# 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:

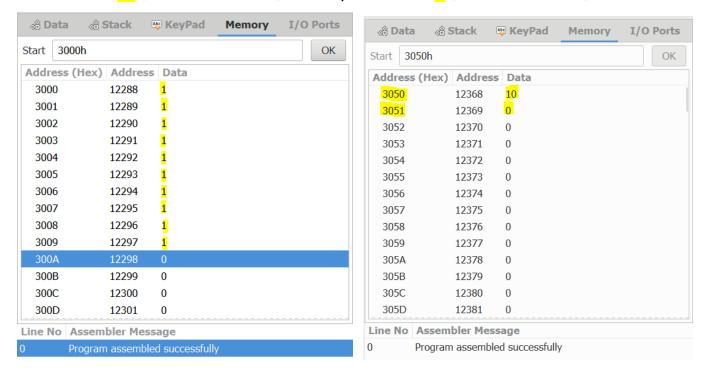
```
;(1) Write a program to Add ten 8-bit numbers stored in memory starting from 3000H.
 1
 2
    ;Store your result at 3050H.
 3
    : 10 Numbers to Sum
 4
 5
    MVI D, OAH
    ; Initialize the H-L Register Pair to Point at Location 3000H
 6
 7
    LXI H, 3000H
 8
    ; Initialise the Sum and Carry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

# Registers and Memory:

Eg: (1) Array = [1, 1, 1, 1, 1, 1, 1, 1, 1, 1]

Sum of Array Elements = 10 = (0A)H

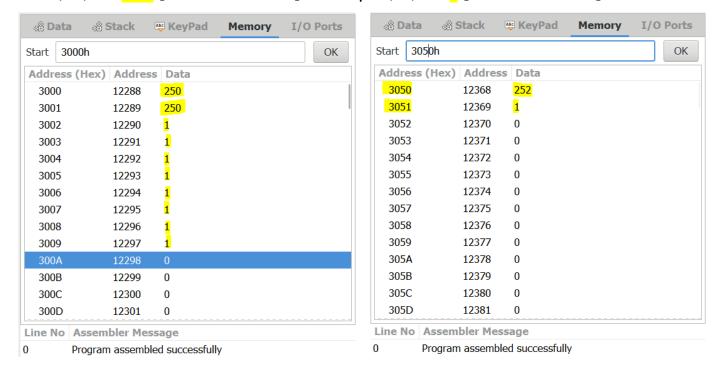
Sum =  $(0A)H = \frac{10}{10}$  [Location 3050H] & Carry =  $(00)H = \frac{0}{10}$  [Location 3051H]



(2) Array = [250, 250, 1, 1, 1, 1, 1, 1, 1, 1]

Sum of Array Elements = 508 = (1FC)H

Sum =  $(FC)H = \frac{252}{100}$  [Location 3050H] & Carry =  $(01)H = \frac{1}{10}$  [Location 3051H]



(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:

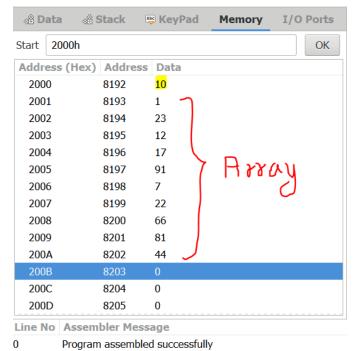
# (A) Largest Element in Array

```
; (2A)-WAP to find largest number from the array of 8-bit data.
 1
 2
     ; Assume suitable memory location for data and result.
 3
 4
     ; Input: First Location 2000H = Contain the Number of Elements('n') in Array
     ; Followed By 'n' Numbers from Location [2001,2002,...,200n]
 5
 6
 7
     ; Output: At Location 3000H = Largest Element in Array
 8
 9
     ; Input 'n'
10
     LDA 2000H
     ; Intialise Counter C
11
12
     MOV C, A
     ; Intialise the H-L Pair Register
13
     LXI H, 2000H
14
     ; Let the First Element of Array be Highest
15
16
     MOV A, M
     ; Decrement the Counter [Since One Number Compared]
17
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]:

