



## Registers

A	0E	S	0
BC	0C 00	Z	0
DE	00 00	AC	0
HL	00 00	P	0
PSW	00 00	C	0
PC	42 0C		
SP	FF FF		
Int-Reg	00		

## Flag

Load me at

```
1 LDA 8050
2 MOV B, A
3 LDA 8051
4 ADD B
5 STA 8052
6 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="8051"/>	-	+	<input type="text" value="02"/>
<input type="button" value="Update Memory"/>			

Start  

Address (Hex)	Address	Data
1F72	8050	12
1F73	8051	2
1F74	8052	14
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
1F7E	8062	0
1F7F	8063	0

Line No Assembler Message

0 Program assembled successfully

Simulator: Idle

