NAMA : DHIYA ULHAQ A

NIM : L200180009

* ASCII (*American Standard Code for Information Interchange*)

Adalah  suatu standar internasional dalam kode huruf dan simbol seperti Hex dan Unicode tetapi ASCII lebih bersifat universal, contohnya 124 adalah untuk karakter "|". Ia selalu digunakan oleh komputer dan alat komunikasi lain untuk menunjukkan teks.

**Kode ASCII**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Binary** | **Oct** | **Dec** | **Hex** | **Glyph** |
| 010 0000 | 040 | 32 | 20 |  |
| 010 0001 | 041 | 33 | 21 | ! |
| 010 0010 | 042 | 34 | 22 | “ |
| 010 0011 | 043 | 35 | 23 | # |
| 010 0100 | 044 | 36 | 24 | $ |
| 010 0101 | 045 | 37 | 25 | % |
| 010 0110 | 046 | 38 | 26 | & |
| 010 0111 | 047 | 39 | 27 | ‘ |
| 010 1000 | 050 | 40 | 28 | ( |
| 010 1001 | 051 | 41 | 29 | ) |
| 010 1010 | 052 | 42 | 2A | \* |
| 010 1011 | 053 | 43 | 2B | + |
| 010 1100 | 054 | 44 | 2C | , |
| 010 1101 | 055 | 45 | 2D | - |
| 010 1110 | 056 | 46 | 2E | . |
| 010 1111 | 057 | 47 | 2F | / |
| 011 0000 | 060 | 48 | 30 | 0 |
| 011 0001 | 061 | 49 | 31 | 1 |
| 011 0010 | 062 | 50 | 32 | 2 |
| 011 0011 | 063 | 51 | 33 | 3 |
| 011 0100 | 064 | 52 | 34 | 4 |
| 011 0101 | 065 | 53 | 35 | 5 |
| 011 0110 | 066 | 54 | 36 | 6 |
| 011 0111 | 067 | 55 | 37 | 7 |
| 011 1000 | 070 | 56 | 38 | 8 |
| 011 1001 | 071 | 57 | 39 | 9 |
| 011 1010 | 072 | 58 | 3A | : |
| 011 1011 | 073 | 59 | 3B | ; |
| 011 1100 | 074 | 60 | 3C | < |
| 011 1101 | 075 | 61 | 3D | = |
| 011 1110 | 076 | 62 | 3E | > |
| 011 1111 | 077 | 63 | 3F | ? |
| 100 0000 | 100 | 64 | 40 | @ |
| 100 0001 | 101 | 65 | 41 | A |
| 100 0010 | 102 | 66 | 42 | B |
| 100 0011 | 103 | 67 | 43 | C |
| 100 0100 | 104 | 68 | 44 | D |
| 100 0101 | 105 | 69 | 45 | E |
| 100 0110 | 106 | 70 | 46 | F |
| 100 0111 | 107 | 71 | 47 | G |
| 100 1000 | 110 | 72 | 48 | H |
| 100 1001 | 111 | 73 | 49 | I |
| 100 1010 | 112 | 74 | 4A | J |
| 100 1011 | 113 | 75 | 4B | K |
| 100 1100 | 114 | 76 | 4C | L |
| 100 1101 | 115 | 77 | 4D | M |
| 100 1110 | 116 | 78 | 4E | N |
| 100 1111 | 117 | 79 | 4F | O |
| 101 0000 | 120 | 80 | 50 | P |
| 101 0001 | 121 | 81 | 51 | Q |
| 101 0010 | 122 | 82 | 52 | R |
| 101 0011 | 123 | 83 | 53 | S |
| 101 0100 | 124 | 84 | 54 | T |
| 101 0101 | 125 | 85 | 55 | U |
| 101 0110 | 126 | 86 | 56 | V |
| 101 0111 | 127 | 87 | 57 | W |
| 101 1000 | 130 | 88 | 58 | X |
| 101 1001 | 131 | 89 | 59 | Y |
| 101 1010 | 132 | 90 | 5A | Z |
| 101 1011 | 133 | 91 | 5B | [ |
| 101 1100 | 134 | 92 | 5C | \ |
| 101 1101 | 135 | 93 | 5D | ] |
| 101 1110 | 136 | 94 | 5E | ^ |
| 101 1111 | 137 | 95 | 5F | \_ |
| 110 0000 | 140 | 96 | 60 | ` |
| 110 0001 | 141 | 97 | 61 | a |
| 110 0010 | 142 | 98 | 62 | b |
| 110 0011 | 143 | 99 | 63 | c |
| 110 1000 | 144 | 100 | 64 | d |
| 110 1001 | 145 | 101 | 65 | e |
| 110 0110 | 146 | 102 | 66 | f |
| 110 0111 | 147 | 103 | 67 | g |
| 110 1000 | 150 | 104 | 68 | h |
| 110 1001 | 151 | 105 | 69 | i |
| 110 1010 | 152 | 106 | 6A | j |
| 110 1011 | 153 | 107 | 6B | k |
| 110 1100 | 154 | 108 | 6C | l |
| 110 1101 | 155 | 109 | 6D | m |
| 110 1110 | 156 | 110 | 6E | n |
| 110 1111 | 157 | 111 | 6F | o |
| 111 0000 | 160 | 112 | 70 | p |
| 111 0001 | 161 | 113 | 71 | q |
| 111 0010 | 162 | 114 | 72 | r |
| 111 0011 | 163 | 115 | 73 | s |
| 111 0100 | 164 | 116 | 74 | t |
| 111 0101 | 165 | 117 | 75 | u |
| 111 0110 | 166 | 118 | 76 | v |
| 111 0111 | 167 | 119 | 77 | w |
| 111 1000 | 170 | 120 | 78 | x |
| 111 1001 | 171 | 121 | 79 | y |
| 111 1010 | 172 | 122 | 7A | z |
| 111 1011 | 173 | 123 | 7B | { |
| 111 1100 | 174 | 124 | 7C | | |
| 111 1101 | 175 | 125 | 7D | } |
| 111 1110 | 176 | 126 | 7E | ~ |

