

MULTIPLE CHOICE

As we continue our investigation of Assembly language arithmetic, we consider the problems associated with subtraction, and the various ways of dealing with them. We also begin to look at the programming of multiplication in machine code, and introduce a new class of logical operations — the Shift and Rotate op-codes.

Both the Z80 and 6502 support the SBC (SuBtract with Carry) instruction, but their implementations are quite different. On the 6502, the carry flag is used to handle the *borrow* facility, which is the equivalent in subtraction of the carry facility in addition. In Z80 Assembly language, SBC works in exactly the same way as the ADC instruction — the carry flag is set or reset to indicate the result of the operation.

Suppose that we add \$E4 to \$5F using ADC (having cleared the carry flag first). The result in the accumulator is \$43, and the carry flag is set, showing that the true result is \$0143. There has been an overflow into the carry flag because the accumulator cannot contain the full result.

Now suppose that on the Z80 we again clear the carry flag, and subtract \$E4 from \$5F: the result in the accumulator is \$7B, and the carry flag is set. If we now add \$7B to \$E4 (having cleared the carry flag once again) we find the result in the

accumulator to be \$5F, and the carry flag is set. This is entirely consistent, as can be seen:

$$\begin{array}{r} \$5F - \$E4 = \$7B \quad \text{Carry Set} \\ \$5F = \$E4 + \$7B \quad \text{Carry Set} \end{array}$$

If we take the carry flag's state as indicating that a negative result has occurred, then we can interpret \$7B as a two's complement number:

$$\begin{array}{r} \$7B \text{ In Binary} \quad = 01111011 \\ \text{Take Away One} \quad \quad \quad - 1 \\ \hline \text{Gives One's Complement} \quad \quad \quad 01111010 \\ \text{Gives Two's Complement} \quad \quad \quad \text{Negate} \quad \quad \quad 10001011 = \$85 \end{array}$$

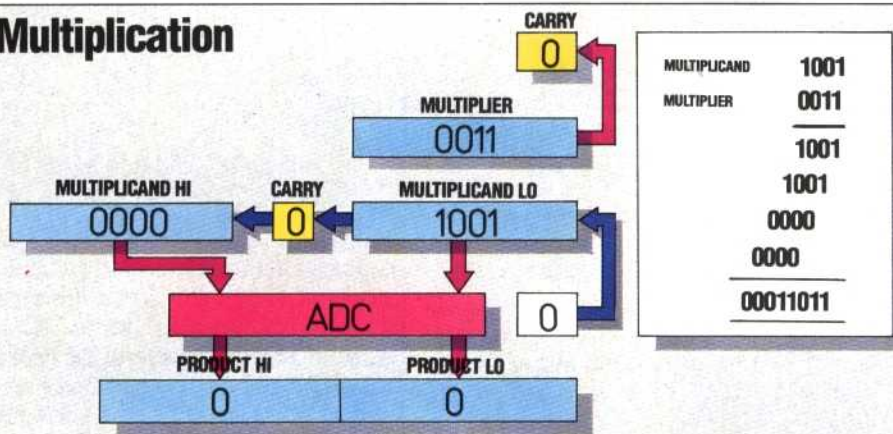
We should expect to find, then, that \$5F - \$E4 results in the negative number -\$85. Let's check this result in decimal:

$$\begin{array}{r} \$5F = 95 \text{ decimal} \\ -\$E4 = 228 \text{ decimal} \\ \hline \$85 = -133 \text{ decimal} \end{array}$$

Clearly, this all makes sense as far as it goes. Suppose now that the subtraction in question was actually a two-byte sum: \$375F - \$21E4.

$$\begin{array}{r} \text{HI} \quad \text{LO} \\ \$37 \quad 5F \quad = 14175 \text{ decimal} \\ -\$21 \quad E4 \quad = -8676 \text{ decimal} \\ \hline \$15 \quad 7B \quad = 5499 \text{ decimal} \end{array}$$

4x4 Bit Multiplication



AFTER ONE SHIFT		AFTER TWO SHIFTS		AFTER THREE SHIFTS		
	0001		0000		0000	MULTIPLIER
0001	0010	0010	0100	0100	1000	MULTIPLICAND
0000	1001	0001	1011	0001	1011	PRODUCT
HI	LO	HI	LO	HI	LO	

Shift Times

This example shows four-bit multiplication for the sake of clarity—the number of bits does not affect the algorithm. The worked example shows how the product is formed by the addition of zeros or shifted versions of the multiplicand, depending on whether each bit of the multiplier is zero or one. The multiplier bits are right-shifted through the carry flag, while the multiplicand bits are left-shifted from lo-byte through the carry flag