

# M.I.T. LAB Assignment - 05

## U19CS012

(1) Write a program to Add ten 8-bit numbers stored in memory starting from 3000H. Store your result at 3050H.

Notepad Code:

```
1 ;(1) Write a program to Add ten 8-bit numbers stored in memory starting from 3000H.
2 ;Store your result at 3050H.
3
4 ; 10 Numbers to Sum
5 MVI D, 0AH
6 ; Initialize the H-L Register Pair to Point at Location 3000H
7 LXI H, 3000H
8 ; Initialise the Sum and Carry
9 MVI A, 00H ; SUM
10 MVI C, 00H ; CARRY
11
12 LOOP: ADD M ; Add the Data Pointer By H-L to Acc.
13     INR L
14     JNC no_carry
15     ; Otherwise Carry Generated
16     INR C ; C <- C + 1
17
18 no_carry: DCR D ; Decrease the Number of Element in Array Counter
19     JNZ LOOP ; Until it Reaches Zero
20
21 ; Sum is Stored at Location 3050H
22 STA 3050H
23 MOV A, C
24 ; Carry is Stored at Location 3051H
25 STA 3051H
26 HLT
```



(2) Write a program to find smallest/largest number from the array of 8-bit data.  
Assume suitable memory location for data and result.

Notepad Code:


(A) Largest Element in Array

```
1 ; (2A)-WAP to find largest number from the array of 8-bit data.
2 ; Assume suitable memory location for data and result.
3
4 ; Input: First Location 2000H = Contain the Number of Elements('n') in Array
5 ; Followed By 'n' Numbers from Location [2001,2002,...,200n]
6
7 ; Output: At Location 3000H = Largest Element in Array
8
9 ; Input 'n'
10 LDA 2000H
11 ; Intialise Counter C
12 MOV C, A
13 ; Intialise the H-L Pair Register
14 LXI H, 2000H
15 ; Let the First Element of Array be Highest
16 MOV A, M
17 ; Decrement the Counter [Since One Number Compared]
18 DCR C
19
20 LOOP: INX H ; Point it to Next Location
21     MOV B, M ; Trasfer the Contents in Register B
22     CMP B ; (A - B) [A==B,Z=1,CY=0] [A<B,CY=1] [A>B,CY=0]
23     JNC SMALLER ;If Carry!=1,i.e. CY=0 [B<=ANS]
24     MOV A, B
25
26 SMALLER: DCR C ; Decrement the Counter
27     JNZ LOOP ; Until C Doesn't Reach Zero
28     STA 3000H ; Largest Number Stored at Location 3000H
29 HLT
```

## Registers and Memory [Largest Number Code]:

Eg : Array of 10 Numbers = [1, 23, 12, 17, 91, 7, 22, 66, 81, 44]

Largest Element in Array = 91


Data	Stack	KeyPad	Memory	I/O Ports
Start	2000h	OK		
Address (Hex)	Address	Data		
2000	8192	10		
2001	8193	1		
2002	8194	23		
2003	8195	12		
2004	8196	17		
2005	8197	91		
2006	8198	7		
2007	8199	22		
2008	8200	66		
2009	8201	81		
200A	8202	44		
200B	8203	0		
200C	8204	0		
200D	8205	0		
Line No	Assembler Message			
0	Program assembled successfully			

Data	Stack	KeyPad	Memory	I/O Ports
Start	3000h	OK		
Address (Hex)	Address	Data		
3000	12288	91		
3001	12289	0		
3002	12290	0		
3003	12291	0		
3004	12292	0		
3005	12293	0		
3006	12294	0		
3007	12295	0		
3008	12296	0		
3009	12297	0		
300A	12298	0		
300B	12299	0		
300C	12300	0		
300D	12301	0		
Line No	Assembler Message			
0	Program assembled successfully			

## Registers and Memory [Smallest Number Code]:

Eg : Array of 10 Numbers = [1, 23, 12, 17, 91, 7, 22, 66, 81, 44]

