


Load me at

 Data
 Stack
 Keypad
 Memory
 I/O Ports

Start	8050	OK
-------	------	----

Line No	Assembler Message
---------	-------------------

I/O Ports

 Update Port Value

0	-	+	00
---	---	---	----


Registers			Flag
<i>A</i>	00		<i>S</i> 1
<i>BC</i>	04	00	<i>Z</i> 0
<i>DE</i>	00	00	<i>AC</i> 0
<i>HL</i>	00	00	<i>P</i> 0
<i>PSW</i>	00	00	<i>C</i> 1
<i>PC</i>	42	1A	
<i>SP</i>	FF	FF	
<i>Int-Reg</i>	00		

Decimal - Hex Conversion

Decimal	Hex
0	0
→ To Hex	← To Dec

I/O Ports

0	-	+	00
---	---	---	----

 Update Port Value

Memory

0 - + 00

Update Memory

Load me at

```

1  LDA 8050
2  MOV B,A
3  LDA 8051
4  MVI C,00
5  LOOP: CMP B
6  JC LOOP1
7  SUB B
8  INR C
9  JMP LOOP
10 LOOP1: STA 8052
11 MOV A,C
12 STA 8053
13 HLT

```

The screenshot shows the Memory tab of a debugger. The 'Start' address is set to 8050. The memory dump displays the following data:

Address (Hex)	Address	Data
1F72	8050	4
1F73	8051	2
1F74	8052	2
1F75	8053	0
1F76	8054	0
1F77	8055	0
1F78	8056	0
1F79	8057	0
1F7A	8058	0
1F7B	8059	0
1F7C	8060	0
1F7D	8061	0

Line No	Assembler Message
0	Program assembled successfully

Registers			Flag
<i>A</i>	00		<i>S</i> 0
<i>BC</i>	00	00	
<i>DE</i>	00	00	<i>Z</i> 1
<i>HL</i>	00	00	
<i>PSW</i>	00	00	<i>AC</i> 0
<i>PC</i>	42	12	<i>P</i> 1
<i>SP</i>	FF	FF	
<i>Int-Reg</i>	00		<i>C</i> 0

Load me at

```

1  LDA 89050
2  MOV B,A
3  LDA 8051
4  MOV C,A
5  XRA A
6  LOOP: ADD B
7  DCR C
8  JNZ LOOP
9  STA 8052
10 HLT

```

Decimal - Hex Conversion

Decimal

Hex

0


0

→ To Hex

← To Dec


I/O Ports

0	-	+	00
---	---	---	----

 Update Port Value

Memory

0	-	+	00
---	---	---	----

 Update Memory

Address (Hex)	Address	Data
1F72	8050	4
1F73	8051	2
1F74	8052	8
1F75	8053	0
1F76	8054	0
1F77	8055	0
1F78	8056	0
1F79	8057	0
1F7A	8058	0
1F7B	8059	0
1F7C	8060	0
1F7D	8061	0

Line No	Assembler Message
0	Program assembled successfully

Load me at

 Data
 Stack
 Keypad
 Memory
 I/O Ports

OK

Line No	Assembler Message
---------	-------------------

```
0 Program assembled successfully
```

I/O Ports

Memory

Simulator: Idle

Load me at


Decimal	Hex
0	0
 To Hex	 To Dec

0

-

+

00

 Update Port Value

0

-

+

00

 Update Memory

Line No	Assembler Message
0	Program assembled successfully

Load me at

 Data
  Stack
  Keypad
  **Memory**
 I/O Ports

Start 3050 OK

Line No	Assembler Message
---------	-------------------

```
0 Program assembled successfully
```

I/O Ports

Memory

Simulator: Idle

Load me at

 Data
 Stack
 Keypad
 Memory
 I/O Ports

Address (Hex)	Address	Data
0802	2050	10
0803	2051	0
0804	2052	5
0805	2053	0
0806	2054	50
0807	2055	5
0808	2056	0
0809	2057	0
080A	2058	0
080B	2059	0
080C	2060	0
080D	2061	0

