

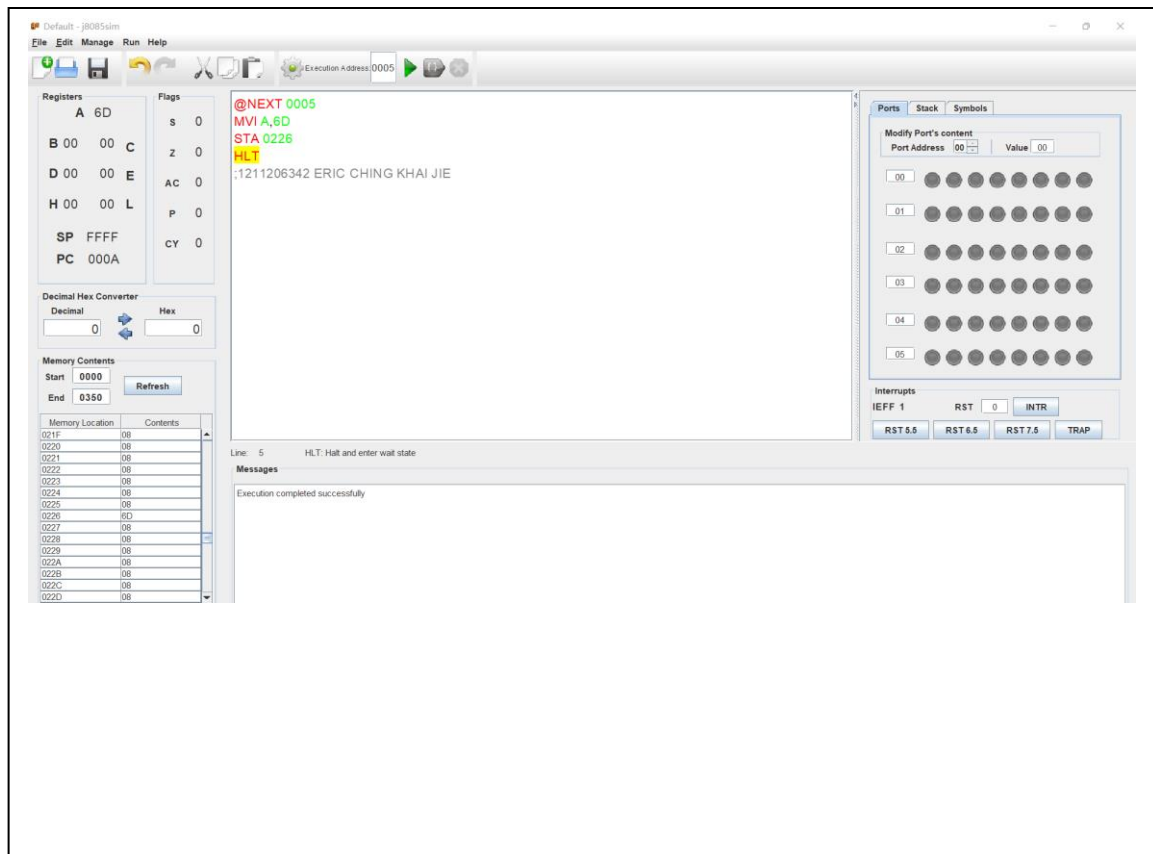
LAB 1: INTRODUCTION TO 8085 SIMULATOR**SUBMISSION QUESTIONS**

1. Store the data byte **6DH** into memory location **0226H**. Set the next memory address to 0005H (Set the address of memory contents from 0000H to 0350H).

[2 Marks]

SOLUTION	
@NEXT 0005	//The next memory address
MVI A,6D	//Load Register AC with 6DH
STA 0226	//Store the AC content to memory location 0226H
HLT	//Terminate program execution

Paste the screenshot of your 8085 Simulator.

