IN MULTIPLICATION IF A CONSTANT VALUE IS PLACED IN EITHER OF THE DATA A OR DATA B THEN IT HAS TO BE FIRST CONVERTED TO HEX & THEN MULTIPLIED.

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;MULTIPLIES A 16 BIT NUMBER WITH A 16 BIT NUMBER

;MULTIPLICAND -> R1..R0

;MULTIPLIER -> R3..R2

;RESULT -> R7....R4

;\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

WITH BOTH DATA VARIABLE

MOV DPTR,#D2035L ;DATA A

MOVX A,@DPTR

MOV R2,A

MOV DPTR,#D2035H

MOVX A,@DPTR

MOV R3,A

MOV DPTR,#D2039L ;DATA B

MOVX A,@DPTR

MOV R0,A

MOV DPTR,#D2039H

MOVX A,@DPTR

MOV R1,A

LCALL MULTIPLICATION

MOV DPTR,#D2040L ;RESULT

MOV A,R6

MOVX @DPTR,A

MOV DPTR,#2040H

MOV A,R7

MOVX A,@DPTR

WITH ONE DATA CONSTANT

MOV A,#03H ;CONSTANT MSD DATA

MOV R2,A

MOV A,#0E8H ;CONSTANT LSD DATA

MOV R3,A

MOV DPTR,#D2039L ;DATA B

MOVX A,@DPTR

MOV R0,A

MOV DPTR,#D2039H

MOVX A,@DPTR

MOV R1,A

LCALL MULTIPLICATION

MOV DPTR,#D2040L ;RESULT

MOV A,R6

MOVX @DPTR,A

MOV DPTR,#2040H

MOV A,R7

MOVX A,@DPTR