

AND logical Operation

AND logical Operation

AND is a logical bit operation in which if both input bits are true (1) then it gives the result as true, otherwise it gives the result as false.

1 AND 1 ----> 1

0 AND 1 ----> 0

1 AND 0 ----> 0

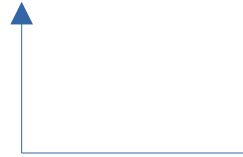
0 AND 0 ----> 0

AND logical Operation

Syntax:

and

input 2,input 1



The result is stored here after logical and operation

AND logical Operation

Syntax:

and input 2,input 1

Example:

mov al,12 →

0	0	0	0	1	1	0	0
---	---	---	---	---	---	---	---

mov bl,10 →

0	0	0	0	1	0	1	0
---	---	---	---	---	---	---	---

and al, bl →

0	0	0	0	1	0	0	0
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