

(1)

## ROL INSTRUCTION

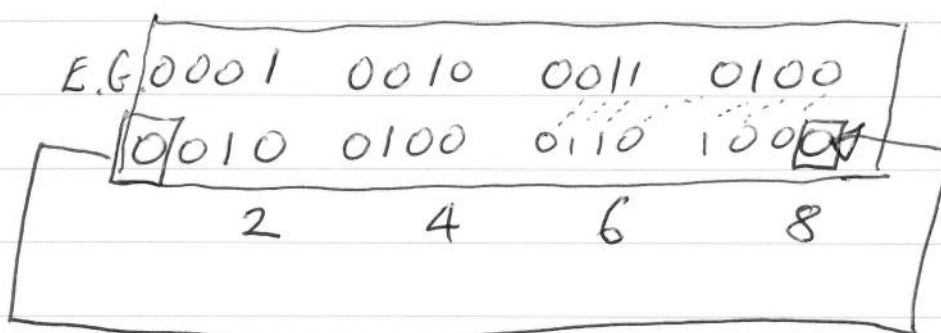
Ex 1

MOV AX, 1234

0001 0010 0011 0100

ROL AX, 1

SHIFTS BITS 1 PLACE TO THE LEFT

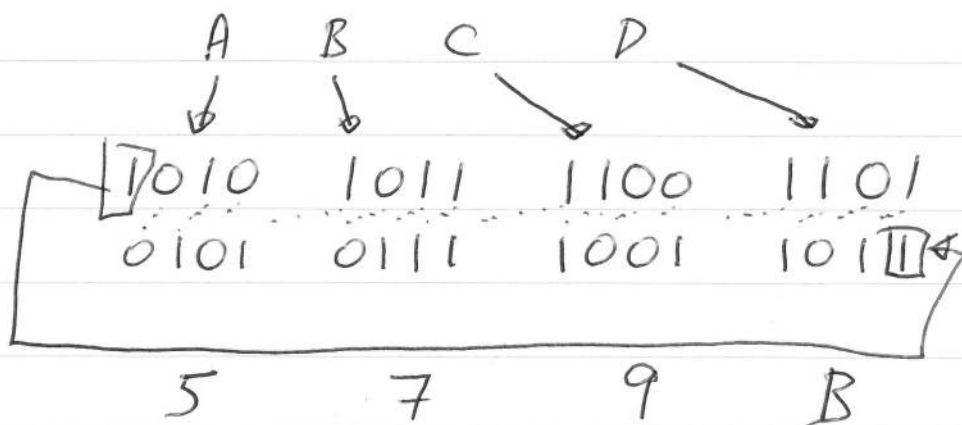


Ex 2

MOV AX, 0ABCDh

ROL AX, 1

WHAT IS IN AX NOW?



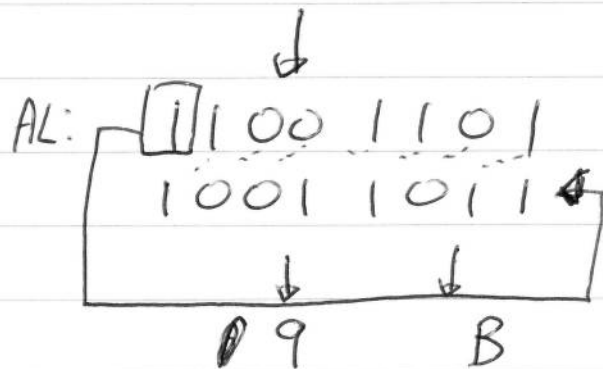
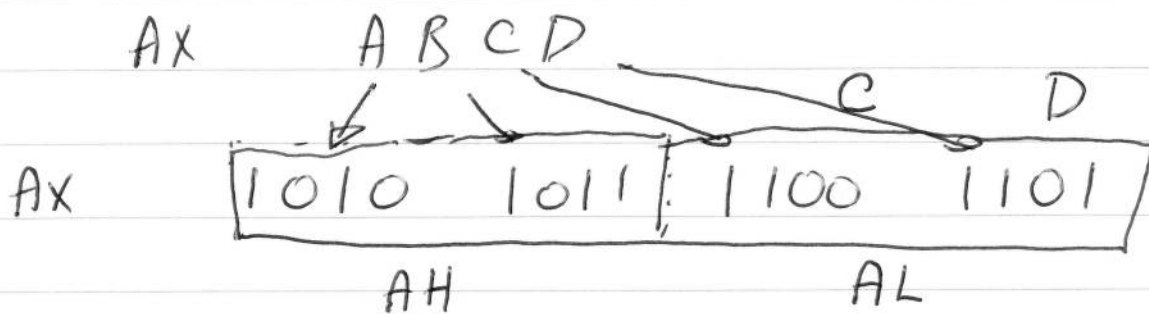
(2)

