

Question Bank

a. Description of Instructions

- Q1. If BH = 0F3H what is the value of BH in hex after the instruction SAR BH, 1
- Q2. IF AL = 78H and BL=73H explain how DAS instruction (after subtracting BL from AL) adjusts to the BCD result
- Q3. If CL=78H what is the value of CL after the instruction ROL CL, 3
- Q4. Why AAD is to be executed before DIV instruction while converting unpacked BCD to Binary number
- Q4. Under what conditions REPE MOVS executes
- Q5. Explain XLAT instruction to linearize transducer characteristics
- Q6. Explain intra segment and inter segment branch instructions with examples the instructions related to arithmetic and logical shift.
- Q7. Explain all addressing modes with the assembler syntax and how effective address is calculated

b. Assembly directives.

- Q1. Explain EQU directive with example
- Q2. Explain SEGMENT directives with examples
- Q3. Explain coding template for 8086 instruction

c. Algorithms with assembly software programs

- Q1. Write an algorithm to compute Fibonacci numbers using a recursive procedure. Write 8086 assembly program for the above
- Q2. Write an algorithm and assembly program to convert an unpacked 4 digit number to Binary number.
- Q3. Write an algorithm and assembly program to convert a 16 bit number to a maximum of 5 unpacked digits
- Q4. Write an algorithm and assembly program to convert an unpacked 4 digit number to Binary number.
- Q5. Write an algorithm and assembly program to find the square root of a 16 bit number using shift and subtract method.
- Q6. Write an algorithm and assembly program to reverse the bits in a 16 bit number and check whether it is a palindrome.
- Q7. Write an algorithm and assembly program for a cash bill of n materials. Rupees is a 4 digit and paisa is a 2 digit number which are stored in two different arrays. Find the total amount for the n materials. Subtract 10% discount on the total and give the actual amount to be paid. Hint Shift the total amount by one digit to get the 10% discount and get the actual amount.