



Registers

Register	Value
Regs	
r0	0x00
r1	0x00
r2	0x00
r3	0x00
r4	0x00
r5	0x00
r6	0x00
r7	0x00
Sys	
a	0x00
b	0x00
sp	0x07
sp_max	0x07
PC	0x0000
aux1	0x00
dptr	0x0000
states	0
sec	0.000000
psw	0x00

delay_1s.asm MAC.asm

```
1  ORG 0H
2  LJMP MAIN
3  ORG 100H
4  MAIN:
5  CALL MAC
6  HERE: SJMP HERE
7  ORG 130H
8  // *****
9
10 MAC:
11     MOV 50H, #00H
12     MOV 51H, #00H
13     MOV 52H, #00H
14     MOV A, 70H
15     MOV B, 73H
16     MUL AB
17     CALL ADD16
18     MOV A, 71H
19     MOV B, 74H
20     MUL AB
21     CALL ADD16
22     MOV A, 72H
23     MOV B, 75H
24     MUL AB
25     CALL ADD16
```

Project Registers

Command

Running with Code Size Limit: 2K
Load "C:\\S4\\EE 337 Microprocessors Lab\\3. Lab 3
LA Port1
E char D:70h = 18H,24H,0CH,03H,02H,06H

>

ASM ASSIGN BreakDisable BreakEnable BreakKill

Memory 1

Address: D:50H

D:0x50:	00 00 D8 00 00 00 00 00 00 00 00 00 00 00 00 00
D:0x60:	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
D:0x70:	18 24 0C 03 02 06 00 00 00 00 00 00 00 00 00 00
D:0x80:	FF 07 00 00 00 00 00 10 00 00 00 00 00 00 0C 00
D:0x90:	FF 00 00 00 F8 FF FE 00 00 00 00 00 00 00 00 00
D:0xA0:	FF 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
D:0xB0:	FF 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
D:0xC0:	03 00 00 14 00 00 00 00 00 00 00 00 00 00 00 00
D:0xD0:	00 F0 00 00 00 00 00 00 00 00 00 00 00 00 00 00
D:0xE0:	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
D:0xF0:	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00

Call Stack + Locals

Memory 1

Memory 2

Address: D:70H

D:0x70:	18 24 0C 03 02 06 00 00 00 00 00 00 00 00 00 00
D:0x80:	FF 07 00 00 00 00 00 10 00 00 00 00 00 00 0C 00
D:0x90:	FF 00 00 00 F8 FF FE 00 00 00 00 00 00 00 00 00
D:0xA0:	FF 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
D:0xB0:	FF 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
D:0xC0:	03 00 00 14 00 00 00 00 00 00 00 00 00 00 00 00
D:0xD0:	00 F0 00 00 00 00 00 00 00 00 00 00 00 00 00 00
D:0xE0:	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
D:0xF0:	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
D01:0x00:	00 00 00 00 00 00 00 00 02 01 51 01 00 00 00 00
D01:0x10:	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
D01:0x20:	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
D01:0x30:	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00

Simulation

t1: 69.35249200 sec

L:2 C:1

CAP_NUM SCRL OVR: R/W



Registers

Register	Value
Regs	
r0	0x00
r1	0x00
r2	0x00
r3	0x00
r4	0x00
r5	0x00
r6	0x00
r7	0x00
Sys	
a	0x00
b	0x00
sp	0x07
sp_max	0x0b
PC \$	C:0x0000
aux1	0x00
dptr	0x0000
states	0
sec	0.000000
psw	0x00

delay_1s.asm MAC.asm

```

1  ORG 0H
2  LJMP MAIN
3  ORG 100H
4  MAIN:
5  CALL MAC
6  HERE: SJMP HERE
7  ORG 130H
8  // *****
9
10 MAC:
11     MOV 50H, #00H
12     MOV 51H, #00H
13     MOV 52H, #00H
14     MOV A, 70H
15     MOV B, 73H
16     MUL AB
17     CALL ADD16
18     MOV A, 71H
19     MOV B, 74H
20     MUL AB
21     CALL ADD16
22     MOV A, 72H
23     MOV B, 75H
24     MUL AB
25     CALL ADD16

```

Project Registers

Command

Running with Code Size Limit: 2K
 Load "C:\S4\EE 337 Microprocessors Lab\3. Lab 3
 LA Port1
 E char D:70h = 18H,24H,0CH,03H,02H,06H
 E char D:70h = 0DFH,0E4H,01H,00H,0FFH,0F1H

>

ASM ASSIGN BreakDisable BreakEnable BreakKill

Memory 1

Address: D:50H

D:0x50:	00	E4	0D	00	00	00	00	00	00	00	00	00	00	00	00
D:0x60:	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
D:0x70:	DF	E4	01	00	FF	F1	00	00	00	00	00	00	00	00	00
D:0x80:	FF	07	00	00	00	00	00	10	00	00	00	00	00	00	0C
D:0x90:	FF	00	00	00	F8	FF	FE	00	00	00	00	00	00	00	00
D:0xA0:	FF	00	00	00	00	00	00	00	00	00	00	00	00	00	00
D:0xB0:	FF	00	00	00	00	00	00	00	00	00	00	00	00	00	00
D:0xC0:	03	00	00	14	00	00	00	00	00	00	00	00	00	00	00
D:0xD0:	00	F0	00	00	00	00	00	00	00	00	00	00	00	00	00
D:0xE0:	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
D:0xF0:	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00

