

ASM01 S/390 Assembly Language For Programmers

- Course Description** This course provides students with the skills required to code, test and document programs using IBM Assembler language. The schedule allows for many practical exercises covering various problems of progressive complexity.
- Who Should Attend** Participants should be programmers, systems programmers or programmer/analysts who intend either, writing and maintaining IBM Assembler code, or who require deeper insight into the internals of other high level languages.
- Pre-Requisites** Previous programming knowledge is not necessary, but at least six months practical experience should have been gained in the IT applications environment. A working knowledge of TSO/ISPF, or similar would be of benefit during practical sessions but is not strictly necessary.
- Duration** 10 Days

Machine/Program Architecture

Computer Components
CPU
Storage (main / auxiliary)
Program Execution Overview
The Program Status Word

Introduction To The Assembler

The Assembly Process
Source / Object Code
The Assembler Listing

Defining Storage Areas and Constants

Data Types

Character
Bit
Packed Decimal
Binary Halfword/Fullword
Zoned Decimal
A-cons
V-cons

Registers

Types Of Register
Common Register Functions

Base & Displacement/Relocatability

The Csect Statement
The Using Statement
The Location Counter
The Org Statement

The Instruction Formats

SS1
SS2
SI
RX
RS
RR

The Instruction Set (see over)

Macros

TIME
ABEND
WTO
WTOR
WAIT

Sequential Record I/O

DCB
Open
Close
Get (move/locate)
Put (move/locate)

Dsects

The Using Statement Review
Locate Mode I/O
The Getmain Macro

Save Areas

Standard Register Usage
Save Area Format
SAVE
RETURN
User macros

The Call Macro

Parameters

Moving Instructions

MVC : Move Character
 MVI : Move Immediate
 MVN : Move Numeric
 MVZ : Move Zones
 MVO : Move With Offset
 IC : Insert Character
 ICM : Insert Character Under Mask
 STC : Store Character
 STCM: Store Character Under Mask
 LR : Load Register
 LA : Load Address
 L : Load
 LH : Load Halfword
 LM : Load Multiple
 ST : Store
 STH : Store Halfword
 STM : Store Multiple
 ZAP : Zero & Add Packed

Comparing Instructions

CLC : Compare Logical Character
 CLI : Compare Logical Immediate
 C : Compare
 CH : Compare Halfword
 CR : Compare Register
 CP : Compare Packed
 TM : Test Under Mask
 LTR : Load & Test Register
 TRT : Translate & Test

Branching Instructions

Extended Mnemonics
 BC : Branch On Condition
 BCR : Branch On Condition Register
 BAL : Branch & Link
 BALR : Branch & Link Register
 BAS : Branch & Save
 BASR : Branch & Save Register
 BCT : Branch On Count
 BCTR : Branch On Count Register
 BXLE : Branch On Index Low or Equal

Conversion Instructions

CVB : Convert To Binary
 CVD : Convert To Decimal
 Pack : Pack
 UNPK: Unpack
 ED : Edit
 EDMK: Edit & Mark
 TR : Translate

Arithmetic Instructions

AR : Add Register
 A : Add
 AH : Add Halfword
 AP : Add Packed
 SR : Subtract Register
 S : Subtract
 SH : Subtract Halfword
 SP : Subtract Packed
 MR : Multiply Register
 M : Multiply
 MH : Multiply Halfword
 MP : Multiply Packed
 DR : Divide Register
 D : Divide
 DP : Divide Packed

Boolean Instructions

Truth Tables

N : And
 NI : And Immediate
 NR : And Register
 NC : And Character
 O : Or
 OI : Or Immediate
 OR : Or Register
 OC : Or Character
 X : Exclusive Or
 XI : Exclusive Or Immediate
 XR : Exclusive Or Register
 XC : Exclusive Or Character

Miscellaneous Instructions

SLL : Shift Left Logical
 SLDL : Shift Left Double Logical
 SRL : Shift Right Logical
 SRDL : Shift Right Double logical
 Algebraic Shifts
 SVC : Supervisor Call
 EX : Execute

Floating Point Instructions (optional)

Floating Point Registers

AE : Add Short Float
 AER : Add Short Float Register
 SE : Subtract Short Float
 SER : Subtract Short Float Register
 ME : Multiply Short Float
 MER : Multiply Short Float Register
 DE : Divide Short Float
 DER : Divide Short Float Register
 CE : Compare Short Float
 CER : Compare Short Float Register
 LE : Load Short Float
 LER : Load Short Float Register
 STE : Store Short Float