Lecture 11
Computer Technology

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Assistant Prof. Dr. Emad I Abdul Kareem

College of Education

Computer Science Department

الجامعة المستنصرية| Mustansiriyah University

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The 8086 Addressing Mode

The different ways in which a source operand is denoted in an instruction is known as **addressing modes**. There are 8 different addressing modes in 8086 programming –

11.1 Immediate addressing mode

The addressing mode in which the data operand is a part of the instruction itself is known as immediate addressing mode.

Example

```
MOV CX, 4929 H, ADD AX, 2387 H,  MOV AL, FFH
```

11.2 Register addressing mode

It means that the register is the source of an operand for an instruction.

Example

```
MOV CX, AX   ; copies the contents of the 16-bit AX register into
             ; the 16-bit CX register),
ADD BX, AX
```

Direct addressing mode

The addressing mode in which the effective address of the memory location is written directly in the instruction.

Example

```
MOV AX, [1592H], MOV AL, [0300H]
```

Register indirect addressing mode

This addressing mode allows data to be addressed at any memory location through an offset address held in any of the following registers: BP, BX, DI & SI.

Example

```
MOV AX, [BX]   ; Suppose the register BX contains 4895H, then the contents
               ; 4895H are moved to AX
ADD CX, {BX}
```

Based addressing mode

In this addressing mode, the offset address of the operand is given by the sum of contents of the BX/BP registers and 8-bit/16-bit displacement.

Example

```
MOV DX, [BX+04], ADD CL, [BX+08]
```

Indexed addressing mode

In this addressing mode, the operands offset address is found by adding the contents of SI or DI register and 8-bit/16-bit displacements.

Example

```
MOV BX, [SI+16], ADD AL, [DI+16]
```

Based-index addressing mode

In this addressing mode, the offset address of the operand is computed by summing the base register to the contents of an Index register.

Example

```
ADD CX, [AX+SI], MOV AX, [AX+DI]
```