Call Stack + Locals

Memory 1

Memory 2

Address: D:70H

D:0x70:	DF	E4	01	00	FF	F1	00	00	00	00	00	00	00	00	00
D:0x80:	FF	07	00	00	00	00	10	00	00	00	00	00	00	0C	00
D:0x90:	FF	00	00	00	F8	FF	FE	00	00	00	00	00	00	00	00
D:0xA0:	FF	00	00	00	00	00	00	00	00	00	00	00	00	00	00
D:0xB0:	FF	00	00	00	00	00	00	00	00	00	00	00	00	00	00
D:0xC0:	03	00	00	14	00	00	00	00	00	00	00	00	00	00	00
D:0xD0:	00	F0	00	00	00	00	00	00	00	00	00	00	00	00	00
D:0xE0:	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
D:0xF0:	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
D01:0x00:	00	00	00	00	00	00	00	02	01	51	01	00	00	00	00
D01:0x10:	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
D01:0x20:	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
D01:0x30:	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00

Simulation

t1: 50.34596800 sec

L:2 C:1

CAP: NUM| SCRL| OVR: R/W



Registers

Register	Value
Regs	
r0	0x00
r1	0x00
r2	0x00
r3	0x00
r4	0x00
r5	0x00
r6	0x00
r7	0x00
Sys	
a	0x00
b	0x00
sp	0x07
sp_max	0x0b
PC	0x0000
aux1	0x00
dptr	0x0000
states	0
sec	0.000000
psw	0x00

delay_1s.asm MAC.asm

```
1  ORG 0H
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3  ORG 100H
4  MAIN:
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23     MOV B, 75H
24     MUL AB
25     CALL ADD16
```

Command

Running with Code Size Limit: 2K
Load "C:\S4\EE 337 Microprocessors Lab\3. Lab 3
LA Port1
E char D:70h = 18H,24H,0CH,03H,02H,06H
E char D:70h = 0DFH,0E4H,01H,00H,0FFH,0F1H
E char D:70h = 0FFH,0FFH,0FFH,0FFH,0FFH,0FFH

>

ASM ASSIGN BreakDisable BreakEnable BreakKill

Memory 1

Address: D:50H

D:0x50:	02	FA	03	00	00	00	00	00	00	00	00	00	00	00	00
D:0x60:	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
D:0x70:	FF	FF	FF	FF	FF	FF	00	00	00	00	00	00	00	00	00
D:0x80:	FF	07	00	00	00	00	00	10	00	00	00	00	00	00	0C
D:0x90:	FF	00	00	00	F8	FF	FE	00	00	00	00	00	00	00	00
D:0xA0:	FF	00	00	00	00	00	00	00	00	00	00	00	00	00	00
D:0xB0:	FF	00	00	00	00	00	00	00	00	00	00	00	00	00	00
D:0xC0:	03	00	00	14	00	00	00	00	00	00	00	00	00	00	00
D:0xD0:	01	F0	00	00	00	00	00	00	00	00	00	00	00	00	00
D:0xE0:	02	00	00	00	00	00	00	00	00	00	00	00	00	00	00
D:0xF0:	FE	00	00	00	00	00	00	00	00	00	00	00	00	00	00

Call Stack + Locals

Memory 1

Memory 2

Address: D:70H

D:0x70:	FF	FF	FF	FF	FF	FF	00	00	00	00	00	00	00	00	00
D:0x80:	FF	07	00	00	00	00	10	00	00	00	00	00	00	00	0C
D:0x90:	FF	00	00	00	F8	FF	FE	00	00	00	00	00	00	00	00
D:0xA0:	FF	00	00	00	00	00	00	00	00	00	00	00	00	00	00
D:0xB0:	FF	00	00	00	00	00	00	00	00	00	00	00	00	00	00
D:0xC0:	03	00	00	14	00	00	00	00	00	00	00	00	00	00	00
D:0xD0:	01	F0	00	00	00	00	00	00	00	00	00	00	00	00	00
D:0xE0:	02	00	00	00	00	00	00	00	00	00	00	00	00	00	00
D:0xF0:	FE	00	00	00	00	00	00	00	00	00	00	00	00	00	00
D01:0x00:	00	00	00	00	00	00	00	00	02	01	51	01	00	00	00
D01:0x10:	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
D01:0x20:	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
D01:0x30:	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00

Simulation

t1: 50.34187000 sec

L2 C:1

CAP_NUM SCRL OVR: R/W

sp 0x07
sp_max 0x10

Project Registers

ASM ASSIGN BreakDisable BreakEnable BreakKill BreakList BreakSet BreakAccess COVERAGE  Call Stack + Locals  Memory 1









