

## Assignment 2

Assigned: Tuesday 04/16/2019

Due: Friday 04/26/2019, 11:55pm

Turn in: Canvas.

File to turn in: assignment2.asm

**\*\* Be sure to add comments on the status of the code \*\***

For this assignment, you are to write the **strconcat** function in 8051 assembly and test them in [EdSim51](#). The purpose of this function is to concatenate two strings.

Here is the suggested template:

```
ORG 0H
    SJMP MAIN;
```

```
STRING1: DB "test string one" ;; string data
```

```
DB 0 ;; Null termination
```

```
STRING1_L: DB 15
```

```
STRING2: DB "test string two" ;; string data
```

```
DB 0 ;; Null termination
```

```
STRING2_L: DB 15
```

```
STRCPY:
```

```
;; the function copies from source (DPTR points to the source address) to destination(R0 points to the destination address):
```

```
;; Load each character from source string's memory.
```

```
;; Q: Which memory? MOV? MOVX? MOVC?
```

```
;; Check to make sure it is not the null character
```

```
;; If it is null, return the len in A; otherwise, increment count and save the character to the corresponding RAM location.
```

```
;; The caller expects return value in accumulator A
```

```
;; This function may safely use R1 without saving
```

```
STRCONCAT:
```

```
:: Load the address of STRING1 to DPTR
```

```
Call STRCPY
```

```
:: Load the address of STRING2 to DPTR
```

```
Call STRCPY
```

TESTSTRING:

```
:: The purpose is to call STRCONCAT, fetch the answer
```

```
:: and check whether it works right
```

```
:: If the length is different from the expected length
```

```
:: then jump to ERROR.
```

```
:: Else Compare the copied data with the string1 and then string 2
```

```
:: If one character does not match
```

```
:: then jump to ERROR.
```

```
::else jump to SUCCESS
```

MAIN:

```
Assign #60h to R0
```

```
:: Call TESTSTRING
```

```
SUCCESS: SJMP SUCCESS
```

```
ERROR: SJMP ERROR
```

END

You must provide *at least* the following three test cases to validate your code:

- Concatenating a null string to another non-null string
- Length of string1 is less than length of string2 and vice versa
- A long string with a short string (e.g. one character string)

You can take a look at the [instruction set manual](#) (on Keil's website) for reference.

Also take a look at the opcode section. It might be helpful:

[http://www.keil.com/support/man/docs/is51/is51\\_opcodes.htm](http://www.keil.com/support/man/docs/is51/is51_opcodes.htm)