0	Program assembled successfully
---	--------------------------------

I/O Ports

Memory

Simulator: Idle



Registers			Flag
<i>A</i>	00		<i>S</i> 1
<i>BC</i>	0A	00	
<i>DE</i>	00	00	<i>Z</i> 0
<i>HL</i>	80	01	
<i>PSW</i>	00	00	<i>AC</i> 0
<i>PC</i>	42	0F	
<i>SP</i>	FF	FF	<i>P</i> 1
<i>Int-Reg</i>	00		<i>C</i> 1

Load me at

```

1  LXI H,8000H
2  MOV B,M
3  INX H
4  MOV A,M
5  CMP B
6  JC STORE
7  MOV A,B
8  STORE: STA 8010H
9  HLT

```

Decimal - Hex Conversion

Decimal	Hex
0	00
1	01
2	02
3	03
4	04
5	05
6	06
7	07
8	08
9	09
10	0A
11	0B
12	0C
13	0D
14	0E
15	0F
16	10
17	11
18	12
19	13
20	14
21	15
22	16
23	17
24	18
25	19
26	1A
27	1B
28	1C
29	1D
30	1E
31	1F
32	20
33	21
34	22
35	23
36	24
37	25
38	26
39	27
40	28
41	29
42	2A
43	2B
44	2C
45	2D
46	2E
47	2F
48	30
49	31
50	32
51	33
52	34
53	35
54	36
55	37
56	38
57	39
58	3A
59	3B
60	3C
61	3D
62	3E
63	3F
64	40
65	41
66	42
67	43
68	44
69	45
70	46
71	47
72	48
73	49
74	4A
75	4B
76	4C
77	4D
78	4E
79	4F
80	50
81	51
82	52
83	53
84	54
85	55
86	56
87	57
88	58
89	59
90	5A
91	5B
92	5C
93	5D
94	5E
95	5F
96	60
97	61
98	62
99	63
100	64
101	65
102	66
103	67
104	68
105	69
106	6A
107	6B
108	6C
109	6D
110	6E
111	6F
112	70
113	71
114	72
115	73
116	74
117	75
118	76
119	77
120	78
121	79
122	7A
123	7B
124	7C
125	7D
126	7E
127	7F
128	80
129	81
130	82
131	83
132	84
133	85
134	86
135	87
136	88
137	89
138	8A
139	8B
140	8C
141	8D
142	8E
143	8F
144	90
145	91
146	92
147	93
148	94
149	95
150	96
151	97
152	98
153	99
154	9A
155	9B
156	9C
157	9D
158	9E
159	9F
160	A0
161	A1
162	A2
163	A3
164	A4
165	A5
166	A6
167	A7
168	A8
169	A9
170	AA
171	AB
172	AC
173	AD
17	

0	0
---	---

→ To Hex

◀ To Dec

≡ I/O Ports

0	-	+	00
---	---	---	----

 Update Port Value

Memory

0	-	+	00
---	---	---	----

 Update Memory

 Data
 Stack
 KeyPad
 Memory
 I/O Ports

Start	8000h	OK
-------	-------	----

Address (Hex)	Address	Data
8000	32768	10
8001	32769	0
8002	32770	0
8003	32771	0
8004	32772	0
8005	32773	0
8006	32774	0
8007	32775	0
8008	32776	0
8009	32777	0
800A	32778	0
800B	32779	0

Line No	Assembler Message
0	Program assembled successfully

Registers			Flag
<i>A</i>	1D		<i>S</i> 1
<i>BC</i>	1D	00	<i>Z</i> 0
<i>DE</i>	00	00	<i>AC</i> 0
<i>HL</i>	00	00	<i>P</i> 1
<i>PSW</i>	00	00	<i>C</i> 1
<i>PC</i>	42	10	
<i>SP</i>	FF	FF	
<i>Int-Reg</i>	00		

