

## 11. Contents

<b>1. INTEL 8086 PROCESSOR</b>	<b>1</b>
1.1 ARCHITECTURE OF INTEL 8086 PROCESSORS	1
1.2 INTERNAL DATA REPRESENTATION	4
1.3 ADDRESSING MODES	7
<b>2. INSTRUCTION SET OF THE INTEL XX86 PROCESSOR</b>	<b>11</b>
2.1 INSTRUCTIONS FOR MOVING DATA	11
2.2 ARITHMETIC INSTRUCTIONS	15
2.3 LOGICAL INSTRUCTIONS	20
2.4 JUMP INSTRUCTIONS	23
2.5 STRING INSTRUCTIONS	31
<b>3. DIRECTIVES</b>	<b>37</b>
3.1 ALLOCATING DATA	37
3.2 SYMBOLIC CONSTANTS	41
3.3 SEGMENT DIRECTIVES	42
3.4 MODULES	46
<b>4. PROCEDURES</b>	<b>51</b>
4.1 HOW PROCEDURES WORK	51
4.2 SOME PROGRAMMING TECHNIQUES IN PROCEDURES	53
<b>5. MACROS</b>	<b>58</b>
5.1 HOW MACROS WORK	58
5.2 OTHER TEXT BASED PROCESSING FEATURES	62
<b>6. INPUT AND OUTPUT OPERATIONS</b>	<b>68</b>
6.1 FRAMEWORK	68
6.2 INPUT AND OUTPUT OPERATIONS ON BASIC LEVEL	69
6.3 PROGRAMMED INPUT AND OUTPUT	70
6.4 INTERRUPTS	73
6.5 DRIVERS AS RESIDENT PROGRAMS	78
6.6 DRIVERS IN THE DOS ENVIRONMENT	81
6.6.1 CLASSIFICATION OF DOS DRIVERS	83
6.6.2 PERIPHERAL OPERATIONS BY MEANS OF DOS FUNCTIONS	84

<b>7. VIDEOSYSTEMS ON IBM PC COMPATIBLE COMPUTERS</b>	<b>87</b>
7.1 VIDEO BIOS	87
7.2 VIDEOMEMORY HANDLING	93
7.3 VIDEOSYSTEM STRUCTURE	95
7.4 SUPER VGA ADAPTER	102
7.5 VESA STANDARD	104
<b>8. ARITHMETIC COPROCESSOR</b>	<b>108</b>
8.1 ARCHITECTURE OF 8087 COPROCESSOR	108
8.2 COPROCESSOR INSTRUCTIONS	111
8.3 THE 8087 AS A GRAPHICAL COPROCESSOR	116
<b>9. ADVANCED TOPICS IN ASSEMBLY LANGUAGE PROGRAMMING</b>	<b>118</b>
9.1 MEMORY MANAGEMENT IN A DOS ENVIRONMENT	118
9.2 ACCESSING MEMORY ABOVE 1 MB IN REAL MODE	120
9.3 INTRODUCTION TO MULTIPROGRAMMING	122
9.4 VIRTUAL MEMORY	125
9.5 PROTECTED MODE	127
9.5.1 GENERAL FEATURES	127
9.5.2 HOW A PROCESSOR WORKS IN PROTECTED MODE	132
9.5.3 PRIVILEGE LEVELS	133
9.5.4 HANDLING SPECIAL SITUATIONS IN A MULTITASKING ENVIRONMENT	135
9.5.5 INTERRUPTS IN PROTECTED MODE.	136
9.6 EXTENDED AND EXPANDED MEMORY	139
9.7 OTHER PROPERTIES OF INTEL XX86 PROCESSORS	142
9.7.1 MEMORY FLAT MODEL	146
9.7.2 SOME NEW PROGRAMMING FEATURES	147
9.7.3 VIRTUAL MODE (VM-86 MODE)	147
9.7.4 PROGRAMMING INTERFACES TO PROTECTED MODE	148
<b>10. LITERATURE</b>	<b>150</b>
<b>11. CONTENTS</b>	<b>151</b>