

8085 Microprocessor

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LAB ASSIGNMENT (8085)

- Introduction of 8085-microprocessor kit and steps for execution on the kit.
- 2. Familiarity with 8085-microprocessor kit.
 - i) Write a program to store 8-bit data into one register and then copy that to all registers.
 - ii) Write a program for addition of two 8-bit numbers.
 - iii) Write a program to add 8-bit numbers using direct and indirect addressing mode.
 - iv) Write a program to add 16-bit numbers using direct and indirect addressing mode.
 - v) Write a program to 8-bit numbers using carry. (using JNC instruction).
 - vi) Write a program to find 1's complement and 2's complement of 8-bit number.
- Write a program for the sum of series of numbers.
- Write a program for data transfer from memory block B1 to memory block B2.
- Write a program for multiply two 8-bit numbers.
- Write a program to add ten 8-bit numbers. Assume the numbers are stored in 8500-8509. Store the result in 850A and 850B memory address.
- Write a program to find the negative numbers in a block of data.
- Write a program to count the number of one's in a number.
- Write a program to arrange numbers in Ascending order.
- Calculate the sum of series of even numbers.
- 11. Write an assembly language program to verify how many bytes are present in a given set, which resembles 10101101 in 8085.
- 12. Write an assembly language program to find the numbers of even parity in ten consecutive memory locations in 8085.
- 13. Write an assembly language program to convert a BCD number into its equivalent binary in 8085.
- Write an assembly language program for exchange the contents of memory location.
- Write a program to find the largest number in an array of 10 elements.



Steps to perform on the Intel kit as well as on Simulator

- Press Reset
- Press Examine Memory
- Enter starting address
- Press Next
- Enter opcodes by subsequently pressing Next
- Press Reset
- Press Go
- Enter starting address of the program to compile
- Press EXEC/FILL
- Press Reset
- Press Examine Memory
- Enter Output Address
- Press Next

Vikas Simulator Screenshot

The screenshot displays the Vikas Simulator interface for a BCD to HEX conversion. The main window is titled "8085: BCD TO HEX (data at E000)". It features a numeric keypad with digits 0-9 and letters A-F, along with control buttons like Reset, Hint, Prev, Next, Go, and Exec. The registers section shows the current state: A=0F, B=15, C=05, D=00, E=0A, H=00, L=00, PC=801F, SP=8421, M=XX, IE=0. The status bar at the bottom shows flags S, Z, AC, P, CY with values 0, 0, 0, 0, 1, 0, 0.

On the right, a "debugform" window is open, displaying a table of instructions and their execution details:

| ADDRESS | OPCODE | INSTRUCTION | BYTES |
|---------|--------|-------------|-------|
| 8000 | 3A | LDA 16 bit | 3 |
| 8001 | 00 | | |
| 8002 | E0 | | |
| 8003 | 47 | MOV B,A | 1 |
| 8004 | E6 | ANI 8 bit | 2 |
| 8005 | 0F | | |
| 8006 | 4F | MOV C,A | 1 |
| 8007 | 78 | MOV A,B | 1 |
| 8008 | E6 | ANI 8 bit | 2 |
| 8009 | F0 | | |
| 800A | 0F | RRC | 1 |
| 800B | 0F | RRC | 1 |
| 800C | 0F | RRC | 1 |
| 800D | 0F | RRC | 1 |
| 800E | 57 | MOV D,A | 1 |
| 800F | AF | XRA A | 1 |

Below the instruction table, a "STACK (JF0)" window is visible, showing the current stack address (8421) and data (XX).