Load me at

```

1  LDA 2050
2  MOV B,A
3  LDA 2051
4  CMP B
5  JNC STORE
6  MOV A,B
7  STORE: STA 2052
8  HLT


```

Decimal - Hex Conversion

Decimal	Hex
<input type="text" value="0"/>	<input type="text" value="0"/>
<input type="button" value="→ To Hex"/>	<input type="button" value="← To Dec"/>

I/O Ports

0	-	+	00
---	---	---	----

 Update Port Value

Memory

0 - + 00

 Update Memory

Data

Stack

Keypad

Memory

I/O Ports

Start

2050

OK

Address (Hex)	Address	Data
0802	2050	29
0803	2051	22
0804	2052	29
0805	2053	0
0806	2054	0
0807	2055	0
0808	2056	0
0809	2057	0
080A	2058	0
080B	2059	0
080C	2060	0
080D	2061	0

Line No	Assembler Message
0	Program assembled successfully

Registers			Flag
<i>A</i>	00		<i>S</i> 0
<i>BC</i>	00	00	
<i>DE</i>	00	00	<i>Z</i> 0
<i>HL</i>	00	00	
<i>PSW</i>	00	00	<i>AC</i> 0
<i>PC</i>	00	00	
<i>SP</i>	00	00	<i>P</i> 0
<i>Int-Reg</i>	00		<i>C</i> 0



Decimal - Hex Conversion

Decimal	Hex
<input type="text" value="0"/>	<input type="text" value="0"/>
<input type="button" value="→ To Hex"/>	<input type="button" value="← To Dec"/>

I/O Ports

 Update Port Value

Memory

0 - + 0

 Update Memory

Load me at

```

1  LDA 8501
2  MOV B,A
3  LDA 8500
4  MVI C,00
5  LOOP: CMP B
6  JC LOOP1
7  SUB B
8  INR C
9  JMP LOOP
10 STA 8503
11 DCR C
12 MOV A,C
13 LOOP1: STA 8502
14 HLT

```

Data
Stack
KeyPad
Memory
I/O Ports

Start

Address (Hex)	Address	Data
1F72	8050	2
1F73	8051	20
1F74	8052	10
1F75	8053	2
1F76	8054	0
1F77	8055	0
1F78	8056	0
1F79	8057	0
1F7A	8058	0
1F7B	8059	0
1F7C	8060	0
1F7D	8061	0

Line No	Assembler Message
---------	-------------------

Flag

```

1  LDA 8050H
2  ANI 01
3  JZ LOOP1
4  MVI A, 11
5  JMP LOOP2
6  LOOP1: MV
7  LOOP2: ST
8  HLT

```

Decimal	Hex
0	00
1	01
2	02
3	03
4	04
5	05
6	06
7	07
8	08
9	09
10	0A
11	0B
12	0C
13	0D
14	0E
15	0F
16	10
17	11
18	12
19	13
20	14
21	15
22	16
23	17
24	18
25	19
26	1A
27	1B
28	1C
29	1D
30	1E
31	1F
32	20
33	21
34	22
35	23
36	24
37	25
38	26
39	27
40	28
41	29
42	2A
43	2B
44	2C
45	2D
46	2E
47	2F
48	30
49	31
50	32
51	33
52	34
53	35
54	36
55	37
56	38
57	39
58	3A
59	3B
60	3C
61	3D
62	3E
63	3F
64	40
65	41
66	42
67	43
68	44
69	45
70	46
71	47
72	48
73	49
74	4A
75	4B
76	4C
77	4D
78	4E
79	4F
80	50
81	51
82	52
83	53
84	54
85	55
86	56
87	57
88	58
89	59
90	5A
91	5B
92	5C
93	5D
94	5E
95	5F
96	60
97	61
98	62
99	63
100	64
101	65
102	66
103	67
104	68
105	69
106	6A
107	6B
108	6C
109	6D
110	6E
111	6F
112	70
113	71
114	72
115	73
116	74
117	75
118	76
119	77
120	78
121	79
122	7A
123	7B
124	7C
125	7D
126	7E
127	7F
128	80
129	81
130	82
131	83
132	84
133	85
134	86
135	87
136	88
137	89
138	8A
139	8B
140	8C
141	8D
142	8E
143	8F
144	90
145	91
146	92
147	93
148	94
149	95
150	96
151	97
152	98
153	99
154	9A
155	9B
156	9C
157	9D
158	9E
159	9F
160	A0
161	A1
162	A2
163	A3
164	A4
165	A5
166	A6
167	A7
168	A8
169	A9
170	AA
171	AB
172	AC
173	AD
17	