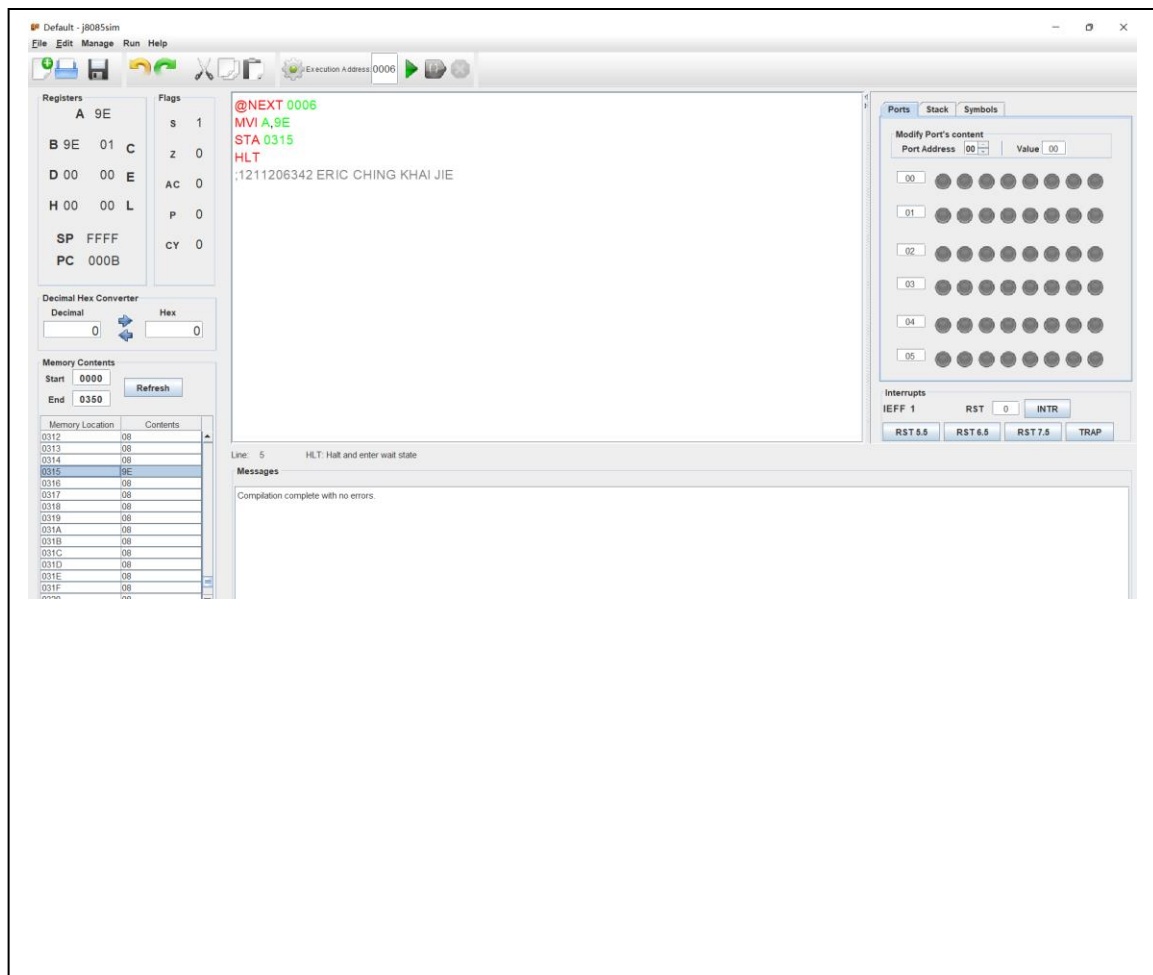


2. Store the data byte **9EH** into memory location **0315H**. Set the next memory address to 0006H (Set the address of memory contents from 0000H to 0350H).

[2 Marks]

SOLUTION	
@NEXT 0006	//The next memory address
MVI A,9E	//Load Register AC with 9EH
STA 0315	//Store the AC content to memory location 0315H
HLT	//Terminate program execution

Paste the screenshot of your 8085 Simulator.



3. Exchange the contents between memory locations **0226H** and **0315H**. Set the next memory address to 0007H (Set the address of memory contents from 0000H to 0350H).
[6 Marks]

SOLUTION	
@NEXT 0007	//The next memory address
LDA 0226	//Load data from memory location 0226H to AC
MOV B, A	//Copy the content in AC to register B
LDA 0315	//Load data from memory location 0315H to AC
STA 0226	//Store the AC content to memory location 0226H
MOV A, B	//Copy the content in register B to AC
STA 0315	//Store the AC content to memory location 0315H
HLT	//Terminate program execution

//Load data from

Paste the screenshot of your 8085 Simulator.

The screenshot displays the j8085sim emulator interface, showing the execution of an assembly program. The program is loaded at memory address 0007 and consists of the following instructions:

```
@NEXT 0007  
LDA 0226  
MOV B, A  
LDA 0315  
STA 0226  
MOV A, B  
STA 0315  
HLT
```

The registers and flags are shown on the left:

Register	Value	Flag
A	6D	S 1
B	6D 01	Z 0
C		AC 0
D	00 00	P 0
E		CY 0
H	00 00	
L		
SP	FFFF	
PC	0015	

The memory contents are shown in the bottom left, with the program code loaded at address 0007:

Memory Location	Contents
0007	08
0008	08
0009	08
0010	08
0011	08
0012	08
0013	08
0014	08
0015	08
0016	08
0017	08
0018	08
0019	08
001A	08
001B	08
001C	08

The execution progress is shown in the center, with the current instruction being HLT at address 0015. The message "Execution completed successfully" is displayed in the bottom right.

The right side of the emulator shows the Ports, Stack, and Symbols tabs. The Ports tab is active, showing a table of port addresses and values:

Port Address	Value
00	00
01	00
02	00
03	00
04	00
05	00

The Interrupts section shows the status of various interrupts:

Interrupt	Status
IEFF 1	0
RST 5.5	0
RST 6.5	0
RST 7.5	0
INTR	0
TRAP	0

