

The following three pages contain the 80386 instruction set. You do not need to submit these sheets when you finish.

Remember that:

- Most instructions can have at most one memory operand.
- Brackets [] around a register name, immediate, or combination of the two indicates an effective address. That address is in the data segment unless otherwise specified.
 - Example: MOV AX, [10H] → contents of DS:10H moved to AX
- Parentheses around a logical address mean “the contents of memory at this address”.
 - Example: (DS:10H) → the contents of memory at logical address DS:10H

Category	Instruction	Example	Meaning
Data transfer	Move	MOV AX, BX	AX = BX
	Move & sign-extend	MOVSX EAX, DL	EAX = DL, sign-extended to 32 bits
	Move and zero-extend	MOVZX EAX, DL	EAX = DL, zero-extended to 32 bits
	Exchange	XCHG AX, BX	Swap contents of AX, BX
	Load effective address	LEA AX, [BX+SI+10H]	AX = BX + SI + 10H
	Load full pointer	LDS AX, [10H] LSS EBX, [100H]	AX = (DS:10H) DS = (DS:12H) EBX = (DS:100H) SS = (DS:104H)
Arithmetic	Add	ADD AX, BX	AX = AX + BX
	Add with carry	ADC AX, BX	AX = AX + BX + CF
	Increment	INC [DI]	(DS:DI) = (DS:DI) + 1
	Subtract	SUB AX, [10H]	AX = AX - (DS:10H)
	Subtract with borrow	SBB AX, [10H]	AX = AX - (DS:10H) - CF
	Decrement	DEC CX	CX = CX - 1
	Negate (2's complement)	NEG CX	CX = -CX
	Unsigned multiply (all operands are non-negative, regardless of MSB value)	MUL BH MUL CX MUL DWORD PTR [10H]	AX = BH * AL (DX,AX) = CX * AX (EDX,EAX) = (DS:10H) * EAX
	Signed multiply (all operands are signed integers in 2's complement form)	IMUL BH IMUL CX IMUL DWORD PTR[10H]	AX = BH * AL (DX,AX) = CX * AX (EDX,EAX) = (DS:10H) * EAX
Unsigned divide	DIV BH DIV CX DIV EBX	AL = AX / BH (quotient) AH = AX % BH (remainder) AX = EAX / CX (quotient) DX = EAX % CX (remainder) EAX = (EDX,EAX) / EBX (Q) EDX = (EDX,EAX) % EBX (R)	

Category	Instruction	Example	Meaning
Logical	Logical AND	AND AX, BX	AX = AX & BX
	Logical inclusive OR	OR AX, BX	AX = AX BX
	Logical exclusive OR	XOR AX, BX	AX = AX ^ BX
	Logical NOT (1's complement)	NOT AX	AX = ~AX
Shift/rotate (NOTE: for all instructions except RCL/RCR, CF = last bit shifted out)	Shift left	SHL AX, 7 SAL AX, CX	AX = AX << 7 AX = AX << CX
	Logical shift right (treat value as unsigned, shift in 0s)	SHR AX, 7	AX = AX >> 7 (upper 7 bits = 0)
	Arithmetic shift right (treat value as signed; maintain sign)	SAR AX, 7	AX = AX >> 7 (upper 7 bits = MSB of original value)
	Rotate left	ROL AX, 7	AX = AX rotated left by 7 (lower 7 bits of AX = upper 7 bits of original value)
	Rotate right	ROR AX, 7	AX=AX rotated right by 7 (upper 7 bits of AX = lower 7 bits of original value)
	Rotate left through carry	RCL AX, 7	(CF,AX) rotated left by 7 (Treat CF & AX as 17-bit value with CF as MSB)
	Rotate right through carry	RCR AX, 7	(AX,CX) rotated right by 7 (Treat CF & AX as 17-bit value with CF as LSB)
Bit test/ scan	Bit test	BT AX, 7	CF = Value of bit 7 of AX
	Bit test and reset	BTR AX, 7	CF = Value of bit 7 of AX Bit 7 of AX = 0
	Bit test and set	BTS AX, 7	CF = Value of bit 7 of AX Bit 7 of AX = 1
	Bit test and complement	BTC AX, 7	CF = Value of bit 7 of AX Bit 7 of AX is flipped
	Bit scan forward	BSF DX, AX	DX = index of first non-zero bit of AX, starting with bit 0 ZF = 0 if AX = 0, 1 otherwise
	Bit scan reverse	BSR DX, AX	DX = index of first non-zero bit of AX, starting with MSB ZF = 0 if AX = 0, 1 otherwise

