



COMSATS UNIVERSITY ISLAMABAD, Lahore Campus

Department of Computer Engineering

Subject: Microprocessor Systems and Interfacing (CPE342)		Batch: FA22-BCE-B
Assignment No. FOUR		Total Marks: 30
Handed over on: 3rd June 2025	Submission Date: 10th June 2025	
Student's Name:		
Registration Number:		
Instructions: <ul style="list-style-type: none">• Provide your solution in the space provided against each problem• Back side of each leaf is for rough work only• Submission after the deadline will not be graded• Do not use lead pencil in your solution		

Problem 1

20+10 = 30 Marks

Design an 8088 microprocessor-based system that:

1. Reads an analog voltage (0V–5V) using ADC0804.
2. Scales the digital output of ADC to a 0–100 range (where 0V → 0, 5V → 100).
3. Displays the result (0–100) on a 3-digit multiplexed 7-segment display in decimal format.

ADC is interfaced with CPU through 8255 PPI such that ADC uses group A and LED display uses group B.

Provide:

- a. Assembly code for 8088 CPU to implement the system.
- b. Completely labelled block diagram of the entire system.

Solution:

```
;=====
; 8088 System with ADC0804 and 3-digit 7-segment
; Display via 8255 PPI
;=====

; Constants
PORT_A    EQU 00H    ; 8255 Port A (ADC data)
PORT_B    EQU 02H    ; 8255 Port B (7-segment data)
PORT_C    EQU 04H    ; 8255 Port C (control)
CTRL_REG  EQU 06H    ; 8255 Control register
DELAY_TIME EQU 5000  ; 5ms delay counter
```

; 7-segment patterns (common cathode)

SEG_TABLE DB 3FH, 06H, 5BH, 4FH, 66H, 6DH, 7DH, 07H, 7FH, 6FH ; 0-9

ORG 100H

MAIN:

; Initialize 8255

MOV AL, 10010000b ; Mode 0: Port A input, Port B/C output

OUT CTRL_REG, AL

; Main loop

READ_ADC:

; Start ADC conversion (pulse /WR low-high)

MOV AL, 00000000b ; PC3=0 (/WR active)

OUT PORT_C, AL

MOV AL, 00001000b ; PC3=1 (/WR inactive)

OUT PORT_C, AL

; Wait for conversion (poll INTR)

WAIT_EOC:

IN AL, PORT_C

TEST AL, 10000000b ; Check PC7 (INTR)

JNZ WAIT_EOC ; Wait for INTR=0

; Read ADC value

IN AL, PORT_A ; Get 8-bit value (0-255)

; Scale to 0-100 range: $(AL \times 100)/255$

MOV AH, 0

MOV BL, 100

MUL BL ; $AX = AL \times 100$

MOV BL, 255

DIV BL ; $AL = AX \div 255$ (result 0-100)

; Convert to BCD digits

MOV BL, 100

DIV BL ; AL=Hundreds, AH=remainder

```

MOV BH, AH          ; Save remainder
MOV CL, AL          ; Store Hundreds

MOV AL, BH
MOV BL, 10
MOV AH, 0
DIV BL              ; AL=Tens, AH=Units
MOV CH, AL          ; Store Tens
MOV DH, AH          ; Store Units

```

```

; Display digits
CALL DISPLAY_NUMBER
JMP READ_ADC

```

```

;=====
; DISPLAY_NUMBER: Shows 3-digit number
; Input: CL=Hundreds, CH=Tens, DH=Units
;=====

```

DISPLAY_NUMBER:

```

    PUSH AX
    PUSH BX
    PUSH CX
    PUSH DX

; Display Hundreds
MOV BX, OFFSET SEG_TABLE
MOV AL, CL
XLAT          ; Get 7-seg pattern
OUT PORT_B, AL ; Send to segments
MOV AL, 0000001b ; Enable Digit1 (PC0=1)
OUT PORT_C, AL
CALL DELAY

; Display Tens
MOV AL, CH
XLAT
OUT PORT_B, AL
MOV AL, 00000010b ; Enable Digit2 (PC1=1)

```

```
OUT PORT_C, AL
```

```
CALL DELAY
```

```
; Display Units
```

```
MOV AL, DH
```

```
XLAT
```

```
OUT PORT_B, AL
```

```
MOV AL, 00000100b ; Enable Digit3 (PC2=1)
```

```
OUT PORT_C, AL
```

```
CALL DELAY
```

```
; Turn off all digits
```

```
MOV AL, 00000000b
```

```
OUT PORT_C, AL
```

```
POP DX
```

```
POP CX
```

```
POP BX
```

```
POP AX
```

```
RET
```

```
;=====
```

```
; DELAY: Simple delay loop (~5ms at 5MHz)
```

```
;=====
```

```
DELAY:
```

```
    PUSH CX
```

```
    MOV CX, DELAY_TIME
```

```
DELAY_LOOP:
```

```
    LOOP DELAY_LOOP
```

```
    POP CX
```

```
    RET
```

```
END MAIN
```

Block Diagram:

