	MIT- TUTORIALI	2	1		
	COUNTER AND TIME DELAYS				
	UIACZOIJ	The second secon	NOD RANA		
	al = mote if and				
1.>					
	[ABEL Instruction	T- stake	# no of times execut		
	Outer Loop (To)	→ 4863 10 J	(1)		
	DELAY DELAY DCX B 4862 -	7 12FE 6			
	(exchange stack = XTHL	16	Loop is repeated		
	top with ML) XTHL	unlah goal 16 yaward	12FF H		
	ALD AND HOLL HOPE HOLD	- + 4	$= (1 \times 16^3) +$		
	2 NOP and 32 No	1 = 4	(2×16 ²)+		
	MOV A, C A=1	FE cal = 4	(F) (F) +		
	ORA B	4	(F × 16°)		
	THE DEMAY	10/7-01	= 4863 times		
	Andrews good good whichen				
	Clock ferred (T) = 0.33 us (1) Problem with DCX &				
(0)	a parett) su se soreou +	DCX doen't	sel zero p Hag y		
	T = time to execute Outer loop instruction Additional technique (MOVA,C)				
	= (10 T-states) * (0.33 US) is used to set ORAB)				
	t == 13.3 us == 2 Zero flag }				
	Tu = time delay in Loop T: Clock period				
	= T * (Loop T-states) * Nto No: Equivalent decimal number				
	a a 20 of bexadecimal count				
	= (0.33,43) * (6+16+16+4+4+4+4+10) * (4863) in dolay register				
	goal sut				
	$= (0.33 \times 10^{-6}) (64) \times (4863)$				
	= 102706.56 × 10-6 seconds				
	= 102706.56 µs - 3				
vision					

If we calculate delay more accurately,

JNZ=take, the T-states = 10

JNZ=false, the T-states = 7

difference of C10T-7T)= (3T) is extra

Delay generated by last clock agent = (3T)*(clock period)

= 3T * (0.33) us

= 1 us -4

Accurate Loop delay

TLA = TL - delay generated by last clock eyell

= 102706.56 US - 1 US

= 102705.56 US - 5

Total Delay = time taken to execute + Time taken to execute

outside Loop loop instruction

Tp = To + Th

= 3.3 us + 102705.56 us (Using 265)

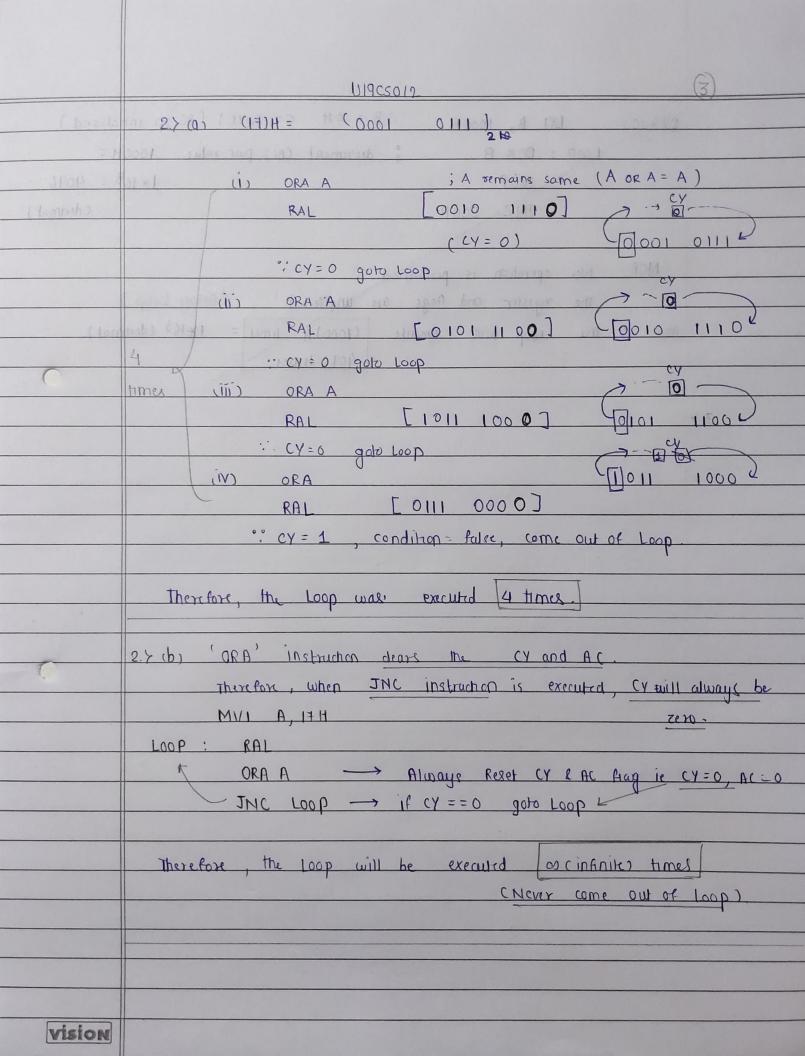
Answer: Delay in given loop = 102708.86 us = 0.10270886 sec