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

Largest Element in Array = 91



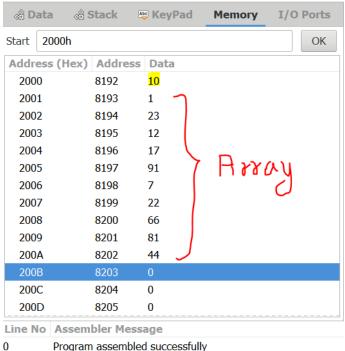
⊗ Data ⊗ S	Stack 4	<b>KeyPad</b>	Memory	I/O Ports
Start 3000h				ОК
Address (Hex)	Address	Data		
3000	12288	91		
3001	12289	0		
3002	12290	0		
3003	12291	0		
3004	12292	0		
3005	12293	0		
3006	12294	0		
3007	12295	0		
3008	12296	0		
3009	12297	0		
300A	12298	0		
300B	12299	0		
300C	12300	0		
300D	12301	0		
Line No Assembler Message				

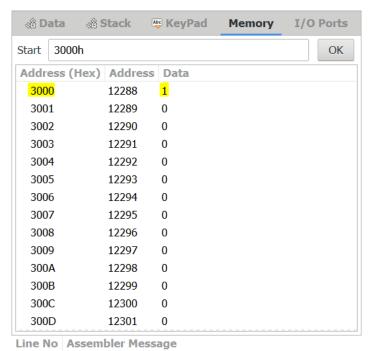
Program assembled successfully

# Registers and Memory [Smallest Number Code]:

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

Smallest Element in Array = 1





Program assembled successfully 0

Program assembled successfully

#### (B) Smallest Element in Array

```
; (2B)-WAP to find smallest number from the array of 8-bit data.
 1
 2
     ; Assume suitable memory location for data and result.
 3
 4
     ; Input: First Location 2000H = Contain the Number of Elements('n') in Array
     ; Followed By 'n' Numbers from Location [2001,2002,...,200n]
 5
 6
 7
     ; Output: At Location 3000H = Smallest Element in Array
 8
 9
     ; Input 'n'
     LDA 2000H
10
     ; Intialise Counter C
11
12
     MOV C, A
13
     ; Intialise the H-L Pair Register
14
     LXI H, 2000H
     ; Let the First Element of Array be Smallest
15
16
     MOV A, M
     ; Decrement the Counter [Since One Number Compared]
17
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]
         JC GREATER ; If Carry==1,i.e. CY=1 [B<ANS]
23
24
         MOV A, B
25
     GREATER: DCR C ; Decrement the Counter
26
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.

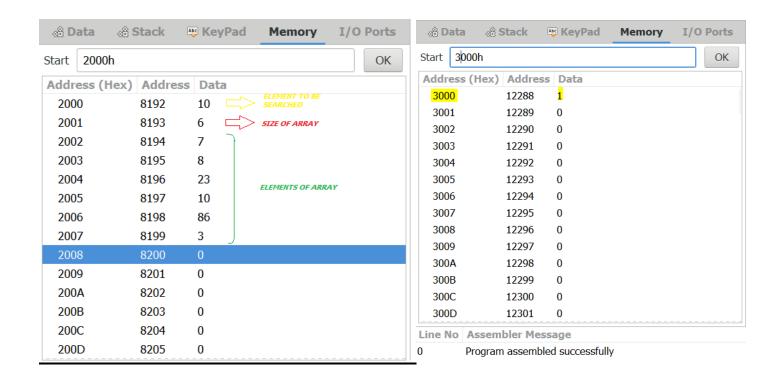
```
; Input: First Location 2000H = Element to Search
   ; Location 2001H Contain the Number of Elements('n') in Array
   ; Followed By 'n' Numbers from Location [2002,2003,...,200(n+1)]
6
7
   ; Output: At Location 3000H = Whether Element Found or Not
   ; Output = '1' Indicates Element Found Else '0'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