0	0
---	---

◀ To Dec

0	-	+	00
---	---	---	----

 Update Port Value

0	-	+	00
---	---	---	----

 Update Memory

 Data
 Stack
 KeyPad
 Memory
 I/O Ports

OK

Address (Hex)	Address	Data
8050	32848	20
8051	32849	0
8052	32850	0
8053	32851	0
8054	32852	0
8055	32853	0
8056	32854	0
8057	32855	0
8058	32856	0
8059	32857	0
805A	32858	0
805B	32859	0

Line No	Assembler Message
0	Program assembled successfully

Load me at


 Data
 Stack
 Keypad
 Memory
 I/O Ports

Address (Hex)	Address	Data
8050	32848	19
8051	32849	0
8052	32850	0
8053	32851	0
8054	32852	0
8055	32853	0
8056	32854	0
8057	32855	0
8058	32856	0
8059	32857	0
805A	32858	0
805B	32859	0

Line No	Assembler Message
---------	-------------------

I/O Ports

0	-	+	00
---	---	---	----

 Update Port Value

Simulator: Idle



Registers

Flag

<i>A</i>	00		<i>S</i> 0
<i>BC</i>	00	04	
<i>DE</i>	FF	FB	<i>Z</i> 1
<i>HL</i>	00	14	
<i>PSW</i>	00	00	<i>AC</i> 0
<i>PC</i>	42	2D	<i>P</i> 1
<i>SP</i>	FF	FF	
<i>Int-Reg</i>	00		<i>C</i> 0

Load me at

```

1  LXI H, 8000
2  MOV C, M
3  MVI B, 00
4  INX H
5  MOV A, M
6  CMA
7  MOV E, A
8  MVI D, 0FFH
9  MOV A, B
10 CMA
11 MOV D, A
12 INX D
13 LXI H, 0000
14 NEXT: DAD B
15 SHLD 8010
16 LOOP: DAD D
17 JNC SKIP
18 MOV A, H
19 ORA L
20 JZ EXIT
21 JMP LOOP
22 SKIP: LHLD 8010
23 JMP NEXT
24 EXIT: LHLD 8010
25 HLT

```

Decimal - Hex Conversion

Decimal

Hex

0	0
→ To Hex	← To Dec


I/O Ports

0

-

+

00

 Update Port Value

Memory

0 - + 00
Update Memory

 Data
  Stack
  KeyPad
  Memory
  I/O Ports

Start	8000
-------	------

Address (Hex)	Address	Data
1F40	8000	7
1F41	8001	5
1F42	8002	0
1F43	8003	0
1F44	8004	0
1F45	8005	0
1F46	8006	0
1F47	8007	0
1F48	8008	0
1F49	8009	0
1F4A	8010	20
1F4B	8011	0
1F4C	8012	0

Line No	Assembler Message
0	Program assembled successfully



Registers			Flag
<i>A</i>	B1		<i>S</i> 1
<i>BC</i>	00	00	<i>Z</i> 0
<i>DE</i>	00	00	
<i>HL</i>	00	00	
<i>PSW</i>	00	00	<i>AC</i> 1
<i>PC</i>	42	0A	<i>P</i> 1
<i>SP</i>	FF	FF	<i>C</i> 1
<i>Int-Reg</i>	00		

