

MIT ASSIGNMENT – 3

1. Write a program to load the data byte A8H in register C. Mask the high-order bits(D7-D4), and display the low-order bits (D3-D0) at an output port.

;Program1

;Masking higher order bits

mvi c,0A8h

mov a,c

ani 0Fh

sta 3000h

hlt

Data

Stack

KeyPad

Memory

I/O Ports

Start

3000h

OK

Address (Hex)	Address	Data
3000	12288	8
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

Line No	Assembler Message
0	Program assembled successfully

2. Write a program to load the data byte 8EH in register D and F7H in register E. Mask the high-order bits (D7-D4) from both the data bytes, Exclusive-OR the low-order bits (D3-D0) and display the answer.

;Program2

mvi d,8Eh

mvi e,0F7h

mov a,d

ani 0Fh

xri 0Fh

sta 3000h

mov a,e

ani 0Fh

xri 0Fh

sta 3001h

hlt

Data
Stack
KeyPad
Memory
I/O Ports

Start

Address (Hex)	Address	Data
3000	12288	1
3001	12289	8
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

Line No	Assembler Message
0	Program assembled successfully

3. Write a program to load the bit pattern 91H in register B and 87H in register C. Mask all the bits except D0 from registers B and C.

;Program3

```

mvi b,91h
mvi c,87h
mov a,b
ani 01h
sta 3000h
mov a,c
ani 01h
sta 3001h
hlt

```

Data
Stack
KeyPad
Memory
I/O Ports

Start

Address (Hex)	Address	Data
3000	12288	1
3001	12289	1
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

Line No	Assembler Message
0	Program assembled successfully

4. Write a program to clear the CY flag, to load number FFH in register B, and increment B. If the CY flag is set, display 01 at the output port, otherwise, display the contents of register B.

;Program4

```
stc
cmc
mvi b,0FFh
incr b
jnc carryZero
mvi b,01h
carryZero: mov a,b
out 01h
hlt
```

Registers			Flag	
A	00		S	0
BC	00	23	Z	1
DE	8E	F7	AC	1
HL	00	00	P	1
PSW	00	00	C	0
PC	42	0E		
SP	FF	FF		
Int-Reg	00			

Data

Stack

KeyPad

Memory

I/O Ports

Start

OK

Address (Hex)	Address	Data
00	0	0
01	1	0
02	2	0
03	3	0
04	4	0
05	5	0
06	6	0
07	7	0
08	8	0
09	9	0
0A	10	0
0B	11	0

Line No	Assembler Message
0	Program assembled successfully

5. Write a program to mask lower bit of an 8-bit number.

;Program5

```
mvi b,6Fh
mov a,b
```

```
ani 0FEh
sta 3000h
hlt
```

Data Stack KeyPad Memory I/O Ports			
Start	3000h		OK
Address (Hex)	Address	Data	
3000	12288	110	
3001	12289	1	
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	

Line No	Assembler Message
0	Program assembled successfully

Data in b was 01101111 (6Fh). After masking lowest bit number becomes 01101110 which is 110 in decimal.

- Write a program Load two unsigned numbers in register B and register C, respectively. Subtract C from B. If the result is in 2's complement, convert the result in absolute magnitude and display it at PORT 1, otherwise, display the positive result. Execute the program with the following sets of data.

Set1:B=42H,C=69H

Set2:B=69H,C=42H

Set 3: B=F8H, C = 23H

;Program6

```
mvi b,42h
mvi c,69h
mov a,b
cmp c
jc isNegative
sub c
jmp exit
isNegative: sub c
cma
adi 01h
exit: out 01h
hlt
```

Data
Stack
KeyPad
Memory
I/O Ports

Start
OK

Address (Hex)	Address	Data
00	0	0
01	1	39
02	2	0
03	3	0
04	4	0
05	5	0
06	6	0
07	7	0
08	8	0
09	9	0
0A	10	0
0B	11	0

Line No	Assembler Message
0	Program assembled successfully

;Program6

mvi b,69h

mvi c,42h

mov a,b

cmp c

jc isNegative

sub c

jmp exit

isNegative: sub c

cma

adi 01h

exit: out 01h

hlt

Data
Stack
KeyPad
Memory
I/O Ports

Start
OK

Address (Hex)	Address	Data
00	0	0
01	1	39
02	2	0
03	3	0
04	4	0
05	5	0
06	6	0
07	7	0
08	8	0
09	9	0
0A	10	0
0B	11	0

Line No	Assembler Message
0	Program assembled successfully

;Program6

```
mvi b,0F8h
mvi c,23h
mov a,b
cmp c
jc isNegative
sub c
jmp exit
isNegative: sub c
cma
adi 01h
exit: out 01h
hlt
```

DataStackKeyPadMemoryI/O Ports

StartOK

Address (Hex)	Address	Data
00	0	0
01	1	213
02	2	0
03	3	0
04	4	0
05	5	0
06	6	0
07	7	0
08	8	0
09	9	0
0A	10	0
0B	11	0

Line NoAssembler Message

0Program assembled successfully