* Daftar perintah Bahasa assembly

1. Assembly Directive (yaitu merupakan kode yang menjadi arahan bagi assembler/compiler untuk menata program)
2. Instruksi (yaitu kode yang harus dieksekusi oleh CPU mikrokontroler dengan melakukan operasi tertentu sesuai dengan daftar yang sudah tertanam dalam CPU)

**Daftar Assembly Directive**

|  |  |
| --- | --- |
| **Assembly Directive** | **Keterangan** |
| EQU | Pendefinisian konstanta |
| DB | Pendefinisian data dengan ukuran satuan 1 byte |
| DW | Pendefinisian data dengan ukuran satuan 1 word |
| DBIT | Pendefinisian data dengan ukuran satuan 1 bit |
| DS | Pemesanan tempat penyimpanan data di RAM |
| ORG | Inisialisasi alamat mulai program |
| END | Penanda akhir program |
| CSEG | Penanda penempatan di code segment |
| XSEG | Penanda penempatan di external data segment |
| DSEG | Penanda penempatan di internal direct data segment |
| ISEG | Penanda penempatan di internal indirect data segment |
| BSEG | Penanda penempatan di bit data segment |
| CODE | Penanda mulai pendefinisian program |
| XDATA | Pendefinisian external data |
| DATA | Pendefinisian internal direct data |
| IDATA | Pendefinisian internal indirect data |
| BIT | Pendefinisian data bit |
| #INCLUDE | Mengikutsertakan file program lain |

**Daftar Instruksi**

|  |  |
| --- | --- |
| **Instruksi** | **Keterangan Singkatan** |
| ACALL | Absolute Call |
| ADD | Add |
| ADDC | Add with Carry |
| AJMP | Absolute Jump |
| ANL | AND Logic |
| CJNE | Compare and Jump if Not Equal |
| CLR | Clear |
| CPL | Complement |
| DA | Decimal Adjust |
| DEC | Decrement |
| DIV | Divide |
| DJNZ | Decrement and Jump if Not Zero |
| INC | Increment |
| JB | Jump if Bit Set |
| JBC | Jump if Bit Set and Clear Bit |
| JC | Jump if Carry Set |
| JMP | Jump to Address |
| JNB | Jump if Not Bit Set |
| JNC | Jump if Carry Not Set |
| JNZ | Jump if Accumulator Not Zero |
| JZ | Jump if Accumulator Zero |
| LCALL | Long Call |
| LJMP | Long Jump |
| MOV | Move from Memory |
| MOVC | Move from Code Memory |
| MOVX | Move from Extended Memory |
| MUL | Multiply |
| NOP | No Operation |
| ORL | OR Logic |
| POP | Pop Value From Stack |
| PUSH | Push Value Onto Stack |
| RET | Return From Subroutine |
| RETI | Return From Interrupt |
| RL | Rotate Left |
| RLC | Rotate Left through Carry |
| RR | Rotate Right |
| RRC | Rotate Right through Carry |
| SETB | Set Bit |
| SJMP | Short Jump |
| SUBB | Subtract With Borrow |
| SWAP | Swap Nibbles |
| XCH | Exchange Bytes |
| XCHD | Exchange Digits |
| XRL | Exclusive OR Logic |