Category	Instruction	Example	Meaning
Flag control	Clear carry flag	CLC	CF = 0
	Set carry flag	STC	CF = 1
	Complement carry flag	CMC	CF = ~CF
	Clear interrupt flag	CLI	IF = 0
	Set interrupt flag	STI	IF = 1
	Load AH with contents of flags register	LAHF	AH = FLAGS
	Store contents of AH in flags register	SAHF	FLAGS = AH (Updates SF, ZF, AF, PF, CF)
Conditional tests	Compare	CMP AX, BX	Subtract AX - BX Updates flags
	Byte set on condition	SETcc AH	AH = FF if condition true AH = 0 if condition false
Jumps and loops	Unconditional jump	JMP label	Jump to label
	Conditional jump	Jcc label	Jump to label if condition true
	Loop	LOOP label	Decrement CX; jump to label if CX != 0
	Loop if equal/zero	LOOPE label LOOPZ label	Decrement CX; jump to label if (CX != 0) && (ZF == 1)
	Loop if not equal/zero	LOOPNE label LOOPNZ label	Decrement CX; jump to label if (CX != 0) && (ZF == 0)
Subroutine-related instructions	Call subroutine	CALL label	Jump to label; save address of instruction after CALL
	Return from subroutine	RET label	Return from subroutine (jump to saved address from CALL)
	Push	PUSH AX	SP = SP - 2 (SS:SP) = AX
		PUSH EAX	SP = SP - 4 (SS:SP) = EAX
	Pop	POP AX	AX = (SS:SP) SP = SP + 2
		POP EAX	EAX = (SS:SP) SP = SP + 4
	Push flags	PUSHF	Store flags on stack
	Pop flags	POPF	Remove flags from stack
	Push all registers	PUSHA	Store all general purpose registers on stack
	Pop all registers	POPA	Remove general purpose registers from stack

The following three pages contain tables listing the PIC 16F684 instruction set, memory map, and block diagram.

Remember that, in the table below:

- f = a register file address
- W = the working register
- d = destination select: “F” for a file register, “W” for the working register
- b = bit position within an 8-bit file register
- k = literal field, constant data or label
- PC = the program counter
- C = the carry bit in the status register
- Z = the zero bit in the status register

