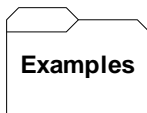


The And Character instruction performs a logical bit by bit “and” between two fields in memory. Operand 1, the target, is a memory field and Operand 2, the source, also specifies a storage location in memory. The number of characters which participate in the operation is determined by the first operand, and as a result, is limited to 256 bytes. The storage fields are “and-ed” internally with the result placed in the target field. Typically, the source is unaffected, but can be altered by this operation if the fields overlap. The table below shows the results of “and-ing” two bits together.

Bit 1	Bit 2	Bit 1 and Bit 2
0	0	0
0	1	0
1	0	0
1	1	1

This instruction sets the condition code as follows:

- 0 if all target bits are set to 0. Test this condition with **BZ** or **BNZ**.
- 1 if any target bit is set to 1. Test this condition with **BM** or **BNM**.



Some Unrelated And Characters

	FIELD1	DC	X'0001020304'	
	FIELD2	DC	X'FFFFFF'	
	FIELD3	DC	C'ABC'	
	FIELD4	DC	X'000000'	
	FIELD5	DC	B'10101111'	
	FIELD6	DC	B'10001001'	
NC	FIELD1, FIELD1		FIELD1 = X'0001020304'	Condition Code = 1
NC	FIELD2, FIELD1		FIELD2 = X'000102'	Condition Code = 1
NC	FIELD3, FIELD1		FIELD3 = X'000102'	Condition Code = 1
NC	FIELD2, FIELD3		FIELD2 = X'C1C2C3'	Condition Code = 1
NC	FIELD4, FIELD4		FIELD4 = X'000000'	Condition Code = 0
NC	FIELD3, FIELD4		FIELD3 = X'000000'	Condition Code = 0
NC	FIELD1+2, FIELD3		FIELD1 = X'0001000200'	Condition Code = 1
			FIELD2 = X'0000FFFF'	
NC	FIELD1 (3), FIELD2		FIELD1 = X'0001020304'	Condition Code = 1
NC	FIELD5, FIELD6		FIELD5 = B'10001001'	Condition Code = 1