

DEPARTMENT OF ELECTRICAL AND COMPUTER ENGINEERING,
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Bangladesh

EEE - 3210– Microprocessor, Interfacing
& System Design Sessional

Sessional Assignment

Submitted to

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Find prime and non- prime number• **Emulator Code**

```

.MODEL SMALL
.STACK 100
.DATA
STRING1 DB "ENTER THE NUMBER:$"
STRING2 DB "PRIME$"
STRING3 DB "NOT PRIME$"
.CODE
    MAIN PROC
        MOV AX,@DATA
        MOV DS,AX
        LEA DX,STRING1
        MOV AH,09H
        INT 21H
        MOV AH,01H
        INT 21H
        SUB AL,30H
        CMP AL,02H
        JE PRIME
        CMP AL,01H
        JE EXIT
        CMP AL,00H
        JE EXIT
        MOV CL,AL
        MOV CH,AL
        SUB CH,01H
        MOV BL,2

    TOP:
        MOV AH,00H
        MOV AL,CL
        DIV BL
        CMP AH,00H
        JE NOT_PRIME
        CMP BL,CH
        JE PRIME
        INC BL
        JMP TOP
    LOOP TOP

```

```


NOT_PRIME:
    MOV AH,02H
    MOV DL,0AH
    INT 21H
    MOV AH,02H
    MOV DL,0DH
    INT 21H
    MOV AX,@DATA
    MOV DS,AX
    LEA DX,STRING3
    MOV AH,09H
    INT 21H
    JMP EXIT
LOOP NOT_PRIME

PRIME:
    MOV AH,02H
    MOV DL,0AH
    INT 21H
    MOV AH,02H
    MOV DL,0DH
    INT 21H
    MOV AX,@DATA
    MOV DS,AX
    LEA DX,STRING2
    MOV AH,09H
    INT 21H
    JMP EXIT
LOOP PRIME

EXIT:
    MOV AH,4CH
    INT 21H
MAIN ENDP
END MAIN

```

• **Output**

 emulator screen (80x25 chars)

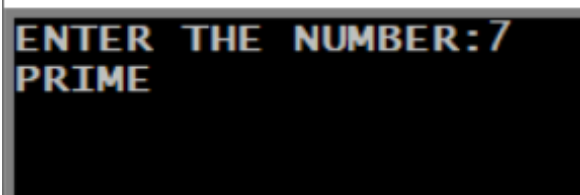



Fig. Prime number checking

 emulator screen (80x25 chars)

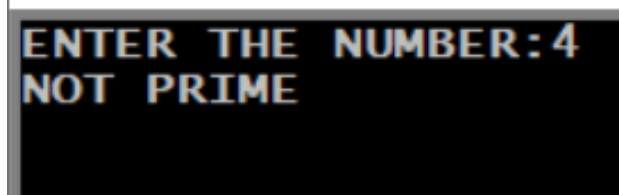


Fig. Non-prime number checking

Reverse order arrangement of a string• **Emulator Code**

<pre> .MODEL SMALL .STACK 100H .DATA STRING1 DB 'RAJSHAHI' STRING2 DB 8 DUP(?) .CODE MAIN PROC MOV AX,00H MOV AX,@DATA MOV DS,AX MOV ES,AX LEA SI,STRING1 </pre>	<pre> LEA DI,STRING2 STD TOP: CMP DI,00H JE EXIT MOVSB MOV DL,[DI] MOV AH,2 INT 21H JMP TOP EXIT: MAIN ENDP END MAIN </pre>
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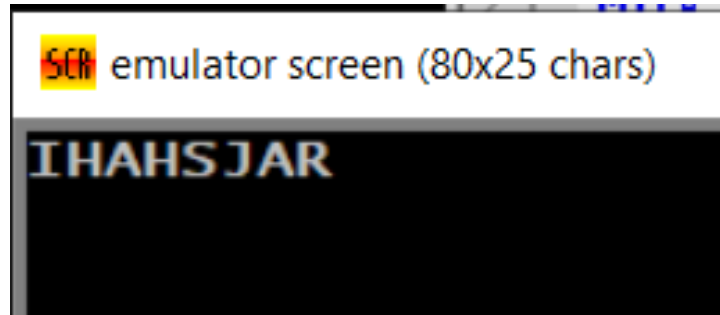
• **Output**

Fig. Reverse order arrangement of 'RAJSHAHI'

