDE: FAR` tells the assembler that `DIVIDE` is a label of type `FAR` in another assembler module. Name or labels referred to as external in one module must be declared public with the `PUBLIC` directive in the module in which they are defined.

➤ **PROCEDURE SEGMENT**
`EXTRN DIVIDE: FAR` Found in segment `PROCEDURES`
`PROCEDURE ENDS`

PUBLIC

Large program are usually written as several separate modules. Each module is individually assembled, tested, and debugged. When all the modules are working correctly, their object code files are linked together to form the complete program. In order for the modules to link together correctly, any variable name or label referred to in other modules must be declared `PUBLIC` in the module in which it is defined. The `PUBLIC` directive is used to tell the assembler that a specified name or label will be accessed from other modules. An example is the statement `PUBLIC DIVISOR, DIVIDEND`, which makes the two variables `DIVISOR` and `DIVIDEND` available to other assembly modules.

SHORT

The `SHORT` operator is used to tell the assembler that only a 1 byte displacement is needed to code a jump instruction in the program. The destination must in the range of -128 bytes to $+127$ bytes from the address of the instruction after the jump. The statement `JMP SHORT NEARBY_LABEL` is an example of the use of `SHORT`.

TYPE

The `TYPE` operator tells the assembler to determine the type of a specified variable. The assembler actually determines the number of bytes in the type of the variable. For a byte-type variable, the assembler will give a value of 1, for a word-type variable, the assembler will give a value of 2, and for a double word-type variable, it will give a value of 4. It can be used in instruction such as `ADD BX, TYPE-WORD-ARRAY`, where we want to increment `BX` to point to the next word in an array of words.

GLOBAL (DECLARE SYMBOLS AS PUBLIC OR EXTRN)

The `GLOBAL` directive can be used in place of a `PUBLIC` directive or in place of an `EXTRN` directive. For a name or symbol defined in the current assembly module, the `GLOBAL` directive is used to make the symbol available to other modules. The statement `GLOBAL DIVISOR`, for example, makes the variable `DIVISOR` public so that it can be accessed from other assembly modules.

INCLUDE (INCLUDE SOURCE CODE FROM FILE)

This directive is used to tell the assembler to insert a block of source code from the named file into the current source module.