

# 1 η ΕΡΓΑΣΤΗΡΙΑΚΗ ΑΣΚΗΣΗ

## ΓΙΑ ΤΟ ΜΑΘΗΜΑ "Εργαστήριο Μικροϋπολογιστών"

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**1.** LXI B,03E8H ;BC=1000 IN ORDER TO HAVE 1 SEC DELAY  
MVI E,FFH ; TO START FORM 0 IN EVERY LOOP

START:

LDA 2000H ;A=(2000) TAKE THE INPUT

ANI 0FH ; ONLY USE 4 LSB

JZ START

MOV D,A ; D=4LSB

UP:

LDA 2000H ; STOP THE COUNTER IF THE MSB OFF

ANI 80H

JZ UP

INR E ; INR THE COUNTER

MOV A,E

CALL DELB ; DELAY 1 SEC

CMA

STA 3000H ; DISPLAY

CMA

CMP D ; IF YOU HAVE REACHED THE 4LSB START TO DECREASE  
; THE COUNTER, ELSE INR THE COUNTER UNTIL YOU  
;REACHED 4LSB

JNZ UP

DOWN:

LDA 2000H ; STOP THE COUNTER IF THE MSB OFF

ANI 80H

JZ DOWN

DCR E ; DCR THE COUNTER

MOV A,E

CALL DELB

CMA

STA 3000H ; DISPLAY THE COUNTER

CMA

CPI 00H ; UNTIL REACH ZERO

JNZ DOWN

```
JMP START
END
```

## 2.

```
IN 10H
```

```
START:
MVI A,00H ; INITIALISE THE POSITIONS ON THE DISPLAY
STA 0900H
STA 0901H
STA 0902H
```

```
READ_X:
CALL KIND
MOV B,A ; B=X
```

```
READ_Y:
CALL KIND
MOV C,A ;C=Y
```

```
MVI A,00H
```

```
MVI D,10H ; MUL THE X WITH 16 TO FORM THE NUMBER
LOOP16X:
ADD B
DCR D
JNZ LOOP16X
ADD C ; X*16+Y TO FORM THE NUMBER
; NOW WE HAVE TO SUN THE NUMBER TO HUD AND TENS
; AND THE SAVE THIW TO EACH POSITION IN THE DISPLAY
HUD: ; IF THE NUMBER IF GRATER THAN 100 ADD 1 TO HUD AND
;SUB 100 FROM THE NUMBER
CPI 64H
JNC ADD_HUD
TENS: ; SAME FOR THE TENS
CPI 0AH
JNC ADD_TENS ; THE REST NUMBER IS SMALLER THAN 10
;SO WE JUST SHOW THE REST
STA 0900H
JMP DISPLAY
```

```
ADD_HUD:
MOV B,A
LDA 0902H
INR A
STA 0902H
```

```

MOV A,B
MVI B,64H
SUB B
JMP HUD

ADD_TENS:
MOV B,A
LDA 0901H
INR A
STA 0901H
MOV A,B
MVI B,0AH
SUB B
JMP TENS

DISPLAY:
LXI D,0900H
CALL STDH
CALL DCD
JMP START
END

```

### 3.

```

LXI B,01F4H ; DELAY OF 0,5SEC B=500
MVI E,01H ; E IS THE POSITION OF THE TRAIN
MOV A,E
CALL DELB
CMA
STA 3000H ; SHOW THE FIRST POSITION

; START WITH THE LEFT ROTATION BECAUSE WE ARE ON THE 01 LSB OF THE
; BOARD
ROTATE_LEFT:
    LDA 2000H ; CHECK IF THE MSB IS ON ,SO YOU STAY THERE ,
                ;ELSE MOVE ON

    ANI 80H
    CPI 80H
    JNZ ROTATE_LEFT

    LDA 2000H ; CHECK IF WE HAVE PRESS THE BUTTON ON NO
                ;WHEN WE ARE AT 1 LSB THEN YOU MOVE AT THE CORRECT DIRECTION
                ;ELSE WE MOVE IN THE INVERSE ONE

    ANI 01H
    JZ ROTATE_RIGHT_INVERSE

    MOV A,E ; IF WE HAVE REACH THE END ON THE LEFT ONE WHEN WE HIT
                ;THE BUTTON TO CHANGE FROM THE INVERSE TO NORMAL WE GO
                ;TO THE ROTATE_RIGHT

```

```
CPI 80H
CALL DELB
JZ ROTATE_RIGHT
```

```
MOV A,E ;
RLC ; ROTATE LEFT THE TRAIN
MOV E,A
CMA
STA 3000H ; DISPLAY THE TRAIN
CMA
CALL DELB
CPI 80H ; WHILE WE DONT HAVE REACH THE END ON THE ROTATE_LEFT
;WE KEEP GOING ELSE WE MOVE TO ROTATE_RIGHT

JNZ ROTATE_LEFT
CALL DELB
JZ ROTATE_RIGHT
```

```
ROTATE_RIGHT:
LDA 2000H
ANI 80H
JZ ROTATE_RIGHT
```

```
LDA 2000H
ANI 01H
JZ ROTATE_LEFT_INVERSE
```

```
MOV A,E
CPI 01H ; CHECK IF WE HAVE PRESSED THE LSB ON THE 01H POSITION
; AND WE HAVE TO MOVE LEFT

CALL DELB
JZ ROTATE_LEFT
```

```
MOV A,E
RRC ; ROTARE RIGHT THE POSITION OF THE TRAIN
MOV E,A
CMA
STA 3000H ; DISPLAY IT
CMA
CALL DELB
CPI 01H
JNZ ROTATE_RIGHT ; WHILE THE HAVENT REACH THE LSB OF THE DISPLAY
; KEEP GOING , ELSE GO TO LEFT

CALL DELB
JZ ROTATE_LEFT
```

ROTATE\_RIGHT\_INVERSE:

LDA 2000H  
ANI 80H  
JZ ROTATE\_RIGHT\_INVERSE

LDA 2000H  
ANI 01H ; CHECK IF THE LSB BUTTON IS UNPUSHED SO WE HAVE TO GO  
; TO THE NORMAL ROTATION ONCE AGAIN  
JNZ ROTATE\_LEFT

MOV A,E  
CPI 01H  
CALL DELB  
JZ ROTATE\_LEFT\_INVERSE

MOV A,E  
RRC  
MOV E,A  
CMA  
STA 3000H  
CMA  
CALL DELB  
CPI 01H  
JNZ ROTATE\_RIGHT\_INVERSE  
CALL DELB  
JZ ROTATE\_LEFT\_INVERSE

ROTATE\_LEFT\_INVERSE:

LDA 2000H  
ANI 80H  
JZ ROTATE\_LEFT\_INVERSE

LDA 2000H  
ANI 01H  
JNZ ROTATE\_RIGHT

MOV A,E  
CPI 80H  
CALL DELB  
JZ ROTATE\_RIGHT\_INVERSE

MOV A,E  
RLC  
MOV E,A  
CMA  
STA 3000H  
CMA

```
CALL DELB
CPI 80H
JNZ ROTATE_LEFT_INVERSE
CALL DELB
JZ ROTATE_RIGHT_INVERSE
END
```