

SOURCE FORM EFFECT FLAGS AFFECTED

DIRECTIVES

Increment
INR r r ← r+1
INR M (HL) ← (HL)+1
INX rp rp ← rp+1
INX SP SP ← SP+1

Decrement
DCR r r ← r-1
DCR M (HL) ← (HL)-1
DCX rp rp ← rp-1
DCX SP SP ← SP-1

Rotate
RAL
RAR
RLC
RRC

Control
IN d8 A ← port_d8
OUT d8 port_d8 ← A
EI INTE ← 1
DI INTE ← 0
RST d3 (SP-2) ← PC; SP ← SP-2; PC ← d3*8
NOP no operation
HLT halt until interrupt

RIM
SIM

ORG d16 :Location Counter ← d16
END [start addr] :end assembly
name EQU d16 :define name of value d16
name SET d16 :assign value d16 to name
[name] DS d16 :define storage of length d16
[name] DB d8[d8]... :define byte(s) with initial value(s) given with expression(s) or string(s)
[name] DW d16[d16]... :define word(s) with initial value(s) given with expression(s)
[name] TEXT 'string' :define ASCII character string
TITLE 'string' :define title
IF expr :if expr=0 then ignore statements until ENDIF
ENDIF :end range of preceding IF
name MACRO list :define macro
ENDM :end macro definition

CONSTANTS

105 } Decimal 720 } Octal 'A'
105D } 72Q } '...' } ASCII
1AH } Hexadecimal 11011B } Binary 'TEST'
0BDH } 01010B }

CONVERSION TABLES

ASCII CHARACTER SET

Table with 4 columns (HEX, DEC, HEX, DEC) and 16 rows (0-F) for conversion between hexadecimal and decimal.

Table with 2 columns (2^n, n) showing powers of 2 from 1 to 16.

Table with 2 columns (16^n, n) showing powers of 16 from 1 to 15.

ASCII CHARACTER SET table with columns 0-7 and rows 0-F, listing character names and their corresponding codes.