TABLE 13-2: PIC16F684 INSTRUCTION SET

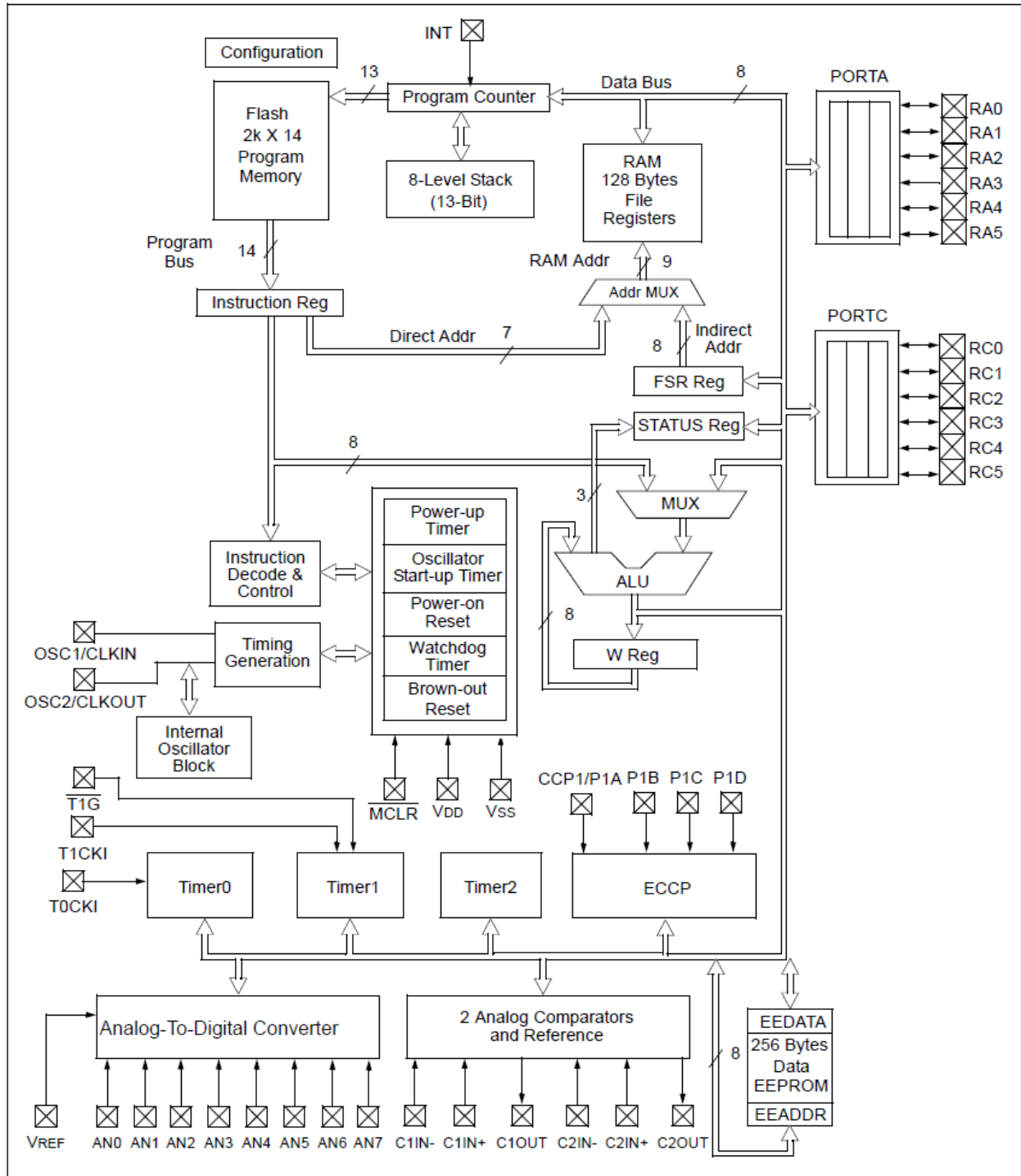
Mnemonic, Operands	Description	Cycles	14-Bit Opcode				Status Affected	Notes	
			MSb			LSb			
BYTE-ORIENTED FILE REGISTER OPERATIONS									
ADDWF	f, d	Add W and f	1	00	0111	dfff	ffff	C, DC, Z	1, 2
ANDWF	f, d	AND W with f	1	00	0101	dfff	ffff	Z	1, 2
CLRF	f	Clear f	1	00	0001	1fff	ffff	Z	2
CLRWF	–	Clear W	1	00	0001	0xxx	xxxx	Z	
COMF	f, d	Complement f	1	00	1001	dfff	ffff	Z	1, 2
DECF	f, d	Decrement f	1	00	0011	dfff	ffff	Z	1, 2
DECFSZ	f, d	Decrement f, Skip if 0	1(2)	00	1011	dfff	ffff		1, 2, 3
INCF	f, d	Increment f	1	00	1010	dfff	ffff	Z	1, 2
INCFSZ	f, d	Increment f, Skip if 0	1(2)	00	1111	dfff	ffff		1, 2, 3
IORWF	f, d	Inclusive OR W with f	1	00	0100	dfff	ffff	Z	1, 2
MOVF	f, d	Move f	1	00	1000	dfff	ffff	Z	1, 2
MOVWF	f	Move W to f	1	00	0000	1fff	ffff		
NOP	–	No Operation	1	00	0000	0xx0	0000		
RLF	f, d	Rotate Left f through Carry	1	00	1101	dfff	ffff	C	1, 2
RRF	f, d	Rotate Right f through Carry	1	00	1100	dfff	ffff	C	1, 2
SUBWF	f, d	Subtract W from f	1	00	0010	dfff	ffff	C, DC, Z	1, 2
SWAPF	f, d	Swap nibbles in f	1	00	1110	dfff	ffff		1, 2
XORWF	f, d	Exclusive OR W with f	1	00	0110	dfff	ffff	Z	1, 2
BIT-ORIENTED FILE REGISTER OPERATIONS									
BCF	f, b	Bit Clear f	1	01	00bb	bfff	ffff		1, 2
BSF	f, b	Bit Set f	1	01	01bb	bfff	ffff		1, 2
BTFSC	f, b	Bit Test f, Skip if Clear	1 (2)	01	10bb	bfff	ffff		3
BTFSS	f, b	Bit Test f, Skip if Set	1 (2)	01	11bb	bfff	ffff		3
LITERAL AND CONTROL OPERATIONS									
ADDLW	k	Add literal and W	1	11	111x	kkkk	kkkk	C, DC, Z	
ANDLW	k	AND literal with W	1	11	1001	kkkk	kkkk	Z	
CALL	k	Call Subroutine	2	10	0kkk	kkkk	kkkk		
CLRWDT	–	Clear Watchdog Timer	1	00	0000	0110	0100	\overline{TO} , \overline{PD}	
GOTO	k	Go to address	2	10	1kkk	kkkk	kkkk		
IORLW	k	Inclusive OR literal with W	1	11	1000	kkkk	kkkk	Z	
MOVLW	k	Move literal to W	1	11	00xx	kkkk	kkkk		
RETFIE	–	Return from interrupt	2	00	0000	0000	1001		
RETLW	k	Return with literal in W	2	11	01xx	kkkk	kkkk		
RETURN	–	Return from Subroutine	2	00	0000	0000	1000		
SLEEP	–	Go into Standby mode	1	00	0000	0110	0011	\overline{TO} , \overline{PD}	
SUBLW	k	Subtract W from literal	1	11	110x	kkkk	kkkk	C, DC, Z	
XORLW	k	Exclusive OR literal with W	1	11	1010	kkkk	kkkk	Z	

