

NAME:- KRUNAL RANK

Adm. No:- U18C00081

BTECH 3RD YEAR

MIT Tutorial 5

i) No, the label LOOP1 is at the wrong line. It should be at line 5, instead of line 4. The program undergoes infinite loop.

ii) Instead of LOOP1 on line 4, it should have been on line 5.

iii) For finding the value of DELAY,

$$100 = 330 \times 10^{-9} \times (32 \text{ DELAY} + (10 \text{ DELAY} - 1) \times 10 + 7)$$

$$\Rightarrow 100 \times 330 \times 10^{-9} (32 \text{ DELAY} - 3)$$

$$\Rightarrow \frac{100 \times 10^{-3}}{330 \times 10^{-9}} = 32 \text{ DELAY} - 3$$

$$\Rightarrow \text{DELAY} = 9469.8 \approx \underline{\underline{9469.8}}$$

iv) It adds 4 Tstates everytime LOOP1 is run. Also, it is used to OR the higher bits of DE pair with lower bits of DE pair.

v) No, it shouldn't be a part of LOOP2.

vi) No, it should be 000ah instead of 0010h.

vii) The T states for outer loop are:-

$$14 \times 10 - 3 + 10 \times 10$$

$$= \underline{\underline{137}} + 10 \times 10$$

$$= \underline{\underline{1237}}$$

viii) No, there is no need for the instruction CPI, because DCR sets zero-flag if it results into 0.

ix) Yes, we need a HLT instruction to stop the program.

x) ~~When~~ Until B is reduced to 00h, it keeps on jumping to LOOP1.

xi) As given,
Delay by loop1 = 100ms.

Then,
total T-states = $14 \times 10^{-3} = 137$.

$$\begin{aligned}\text{Total Delay} &= 100\text{ms} \times 10 + 137 \times 330\text{ ns} \\ &\approx 1\text{ s} + 45.21\text{ }\mu\text{s} \\ &\approx \underline{1\text{ s}}\end{aligned}$$

xii) For keeping track of count of A, we can store it in C.
1. MVI C, 64H

13. i) ~~MOV A, DCR C~~
14. ii) MOV A, C.

xiii) Total T-states between 2 Displays is given by:-

$$\text{LOOP1} = 32\text{DELAY} - 3$$

$$\text{LOOP2} = (\text{LOOP1} + 14) \times 10 - 3$$

$$\begin{aligned}\text{Total T-States} &= \text{LOOP1} + 21 \\ &= (32\text{DELAY} - 3 + 14) \times 10 - 3 \\ &= 320\text{DELAY} - 117\end{aligned}$$

$$\begin{aligned}\text{Delay} &= \frac{320 \times 9470 - 117 \times 330\text{ ns}}{32000} \\ &\approx \underline{0.9999\text{ s}}\end{aligned}$$

No, it will not display 00 because it exits. Instead jump should have been done on MINUS

Clock time period = $\frac{1}{3.072} \text{ MHz} = 325 \text{ ns}$

No. of T states required for 100ms delay
 $= \frac{100 \times 10^{-3}}{325 \times 10^{-9}} = 3076.9 \approx \underline{3077}$

The code is as follows:-

```

START:  MVI
        MOV A, 00H // Move 0 to A
DISPLAY: MOV C, A // Move C to A (Store count)
        OUT PORT1 // Display A
        LXI D, 9470H // Load 9470 to DE
loop 1: DCX D
        NOP
        NOP
        MOV A, D
        ORA E
        INZ LOOP1
        DCR A INR A INR C // Move C to A
        MOV A, C // Increment A
        INR A // Compare with 21
        CPI 15H // If less, jump to Display
        JC DISPLAY // Jump to start if 0 to 20
        JMP JMP START // is printed.
    
```

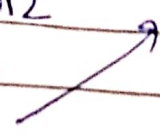

Ans 3: Given, clock time period = 32.5 ns

Required delay = 1.5 μ s.

We can set delay variable to 376E (14190) in question.

The code is as follows:

```
                MVI A, 00h
DISPLAY:        MOV C, A
                OUT PORT1
                LXI D, 376E
LOOP1:          DCX D
                NOP
                NOP
                MOV A, D
                ORA E
                JNZ LOOP1
                MOV A, C
                INR C
                CPI 00h
                JC DISPLAY
                MVI A, 09h
DISPLAY2:       MOV C, A
                OUT PORT1
                LXI D, 376E
LOOP2:          DCX D
                NOP
                NOP
                MOV A, D
                JNZ LOOP2
                MOV A, C
                DCR A
                JMP SKIP
                JMP EXIT
SKIP:           JMP DISPLAY2
EXIT:           HLT
```



Delay Calculations:-

$$\begin{aligned} \text{Total Tstates} &= 14205 \\ \text{Delay} &= (14205 \times 32 - 3) 325 \text{ ns} \\ &= \underline{\underline{150 \text{ ms}}} \end{aligned}$$