Result of Arithmetic operation on 7-segment display

<pre> CODE SEGMENT ASSUME CS:CODE, DS:CODE, SS:CODE, ES:CODE ORG 1000H; SETTING PROGRAM COUNTER ON IP PORTA EQU 19H CONTRL EQU 1FH MOV AL,10000000B OUT CONTRL,AL MOV AL,1 MOV BL,4 ADD AL,BL CMP AL,1 JE L1 ADD AL,BL CMP AL,2 JE L2 ADD AL,BL CMP AL,3 JE L3 ADD AL,BL </pre>	<pre> CMP AL,8 JE L8 ADD AL,BL CMP AL,9 JE L9 CMP AL,0 JE L0 L1: MOV AL,0F9H OUT PORTA,AL HLT L2: MOV AL,0AAH OUT PORTA,AL HLT L3: MOV AL,0B0H OUT PORTA,AL HLT L4: MOV AL,99H OUT PORTA,AL </pre>
---	--

```

CMP AL,4
JE L4
ADD AL,BL
CMP AL,5
JE L5
ADD AL,BL
CMP AL,6
JE L6
ADD AL,BL
CMP AL,7
JE L7
ADD AL,BL
MOV AL,0F8H
OUT PORTA,AL
HLT
L8:
MOV AL,80H
OUT PORTA,AL
HLT
L9:
MOV AL,90H
HLT
L5:
MOV AL,92H
OUT PORTA,AL
HLT
L6:
MOV AL,82H
OUT PORTA,AL
HLT
L7:
OUT PORTA,AL
HLT
L0:
MOV AL,0C0H
OUT PORTA,AL
HLT
CODE ENDS
END

```

- Output



Fig. Summation of '3' and '2' and displaying result through 7 segment
Increasing the time delay of LED using 8255, 8254 and 8259

```

INTRP PROC NEAR
CNT1 EQU 8001H
CNT2 EQU 8002H
CNTR EQU 8003H
MOV AL, 74H
OUT CNTR, AL
MOV AL, 94H
OUT CNTR, AL
MOV AL, 50H
OUT CNT1, AL
MOV AL, C3H
OUT CNT1, AL
MOV AL, 28H
OUT CNT2, AL
RET
INTRP ENDP
;
INT_V EQU 40H*4
;
ORG 1000H
;
XOR BX,BX
MOV ES,BX
;
MOV AX,OFFSET INT_SER
MOV BX,INT_V
MOV WORD PTR ES:[BX],AX
;
XOR AX,AX
MOV WORD PTR ES:[BX+2],AX
;
CALL INIT
CALL P_INIT

```

```

CODE SEGMENT
    ASSUME
CS:CODE,DS:CODE,ES:CODE,SS:CODE
;
    PPIC_C EQU 1FH
    PPIC EQU 1DH
    PPIB EQU 1BH
    PPIA EQU 19H
;
    CTC1 EQU 0BH
    CTCC EQU 0FH
;
    INTA EQU 10H
    INTA2 EQU INTA+2
    OUT PPIB,AL
    STI
L2: NOP
    JMP L2
;
    INT 3
;
;
    INT_SER:
    SHL AH,1
    TEST AH,00010000B
    JNZ L1
    OR AH,11110000B
    JMP L3
; LED out
L1: MOV AH,11110001B
L3: MOV AL,AH
    OUT PPIB,AL
;
    PUSH AX
    MOV AX,0FFFFH
    OUT CTC1,AL
    MOV AL,AH
    OUT CTC1,AL
    POP AX
; EOI command
    MOV AL,00100000B
    OUT INTA,AL
    STI
    IRET
;
;
    MOV AL,10000000B
    OUT PPIC_C,AL
;
    MOV AL,11111111B
    OUT PPIA,AL
;
    MOV AL,00000000B
    OUT PPIC,AL
;
    MOV AH,11110001B
    MOV AL,AH
    P_INIT PROC NEAR
    PUSH AX
    MOV AL,01110000B
    OUT CTCC,AL
;
    MOV AX,0FFFFH
    OUT CTC1,AL
    MOV AL,AH
    OUT CTC1,AL
    POP AX
    RET
P_INIT ENDP
;
    INIT PROC NEAR
; ICW1
    MOV AL,00010011B
    OUT INTA,AL
; ICW2 interrupt vector
    MOV AL,40H
    OUT INTA2,AL
; ICW4
    MOV AL,00000001B
    OUT INTA2,AL
; interrupt mask
    MOV AL,11111110B
    OUT INTA2,AL
    RET
    INIT ENDP
;
    CODE ENDS
    END

```