Program No. 2.1: Write a program to store 8-bit data into one register and then copy that to all registers.

| Code | Memory Location | Opcode |
|-----------|-----------------|--------|
| MVI A, 48 | 8000, 8001 | 3E, 48 |
| MOV B, A | 8002 | 47 |
| MOV C, A | 8003 | 4F |
| MOV D, A | 8004 | 57 |
| MOV E, A | 8005 | 5F |
| MOV H, A | 8006 | 67 |
| MOV L, A | 8007 | 6F |
| RST 5 | 8008 | EF |

REGISTERS:

A=48 B=48 C=48 D=48 E=48 H=48 L=48 PC=8009 SP=8421
M=XX IE=0

| S | Z | | AC | | P | | CY |
|---|---|---|----|---|---|---|----|
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |

Output –

A – 48, B – 48, C – 48, D – 48, E – 48, H – 48, L – 48

Program No. 2.2: Write a program for addition of two 8-bit numbers.

| Code | Memory Location | Opcode |
|-----------|------------------|------------|
| MVI A, 48 | 8000, 8001 | 3E, 48 |
| MVI B, 48 | 8002, 8003 | 06, 48 |
| ADD B | 8004 | 80 |
| STA 8500 | 8005, 8006, 8007 | 32, 00, 85 |
| RST 5 | 8008 | EF |

Output –

[8500] – 90

Program No. 2.3: Write a program to add 8-bit numbers using direct and indirect addressing mode.

| Code | Memory Location | Opcode |
|----------|------------------|------------|
| LDA 8500 | 8000, 8001, 8002 | 3A, 00, 85 |
| MOV B, A | 8003 | 47 |
| LDA 8501 | 8004, 8005, 8006 | 3A, 01, 85 |
| ADD B | 8007 | 80 |
| STA 8502 | 8008, 8009, 800A | 32, 02, 85 |
| RST 5 | 800B | EF |

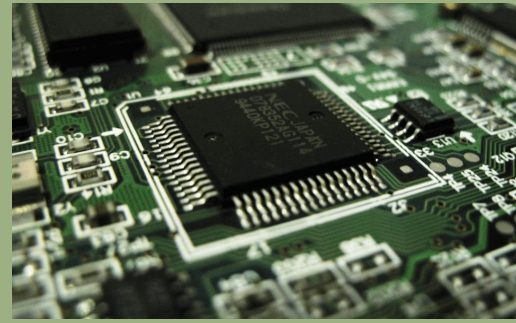
Input - [8500] – 88, [8501] – 88

Output - [8502] – 10

| Code | Memory Location | Opcode |
|-------------|------------------|------------|
| LXI H, 8500 | 8000, 8001, 8002 | 21, 00, 85 |
| MOV A, M | 8003 | 7E |
| INX H | 8004 | 23 |
| ADD M | 8005 | 86 |
| INX H | 8006 | 23 |
| MOV M, A | 8007 | 77 |
| RST 5 | 8008 | EF |

Input - [8500] – 88, [8501] – 88

Output – A – 10



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Program No. 2.4: Write a program to add 16-bit numbers using direct and indirect addressing mode.

| Code | Memory Location | Opcode |
|-----------|------------------|------------|
| LHLD 8500 | 8000, 8001, 8002 | 2A, 00, 85 |
| XCHG | 8003 | EB |
| LHLD 8502 | 8004, 8005, 8006 | 2A, 02, 85 |
| DAD D | 8007 | 19 |
| SHLD 8504 | 8008, 8009, 800A | 22, 04, 85 |
| RST 5 | 800B | EF |

Input - [8500] – 48, [8501] – 48,
[8502] – 48, [8503] – 48

Output - [8504] – 90, [8505] – 90

| Code | Memory Location | Opcode |
|-------------|------------------|------------|
| LXI B, 8500 | 8000, 8001, 8002 | 01, 00, 85 |
| LDAX B | 8003 | 0A |
| MOV D, A | 8004 | 57 |
| INX B | 8005 | 03 |
| LDAX B | 8006 | 0A |
| ADD D | 8007 | 82 |
| STA 8504 | 8008, 8009, 800A | 32, 04, 85 |
| INX B | 800B | 03 |
| LDAX B | 800C | 0A |
| MOV D, A | 800D | 57 |
| INX B | 800E | 03 |
| LDAX B | 800F | 0A |
| ADC D | 8010 | 8A |
| STA 8505 | 8011, 8012, 8013 | 32, 05, 85 |
| RST 5 | 8014 | EF |

Input - [8500] – 34, [8501] – 48,
[8502] – 54, [8503] – 78

Output – [8504] – 7C [8505] – CC

Program No. 2.5: Write a program to add 8-bit numbers using carry. (using JNC instruction).