Smallest Element in Array = 1

Data	Stack	KeyPad	Memory	I/O Ports
Start	2000h	OK		
Address (Hex)	Address	Data		
2000	8192	10		
2001	8193	1		
2002	8194	23		
2003	8195	12		
2004	8196	17		
2005	8197	91		
2006	8198	7		
2007	8199	22		
2008	8200	66		
2009	8201	81		
200A	8202	44		
200B	8203	0		
200C	8204	0		
200D	8205	0		
Line No	Assembler Message			
0	Program assembled successfully			

Data	Stack	KeyPad	Memory	I/O Ports
Start	3000h	OK		
Address (Hex)	Address	Data		
3000	12288	1		
3001	12289	0		
3002	12290	0		
3003	12291	0		
3004	12292	0		
3005	12293	0		
3006	12294	0		
3007	12295	0		
3008	12296	0		
3009	12297	0		
300A	12298	0		
300B	12299	0		
300C	12300	0		
300D	12301	0		
Line No	Assembler Message			
0	Program assembled successfully			

## (B) Smallest Element in Array

```
1 ; (2B)-WAP to find smallest number from the array of 8-bit data.
2 ; Assume suitable memory location for data and result.
3
4 ; Input: First Location 2000H = Contain the Number of Elements('n') in Array
5 ; Followed By 'n' Numbers from Location [2001,2002,...,200n]
6
7 ; Output: At Location 3000H = Smallest Element in Array
8
9 ; Input 'n'
10 LDA 2000H
11 ; Intialise Counter C
12 MOV C, A
13 ; Intialise the H-L Pair Register
14 LXI H, 2000H
15 ; Let the First Element of Array be Smallest
16 MOV A, M
17 ; Decrement the Counter [Since One Number Compared]
18 DCR C
19
20 LOOP: INX H ; Point it to Next Location
21     MOV B, M ; Trasfer the Contents in Register B
22     CMP B ; (A - B) [A==B,Z=1,CY=0] [A<B,CY=1] [A>B,CY=0]
23     JC GREATER ;If Carry==1,i.e. CY=1 [B<ANS]
24     MOV A, B
25
26 GREATER: DCR C ; Decrement the Counter
27     JNZ LOOP ; Until C Doesn't Reach Zero
28     STA 3000H ; Smallest Number Stored at Location 3000H
29 HLT
```

Exampled Attached above Code.

(3) Write a Program to search an 8-bit number from the array of 8-bit data.

```
3 ; Input: First Location 2000H = Element to Search
4 ; Location 2001H Contain the Number of Elements('n') in Array
5 ; Followed By 'n' Numbers from Location [2002,2003,...,200(n+1)]
6
7 ; Output: At Location 3000H = Whether Element Found or Not
8 ; Output = '1' Indicates Element Found Else '0' Indicates Not Found Case
```

Notepad Code:

```
10 LDA 2000H
11 ; D is the Element to Be Searched in Array
12 MOV D, A
13 ; Input 'n'
14 LDA 2001H
15 ; Intialise Counter C
16 MOV C, A
17 ; Intialise the H-L Pair Register
18 LXI H, 2001H
19 ; Let the First Element of Array be Compared
20
21 MOV A, M
22 CMP D
23 JNZ NOTFOUND
24 JMP FOUND
25
26 NOTFOUND: DCR C ; Decrement the Counter [Since One Number Compared]
27           JMP LOOP
28
29 LOOP: INX H ; Point it to Next Location
30       MOV A, M ; Trasfer the Contents in Register A
31       CMP D ; (A - D) [A==D,Z=1,CY=0] [A<D,CY=1] [A>D,CY=0]
32       JZ FOUND ; Z == 1 ; Number Found
33       XRA A
34       DCR C ; Decrement the Counter
35       JNZ LOOP ; Until C Doesn't Reach Zero
36       HLT
37
38 FOUND: MVI A, 01H
39       STA 3000H
40       HLT
```