Load me at

1	LDA	3000
2	CMA	
3	STA	3001
4	ADI	3002
5	HLT	

💡 Decimal - Hex Conversion

Decimal

Hex

0	0
---	---

[→ To Hex](#)

[← To Dec](#)

≡ I/O Ports

0	-	+	00
---	---	---	----

 Update Port Value

Memory

0	-	+	00
---	---	---	----

Update Memory

 Data
 Stack
 Keypad
 Memory
 I/O Ports

Start	3000
-------	------

OK

Address (Hex)	Address	Data
0BB8	3000	8
0BB9	3001	247
0BBA	3002	0
0BBB	3003	0
0BBC	3004	0
0BBD	3005	0
0BBE	3006	0
0BBF	3007	0
0BC0	3008	0
0BC1	3009	0
0BC2	3010	0
0BC3	3011	0

Line No	Assembler Message
0	Program assembled successfully



Registers			Flag
<i>A</i>	06		<i>S</i> 0
<i>BC</i>	06	04	
<i>DE</i>	00	00	<i>Z</i> 0
<i>HL</i>	00	00	
<i>PSW</i>	00	00	<i>AC</i> 0
<i>PC</i>	42	10	
<i>SP</i>	FF	FF	<i>P</i> 0
<i>Int-Reg</i>	00		<i>C</i> 0

Load me at

```
1 LDA 1100
2 MOV B,A
3 LDA 1101
4 MOV C,A
5 STA 1102
6 MOV A,B
7 STA 110
8 HLT
```

💡 Decimal - Hex Conversion

Decimal

Hex

0	0
 To Hex	 To Dec


I/O Ports

0

-

+

00

 Update Port Value

Memory

0 - + 00
Update Memory

 Data
 Stack
 Keypad
 Memory
 I/O Ports

Start	1100	OK
-------	------	----

Address (Hex)	Address	Data
044C	1100	6
044D	1101	4
044E	1102	4
044F	1103	0
0450	1104	0
0451	1105	0
0452	1106	0
0453	1107	0
0454	1108	0
0455	1109	0
0456	1110	0
0457	1111	0

Line No	Assembler Message
---------	-------------------

```
0 Program assembled successfully
```

Registers			Flag
<i>A</i>	13		<i>S</i> 0
<i>BC</i>	13	00	<i>Z</i> 1
<i>DE</i>	00	00	<i>AC</i> 0
<i>HL</i>	17	71	<i>P</i> 1
<i>PSW</i>	00	00	<i>C</i> 0
<i>PC</i>	42	1B	
<i>SP</i>	FF	FF	
<i>Int-Reg</i>	00		

Load me at

```

1  LXI H, 6000
2  MOV A, M
3  INX H
4  MOV B, M
5
6  LOOP: CMP B
7         JZ STORE
8         JC EXG
9         SUB B
10        JMP LOOP
11
12 EXG: MOV C, B
13      MOV B, A
14      MOV A, C
15      JMP LOOP
16
17 STORE: STA 6009
18        HLT

```

Decimal - Hex Conversion

Decimal

Hex

0


0

→ To Hex

← To Dec

I/O Ports

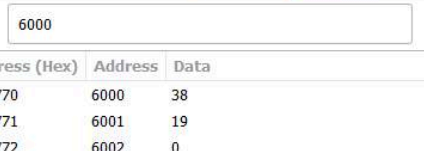
0	-	+	00
---	---	---	----

 Update Port Value

Memory

0 - + 00

 Update Memory




Address (Hex)	Address	Data
1770	6000	38
1771	6001	19
1772	6002	0
1773	6003	0
1774	6004	0
1775	6005	0
1776	6006	0
1777	6007	0
1778	6008	0
1779	6009	19
177A	6010	0
177B	6011	0

Line No	Assembler Message
0	Program assembled successfully

Load me at

I/O Ports

0	-	+	00
---	---	---	----

 Update Port Value

 Data
 Stack
 KeyPad
 Memory
 I/O Ports

OK

Line No	Assembler Message
---------	-------------------

0 Program assembled successfully