



## Registers

A	02	S	0
BC	04 00	Z	1
DE	00 04	AC	0
HL	00 08	P	1
PSW	00 00	C	0
PC	42 16		
SP	FF FF		
Int-Reg	00		

## Flag

Load me at

```
1 LDA 2200
2 MOV E,A
3 MVI D,00
4 LDA 2201
5 MOV C,A
6 LXI H,0000
7 BACK: DAD D
8 DCR C
9 JNZ BACK
10 SHLD 2202
11 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

<input type="text" value="0"/>	-	+	<input type="text" value="00"/>
<input type="button" value="Update Port Value"/>			

## Memory

<input type="text" value="2201"/>	-	+	<input type="text" value="02"/>
<input type="button" value="Update Memory"/>			

## Data Stack KeyPad Memory I/O Ports

Start 2200

OK

Address (Hex)	Address	Data
0898	2200	4
0899	2201	2
089A	2202	8
089B	2203	0
089C	2204	0
089D	2205	0
089E	2206	0
089F	2207	0
08A0	2208	0
08A1	2209	0
08A2	2210	0
08A3	2211	0
08A4	2212	0
08A5	2213	0

## Line No Assembler Message

0 Program assembled successfully