| Code |
|----------------|
| MVI C, 00 |
| LXI H, 8500 |
| MOV A, M |
| INX H |
| ADD M |
| JNC Next |
| INR C |
| INX H |
| Next: MOV M, A |
| INX H |
| MOV M, C |
| RST 5 |

Input - [8500] – 88, [8501] – 88

Output - [8502] – 10, [8503] – 01

Program No. 2.6: Write a program to find 1's complement and 2's complement of a 8-bit number.

| Code |
|-----------|
| LDA 8500H |
| CMA |
| STA 8501H |
| RST 5 |

Input - [8500] – 48

Output - [8501] – B7

| Code |
|-----------|
| LDA 8500H |
| CMA |
| INR A |
| STA 8501H |
| RST 5 |

Input - [8500] – 48

Output - [8501] – B8

Program No. 3: Write a program for the sum of series of numbers.

| Code |
|--------------|
| LDA 8500H |
| MOV C, A |
| SUB A |
| LXI H, 8501H |
| Back: ADD M |
| INX H |
| DCR C |
| JNZ Back |
| STA 8600H |
| RST 5 |

Input - [8500] – 04, [8501] – 9A, [8502] – 52, [8503] – 89, [8504] – 3E

Result – 1B3 Output - [8600] – B3

Program No. 4: Write a program for data transfer from memory block B1 to memory block B2.

| Code |
|----------------|
| MVI C, 0AH |
| LXI H, 8500H |
| LXI D, 8600H |
| Back: MOV A, M |
| STAX D |
| INX H |
| INX D |
| DCR C |
| JNZ Back |
| RST 5 |

Input - [8500] – 01, [8501] – 02, [8502] – 03,..... [8509] – 0A

Output - [8600] – 01, [8601] – 02, [8602] – 03,..... [8609] – 0A

Program No. 5: Write a program for multiply two 8-bit numbers.

| Code |
|--------------|
| LDA 8500H |
| MOV E, A |
| MVI D, 00 |
| LDA 8501H |
| MOV C, A |
| LXI H, 0000H |
| Back: DAD D |
| DCR C |
| JNZ Back |
| SHLD 8600H |
| RST 5 |

Input - [8500] – B2, [8501] – 03

Result – **B2 + B2 + B2 = 0216 H**

Output - [8600] – 16, [8601] – 02

Program No. 14: Write an ALP for exchange the contents of memory location.

| Code |
|-----------|
| LDA 8500H |
| MOV B, A |
| LDA 8600H |
| STA 8500H |
| MOV A, B |
| STA 8600H |
| RST 5 |

Input - [8500] – 48, [8600] – 88

Output - [8500] – 88, [8600] – 48

Program No. 15: Write a program to find the largest number in an array of 10 elements.

| Code |
|--------------|
| MVI B, 09 |
| LXI H, 8500H |
| MOV A, M |
| INX H |
| Back: CMP M |
| JNC Next |
| MOV A, M |
| Next: INX H |
| DCR B |
| JNZ Back |
| STA 850AH |
| RST 5 |

Input - [8500] – 01, [8501] – 02, [8509] – 0A

Output - [850A] – 0A

Program No. 6: Write a program to add ten 8-bit numbers. Assume the numbers are stored in 8500-8509. Store the result in 850A and 850B memory address.

| Code |
|--------------|
| MVI C, 00 |
| MVI B, 09 |
| LXI H, 8500H |
| MOV A, M |
| Back: INX H |
| ADD M |
| JNC Next |
| INR C |
| Next: DCR B |
| JNZ Back |
| INX H |
| MOV M, A |
| INX H |
| MOV M, C |
| RST 5 |

Input - [8500] – FF, [8501] – 01,
[8502] – 01, [8503] – 01, [8504] – 01,
[8505] – 01, [8506] – 01, [8507] – 01,
[8508] – 01, [8509] – 01

Output - [850A] – 08, [850B] – 01

Program No. 7: Write a program to find the negative numbers in a block of data.

