;Write a program that takes a BCD number from memory location 8090H, and displays the multiplication table in a port at interval of two seconds (approximately). (Assume the number at address 8090H will not exceed nine). Let 8090H contains 05 then display 05 first and after 2 second display 10 and again after 2 seconds 15 and so on up to 50.

```
MVI A,8 ;Put your BCD number here (<=09H(09D))
STA 8090H ;With Timer
MOV L,A
MVI A,00H
MVI H,00H

L1: MOV A,H
INR E ;E = counter
ADD L
OUT 40H
CALL L4
MOV H,A
MOV A,E
CPI 0AH
MOV A,H
JNC L2
JMP L1

L2: JZ L3
JMP L1

L4: LXI D,0FFFFH ;Approx 0.5 sec delay
L5: DCX D
MOV A,D
ORA E
JNZ L5

LXI D,0FFFFH ;Approx 0.5 sec delay
L6: DCX D
MOV A,D
ORA E
```

```
JNZ L6

LXI D,0FFFFH ;Approx 0.5 sec delay
L7: DCX D
MOV A,D
ORA E
JNZ L7

LXI D,0FFFFH ;Approx 0.5 sec delay
L8: DCX D
MOV A,D
ORA E
JNZ L8

RET

L3: HLT
```

;Write a program that takes a BCD number from memory location 8090H, and displays the multiplication table in a port at interval of two seconds (approximately). (Assume the number at address 8090H will not exceed nine). Let 8090H contains 05 then display 05 first and after 2 second display 10 and again after 2 seconds 15 and so on up to 50.

```
MVI A,8 ;Put your BCD number here (<=09H(09D))
STA 8090H ;Without Timer
MOV L,A
MVI A,00H
MVI H,00H

L1: MOV A,H
INR E ;E = counter
ADD L
OUT 40H
MOV H,A
```

```
MOV A,E
CPI 0AH
MOV A,H
JNC L2
JMP L1

L2: JZ L3
JMP L1

L3: HLT
```