# Notepad Code:

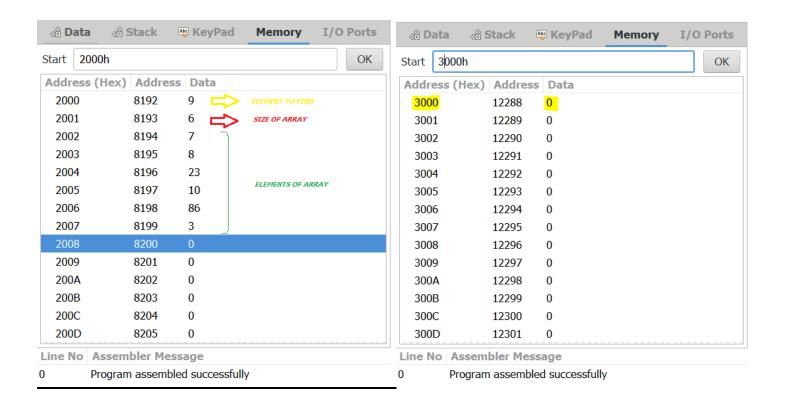
```
10 LDA 2000H
11 ; D is the Element to Be Searched in Array
12 MOV D, A
   ; Input 'n'
13
14
    LDA 2001H
15
   ; Intialise Counter C
16
   MOV C, A
17 ; Intialise the H-L Pair Register
18
    LXI H, 2001H
19
    ; Let the First Element of Array be Compared
20
21
    MOV A, M
22
    CMP D
23
    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
          CMP D ; (A - D)[A = D, Z = 1, CY = 0][A < D, CY = 1][A > D, CY = 0]
31
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
    FOUND: MVI A, 01H
38
39
            STA 3000H
            HLT
40
```

#### Registers and Memory:

# Lets Check for 10 [Element in Array]



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



(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 Save Location [2001, 2002, ..., 200n] ; Saved Space! Bubble Sort is Inplace Sorting!
```

## Notepad Code [Ascending Order]:

```
; Input 'n' : Number of Elements in Array
14
    LDA 2000H
    ; Initialise B = 'n'
15
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_iM; Store Val(A[i]) in ACC
29
                       ; Point it to Next Location H -> A[j+1]
            INX H
30
            CMP M
                       ; Compare (A[j] & A[j+1])
            ; If A<M then CY=1 [If A[j+1] > A[j] , No Need to Swap]
31
            JC LOOP1 ; [LOOP1 = No Swap] [JC -> JNC (For Descending!)]
32
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
```

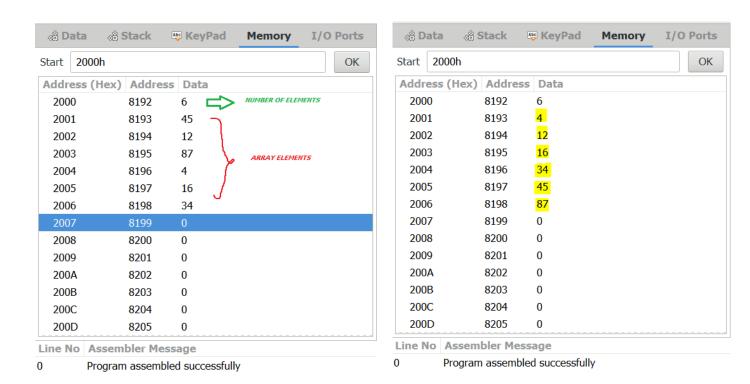
# Registers and Memory:

# 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]



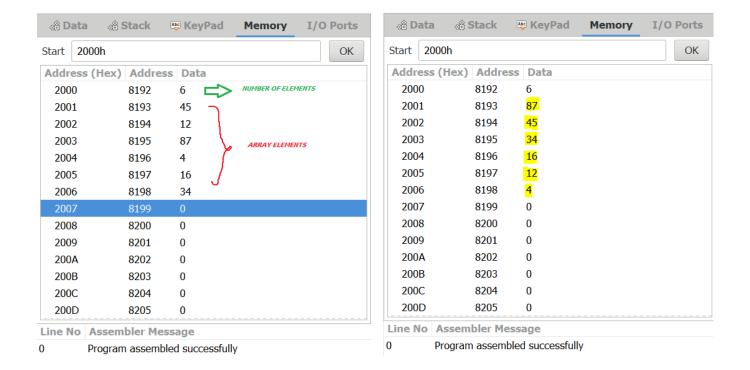
```
; Input 'n' : Number of Elements in Array
13
14
    LDA 2000H
   ; Initialise B = 'n'
15
16 MOV B,A
    ; B = n-1 = i
17
18
    DCR B
19
20
     LOOP3: LXI H. 2000H
21
            : Initialise C = 'n'
22
            MOV C, M
23
            : C = n-1
24
            DCR C
25
            ; Increment H to Point to First Array Element
26
            INX H
27
     LOOP2: MOV A,M ; Store Val(A[j]) in ACC
28
29
            INX H ; Point it to Next Location H -> A[j+1]
30
                       ; Compare (A[i] & A[i+1])
            CMP M
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!)]
            ; Otherwise Swap A[j] & A[j+1]
33
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]



SUBMITTED BY:

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[U19CS012]