Ex 3

MOV AX, ABCDh

ROL AL, 1 ; ONLY AFFECTS WHAT IS IN AL

WHAT IS IN AX NOW ?



AL HAS BEEN AFFECTED.

ONLY AL CHANGES FROM CD TO 9B  
AH IS UNCHANGED: IT'S STILL AB

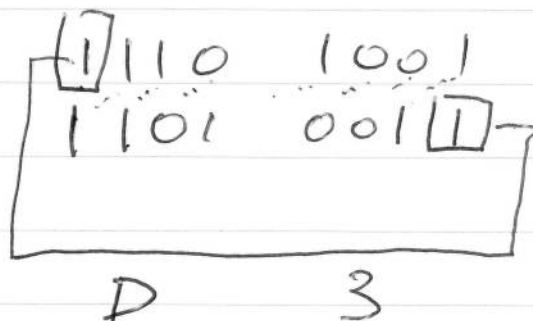
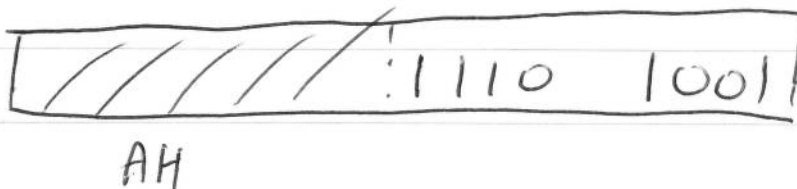
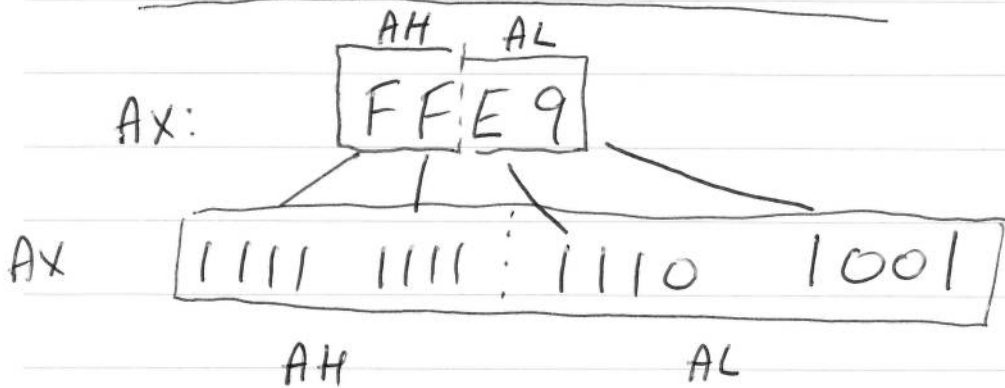
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Ex 4

~~MOV AX, 0ABCDh~~

MOV AX, 0FFE9h  
ROL AL, 1

WHAT IS IN AX NOW ?



ANSWER: FF D3

(4)

EX 5

TAKE IN A CHARACTER.

PRINT OUT THE ASCII VALUE FOR  
THE CHARACTER IN HEXADECIMAL.

E.G. A 41

ITERATION 1

MOV AH, 01h

INT 21h ; CHAR IN AL

WHAT IS IN AX ?

AX	01	:	41
	AH		AL

MOV