FIGURE 2-2: DATA MEMORY MAP OF THE PIC16F684

File Address		File Address	
Indirect Addr. ⁽¹⁾	00h	Indirect Addr. ⁽¹⁾	80h
TMR0	01h	OPTION_REG	81h
PCL	02h	PCL	82h
STATUS	03h	STATUS	83h
FSR	04h	FSR	84h
PORTA	05h	TRISA	85h
	06h		86h
PORTC	07h	TRISC	87h
	08h		88h
	09h		89h
PCLATH	0Ah	PCLATH	8Ah
INTCON	0Bh	INTCON	8Bh
PIR1	0Ch	PIE1	8Ch
	0Dh		8Dh
TMR1L	0Eh	PCON	8Eh
TMR1H	0Fh	OSCCON	8Fh
T1CON	10h	OSCTUNE	90h
TMR2	11h	ANSEL	91h
T2CON	12h	PR2	92h
CCPR1L	13h		93h
CCPR1H	14h		94h
CCP1CON	15h	WPUA	95h
PWM1CON	16h	IOCA	96h
ECCPAS	17h		97h
WDTCN	18h		98h
CMCON0	19h	VRCON	99h
CMCON1	1Ah	EEDAT	9Ah
	1Bh	EEADR	9Bh
	1Ch	EECON1	9Ch
	1Dh	EECON2 ⁽¹⁾	9Dh
ADRESH	1Eh	ADRESL	9Eh
ADCON0	1Fh	ADCON1	9Fh
General Purpose Registers 96 Bytes	20h	General Purpose Registers 32 Bytes	A0h
			BFh
	6Fh	Accesses 70h-7Fh	F0h
	70		FFh
	7Fh		
Bank 0		Bank 1	

Unimplemented data memory locations, read as '0'.
Note 1: Not a physical register.

FIGURE 1-1: PIC16F684 BLOCK DIAGRAM



Source for all figures: "PIC 16F684 Data Sheet", Microchip Technology, Inc.
<http://ww1.microchip.com/downloads/en/DeviceDoc/41202F-print.pdf>