2) Specify the number of times the following loop is executed a) MVI A, 17H

LOOP : ORA A

JNC LOOP

Next Page ->



Q2.7 C> LXIB, 1000H (BC) reg-pair = (10 00) H

LOOP: DCX B; decrement (BC), but z flag unoffected

NOP; Non-loperation

JNZ LOOP

The problem with DCX instruction, DCX doesn't set zero flag.

Additional technique of Mov A, C is used to set zero flag

ORA B

3 In NOP Instruction, 11 register and flags are unaffected.

2 flag will never set & Loop will never terminate.
3 The Loop will run for infinite (00) times

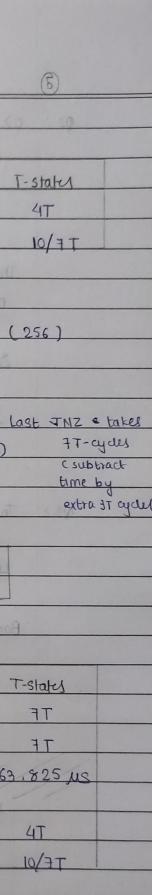
Q3.7 In following figure, load register C with OVH and register B with C8H. calculate the loop delay in LOOP1 and LOOP2 C Clock period = 325 ns)

200 30311

Based on Flowchart Diagram

	-	-		
	Label	Oprode	Operand	T-states
		B I IVIA		HOOLD IN
		MVI	B, C8H	TF
	LOOP2;	MVI	C, 00H	TF
	LOOP1:	DCR	C	4T
		JNZ	LOOP1	10/7 T
		DCR	В	419 999
-		JNZ	LOUP2	CTrue, Chalse)
				(True) (false)

Clock period = 325 ns = 0.325 us



U19CSO12 (A) Calculating delay of inner LOOP1 : TL1 label Opcode operand T-states Decrement LOOP1: DCR 100 3 C. LOOP1 JNZ Is Te T* Loop T-states * Nio Reg C = 0 ? = (0.325 /15) × 6256 (14) × (256) 1164,8 JUS 9011 of 6 = 1.1648 ms a good 2 Mas some May and C Last JNZ & takes TA = T, - (3T states * Clock period) = 1164.8 µs - (3* 0.325 µs) had 110 des = 1163,825 us orange a Delay of Loop 1: T = 1163.825 US B Calculating delay of outer 100P2! The Label Opcode Operand T-states MVI C, 00H MVI B, C8H LOOP2 & MVI / C, OOH IT Delay of Loop 1 = 1163.825 us TL1 Delay in Loop 1 DCR DCR B JNZ LOOP2 Counter B: (C8) = (200) JNZ LOOP2 Loops is executed (7+4+10) T = 21 T-states

Vision

```
Uncsol2
Loop2 = (200) * (TLoop1 + ((21 T-states) *(0.325 MS)))
   = 200 ( 1163.825 µs + 6.825 µs )
   11 0=0 1 234 1301 µs 9001 011
  T_{\text{Loop 2}} = 234.130 \text{ ms}
```

Ans: TLoop1 = 1163.825 MS = 1.163825 mg TLOOP 2 = 234130 US = 234.13 ms

4.> a) MVI B, 64H // Intialise the counter B LOOP: NOP = 64H = 6*16+ (4) DCR B 1 TM 74 96+4 INZ LOOP = 100 till (Z==0) goto loop, once 'B' reaches zero

(NOP does not affect any flags.) (z flag = 1) & Loop terminates.

: Loop run's for (64)H = 100 Hmes

b) ORA A MVI B, 64H LOOP: DCR B JNC LOOP

- (1) ORA A; CY and AC Flags are I deared +
- (2) DCR' instruction does not affect (CY)".

(All flag except cy are affected)

- 3) So, CY = 0 CY will remain zero and would not be able to come our of Loop.
 - : Loop will sun for infinite times coss