## Registers and Memory:

### Lets Check for 10 [Element in Array]

Data	Stack	KeyPad	Memory	I/O Ports
Start	2000h	OK		
Address (Hex)	Address	Data		
2000	8192	10	→ ELEMENT TO BE SEARCHED	
2001	8193	6	→ SIZE OF ARRAY	
2002	8194	7	} ELEMENTS OF ARRAY	
2003	8195	8		
2004	8196	23		
2005	8197	10		
2006	8198	86		
2007	8199	3		
2008	8200	0		
2009	8201	0		
200A	8202	0		
200B	8203	0		
200C	8204	0		
200D	8205	0		

Data	Stack	KeyPad	Memory	I/O Ports
Start	3000h	OK		
Address (Hex)	Address	Data		
3000	12288	1		
3001	12289	0		
3002	12290	0		
3003	12291	0		
3004	12292	0		
3005	12293	0		
3006	12294	0		
3007	12295	0		
3008	12296	0		
3009	12297	0		
300A	12298	0		
300B	12299	0		
300C	12300	0		
300D	12301	0		
Line No	Assembler Message			
0	Program assembled successfully			

### Lets Now Check for 9 [Element Not in Array]

Data	Stack	KeyPad	Memory	I/O Ports
Start	2000h	OK		
Address (Hex)	Address	Data		
2000	8192	9	→ ELEMENT TO FIND	
2001	8193	6	→ SIZE OF ARRAY	
2002	8194	7	} ELEMENTS OF ARRAY	
2003	8195	8		
2004	8196	23		
2005	8197	10		
2006	8198	86		
2007	8199	3		
2008	8200	0		
2009	8201	0		
200A	8202	0		
200B	8203	0		
200C	8204	0		
200D	8205	0		
Line No	Assembler Message			
0	Program assembled successfully			

Data	Stack	KeyPad	Memory	I/O Ports
Start	3000h	OK		
Address (Hex)	Address	Data		
3000	12288	0		
3001	12289	0		
3002	12290	0		
3003	12291	0		
3004	12292	0		
3005	12293	0		
3006	12294	0		
3007	12295	0		
3008	12296	0		
3009	12297	0		
300A	12298	0		
300B	12299	0		
300C	12300	0		
300D	12301	0		
Line No	Assembler Message			
0	Program assembled successfully			



(4) Write a Program to arrange data in ascending/descending order. Assume suitable memory location for data and result.

; Input : First Location 2000H = Contains the Number of Elements ('n') in Array  
; Followed by 'n' Numbers From Location [2001, 2002, ..., 200n]  
  
; Output : Sorted in the Same Location [2001, 2002, ..., 200n]  
; Saved Space! Bubble Sort is Inplace Sorting!

Notepad Code [Ascending Order]:

```
13 ; Input 'n' : Number of Elements in Array
14 LDA 2000H
15 ; Initialise B = 'n'
16 MOV B,A
17 ; B = n-1 = i
18 DCR B
19
20 LOOP3: LXI H, 2000H
21 ; Initialise C = 'n'
22 MOV C, M
23 ; C = n-1
24 DCR C
25 ; Increment H to Point to First Array Element
26 INX H
27
28 LOOP2: MOV A,M ; Store Val(A[j]) in ACC
29 INX H ; Point it to Next Location H -> A[j+1]
30 CMP M ; Compare (A[j] & A[j+1])
31 ; If A<M then CY=1 [If A[j+1] > A[j] , No Need to Swap]
32 JC LOOP1 ;[LOOP1 = No Swap] [JC -> JNC (For Descending!)]
33 ; Otherwise Swap A[j] & A[j+1]
34 MOV D, M
35 MOV M, A
36 DCX H
37 MOV M, D
38 INX H
39 LOOP1: DCR C ; j--
40 JNZ LOOP2 ; [If C!=0 goto LOOP2]
41 DCR B ; i--
42 JNZ LOOP3 ;
43 HLT
```