| Code |
|----------------|
| LDA 8500H |
| MOV C, A |
| MVI B, 00 |
| LXI H, 8501H |
| Back: MOV A, M |
| ANI 80H |
| JZ Skip |
| INR B |
| Skip: INX H |
| DCR C |
| JNZ Back |
| MOV A, B |
| STA 8600H |
| RST 5 |

Input - [8500] – 04, [8501] – 56, [8502] – A9, [8503] – 73, [8504] – 82

Result = 02 Output - [8600] – 02

Program No. 8: Write a program to count the number of one's in a number.

| Code |
|--------------|
| LDA 8500H |
| MVI B, 08 |
| MVI D, 00 |
| Loop1: RLC |
| JNC Loop2 |
| INR D |
| Loop2: DCR B |
| JNZ Loop1 |
| MOV A, D |
| STA 8600H |
| RST 5 |

Input - [8500] – 25 0010 0101

Output - [8600] – 03

Program No. 9: Write a program to arrange numbers in Ascending order.

| Code |
|------------------|
| LXI H, 8500H |
| MOV C, M |
| DCR C |
| Repeat: MOV D, C |
| LXI H, 8501H |
| Loop: MOV A, M |
| INX H |
| CMP M |
| JC Skip |

| MOV B, M |
|-------------|
| MOV M, A |
| DCX H |
| MOV M, B |
| INX H |
| Skip: DCR D |
| JNZ Loop |
| DCR C |
| JNZ Repeat |
| RST5 |

Input - [8500] – 05, [8501] – 05, [8502] – 04, [8503] – 03, [8504] – 02, [8505] – 01

Input - [8500] – 05, [8501] – 01, [8502] – 02, [8503] – 03, [8504] – 04, [8505] – 05

Program No. 10: Write a program to calculate the sum of series of even numbers.

| Code |
|----------------|
| LDA 8500H |
| MOV C, A |
| MVI B, 00 |
| LXI H, 8501H |
| Back: MOV A, M |
| ANI 01 |
| JNZ Skip |
| MOV A, B |
| ADD M |
| MOV B, A |
| Skip: INX H |
| DCR C |
| JNZ Back |
| STA 8600H |
| RST 5 |

Input - [8500] – 04, [8501] – 20,
[8502] – 15 , [8503] – 13, [8504]
– 22

Output - [8600] – 42

Program No. 11: Write an assembly language program to verify how many bytes are present in a given set, which resembles 10101101 in 8085.

| Code |
|----------------|
| MVI B, 0A |
| MVI D, AD |
| MVI C, 00 |
| LXI H, 8500H |
| Back: MOV A, M |
| CMP D |
| JNZ Next |
| INR C |
| Next: INX H |
| DCR B |
| JNZ Back |
| MOV A, C |
| STA 8600H |
| RST 5 |

Input - [8500] – AD, [8501] – 01, [8502] – 01, [8503] – 01, [8504] – 01, [8505] – 01, [8506] – 01, [8507] – 01, [8508] – 01, [8509] – 01

Output - [8600] – 01

Program No. 12: Write an assembly language program to find the numbers of even parity in ten consecutive memory locations in 8085.

| Code |
|----------------|
| MVI B, 0A |
| MVI C, 00 |
| LXI H, 8500H |
| Back: MOV A, M |
| ANI FF |
| JPO Next |
| INR C |
| Next: INX H |
| DCR B |
| JNZ Back |
| MOV A, C |
| STA 8600H |
| RST 5 |

Input - [8500] – 01, [8501] – 03,
[8502] – 01, [8503] – 03, [8504]
– 01, [8505] – 03, [8506] – 01,
[8507] – 03, [8508] – 01, [8509]
– 03

Output - [8600] – 05

Program No. 13: Write an assembly language program to convert a BCD number into its equivalent binary in 8085.

| Code |
|-----------|
| LDA 8500H |
| MOV B, A |
| ANI 0F |
| MOV C, A |
| MOV A, B |
| ANI F0 |
| RRC |
| RRC |
| RRC |

| RRC |
|------------|
| MOV B, A |
| XRA A |
| MVI D, 0A |
| Sum: ADD D |
| DCR B |
| JNZ Sum |
| ADD C |
| STA 8600H |
| RST 5 |

Input - [8500] – 67

Input - [8600] – 43

