

Processor Flags

CF - carry flag

Set on high-order bit carry or borrow; cleared otherwise

PF - parity flag

Set if low-order eight bits of result contain an even number of "1" bits; cleared otherwise

ZF - zero flags

Set if result is zero; cleared otherwise

SF - sign flag

Set equal to high-order bit of result (0 if positive 1 if negative)

OF - overflow flag

Set if result is too large a positive number or too small a negative number (excluding sign bit) to fit in destination operand; cleared otherwise

Jump Quick Reference

Instruction	Description	Signedness	Flags
JO	Jump if overflow		OF = 1
JNO	Jump if not overflow		OF = 0
JS	Jump if sign		SF = 1
JNS	Jump if not sign		SF = 0
JE	Jump if equal		ZF = 1
JZ	Jump if zero		ZF = 1
JNE	Jump if not equal		ZF = 0
JNZ	Jump if not zero		ZF = 0
JB	Jump if below	unsigned	CF = 1
JNAE	Jump if not above or equal		
JC	Jump if carry		
JNB	Jump if not below	unsigned	CF = 0
JAE	Jump if above or equal		
JNC	Jump if not carry		
JBE	Jump if below or equal	unsigned	CF = 1 or ZF = 1
JNA	Jump if not above		
JA	Jump if above	unsigned	CF = 0 and ZF = 0
JNBE	Jump if not below or equal		
JL	Jump if less	signed	SF \neq OF
JNGE	Jump if not greater or equal		
JGE	Jump if greater or equal	signed	SF = OF
JNL	Jump if not less		
JLE	Jump if less or equal	signed	ZF = 1 or SF \neq OF
JNG	Jump if not greater		
JG	Jump if greater	signed	ZF = 0 and SF = OF
JNLE	Jump if not less or equal		
JP	Jump if parity		PF = 1
JPE	Jump if parity even		
JNP	Jump if not parity		PF = 0
JPO	Jump if parity odd		
JCXZ	Jump if CX register is 0		CX = 0
JECXZ	Jump if ECX register is 0		ECX = 0