## Registers and Memory:

### A.) Registers and Memory [Ascending Order]:

Eg:

**Input:** Array of 6 Numbers = [45, 12, 87, 4, 16, 34]

**Output:** Array = [4, 12, 16, 34, 45, 87]

 Data	 Stack	 KeyPad	<b>Memory</b>	I/O Ports
Start 2000h				OK
Address (Hex)	Address	Data		
2000	8192	6		NUMBER OF ELEMENTS
2001	8193	45		ARRAY ELEMENTS
2002	8194	12		
2003	8195	87		
2004	8196	4		
2005	8197	16		
2006	8198	34		
2007	8199	0		
2008	8200	0		
2009	8201	0		
200A	8202	0		
200B	8203	0		
200C	8204	0		
200D	8205	0		
Line No	Assembler Message			
0	Program assembled successfully			

Data	Stack	KeyPad	Memory	I/O Ports
Start 2000h OK				
Address (Hex)	Address	Data		
2000	8192	6		
2001	8193	4		
2002	8194	12		
2003	8195	16		
2004	8196	34		
2005	8197	45		
2006	8198	87		
2007	8199	0		
2008	8200	0		
2009	8201	0		
200A	8202	0		
200B	8203	0		
200C	8204	0		
200D	8205	0		
Line No	Assembler Message			
0	Program assembled successfully			

Notepad Code [Descending Order]:

```
13 ; Input 'n' : Number of Elements in Array
14 LDA 2000H
15 ; Initialise B = 'n'
16 MOV B,A
17 ; B = n-1 = i
18 DCR B
19
20 LOOP3: LXI H, 2000H
21 ; Initialise C = 'n'
22 MOV C, M
23 ; C = n-1
24 DCR C
25 ; Increment H to Point to First Array Element
26 INX H
27
28 LOOP2: MOV A,M ; Store Val(A[j]) in ACC
29 INX H ; Point it to Next Location H -> A[j+1]
30 CMP M ; Compare (A[j] & A[j+1])
31 ; If A<M then CY=1 [If A[j+1] > A[j] , No Need to Swap]
32 JNC LOOP1 ;[LOOP1 = No Swap] [JNC -> JC (For Ascending!)]
33 ; Otherwise Swap A[j] & A[j+1]
34 MOV D, M
35 MOV M, A
36 DCX H
37 MOV M, D
38 INX H
39 LOOP1: DCR C ; j--
40 JNZ LOOP2 ; [If C!=0 goto LOOP2]
41 DCR B ; i--
42 JNZ LOOP3 ;
43 HLT
```

## Registers and Memory [Descending Order]:

Eg:

**Input:** Array of 6 Numbers = [45, 12, 87, 4, 16, 34]

**Output:** Array = [87, 45, 34, 16, 12, 4]

Data	Stack	KeyPad	Memory	I/O Ports
Start 2000h OK				
Address (Hex)	Address	Data		
2000	8192	6	➡ NUMBER OF ELEMENTS	
2001	8193	45	} ARRAY ELEMENTS	
2002	8194	12		
2003	8195	87		
2004	8196	4		
2005	8197	16		
2006	8198	34		
2007	8199	0		
2008	8200	0		
2009	8201	0		
200A	8202	0		
200B	8203	0		
200C	8204	0		
200D	8205	0		
Line No	Assembler Message			
0	Program assembled successfully			

Data	Stack	KeyPad	Memory	I/O Ports
Start 2000h OK				
Address (Hex)	Address	Data		
2000	8192	6		
2001	8193	87		
2002	8194	45		
2003	8195	34		
2004	8196	16		
2005	8197	12		
2006	8198	4		
2007	8199	0		
2008	8200	0		
2009	8201	0		
200A	8202	0		
200B	8203	0		
200C	8204	0		
200D	8205	0		
Line No	Assembler Message			
0	Program assembled successfully			

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