



**DEPARTMENT OF COMPUTER &
SOFTWARE ENGINEERING
COLLEGE OF E&ME, NUST, RAWALPINDI**



Microprocessor and Microcontroller Based Design

Lab 01

SUBMITTED TO:

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DE-42 (C&SE)-A

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Objectives:

In this lab, you will be introduced to memory segmentation, and difference between physical and logical addresses of the memory. You will also deal with the different types of addressing modes and learn how to calculate the physical addresses from logical addresses. You will also write programs that will make use of loops and jump statements.

Related Topic/Chapter in theory class:

None

Hardware/Software required:

Hardware: PC Software Tool: emu8086 v2.57

Tasks:

1. Write a program that takes a number input between 0 and 9 and then displays corresponding grade. If grade is less than 5 it should display Grade C. If grade is less than 7 it should display Grade B. If grade is greater than or equal to 7 it should display Grade A. The program should continue to run until user enters a negative number or a number greater than 9. Attach screenshot of all cases.

Solution:

org 100H

.STACK 100H

.DATA

```
PROMPT DB 13, 0ah, 'Enter a number between 0-9: $'
print1 DB 13, 0ah, 'A $' ,13, 0ah
print2 DB 13, 0ah, 'B $' ,13, 0ah  print3
DB 13, 0ah, 'C $' ,13, 0ah
```

.CODE

loop1:

```
MOV AX, @DATA      ; initialize DS
MOV DS, AX
```

```
LEA DX, PROMPT      ; ask user prompt
MOV AH, 9
INT 21H
```

```
mov ah, 1
int 21h
```

```
mov CL, AL   ; user input
sub CL, 30H
```

```

    cmp cl , 0
    jl exit

    cmp cl, 10
    jg exit

    mov bl,5
    cmp CL, BL    ;initialize bh=7
    jl C

    mov BL, 7
    cmp BL, CL    jle
AGRADE
    cmp CL, BL
    jl B
exit:
    mov ah,4ch
    int 21h

                                ;Result : ZF and CF set to ==> "ZF = 1" and "CF = 0"
                                ;Result : ZF and CF set to ==> "ZF = 0" and "CF = 0"

AGRADE:
    lea dx, print1            ;A if BL > BH =7
    mov ah,9
    int 21h
    jmp loop1

                                ;Result : ZF and CF set to ==> "ZF = 0" and "CF = 1"

    B:
    lea dx, print2            ;B if BL < BH =7
    mov ah,9
    int 21h
    jmp loop1


    C:

    lea dx, print3            ;C if BL < BH =5
    mov ah,9
    int 21h
    jmp loop1

ret

```

Output:



The screenshot shows an 80x25 character emulator screen. The text on the screen is as follows:

```
Enter a number between 0-9: 9
A
Enter a number between 0-9: 8
A
Enter a number between 0-9: 7
A
Enter a number between 0-9: 6
B
Enter a number between 0-9: 5
B
Enter a number between 0-9: 4
C
Enter a number between 0-9: 3
C
Enter a number between 0-9: 2
C
Enter a number between 0-9: 1
C
Enter a number between 0-9: -
```

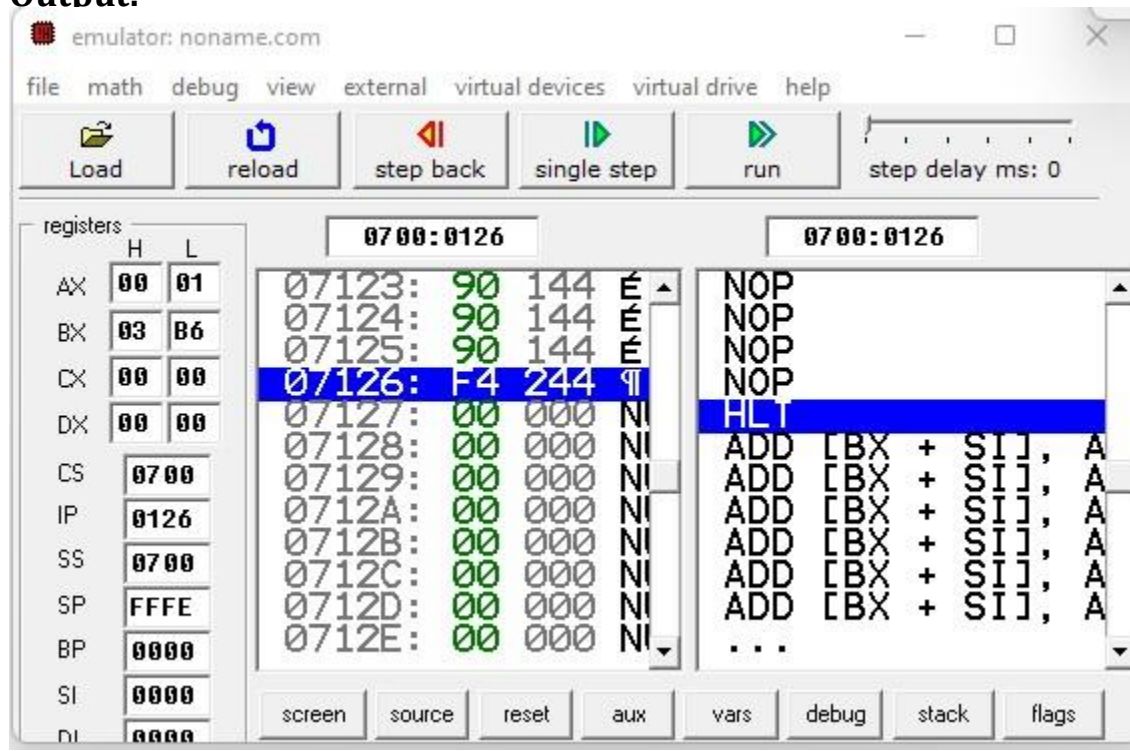
At the bottom of the screen, there is a status bar with the text "emulator screen (80x25 chars)" and a progress indicator "0/16". Below the status bar are two buttons: "clear screen" and "change font".

2. Write a program that adds following series and places result in AX. =>
95+90+85+...+5

Solution:

3. org 100h
4. .data
5. .code
6. main proc
- 7.
- 8.
9. mov ax, 1
10. mov cx, 95
11. mov bx, 0 ; This puts zero in AX
12. Label1:
13. add bx, cx
14. sub cx, 4 ; This adds int turn 1, 2, 3, ... ,10 to DX 15. loop Label1 16.
17. end mainp

Output:



Conclusion:

The LOOP instruction is a combination of a DEC and JNZ instructions. It causes execution to branch to the address associated with the LOOP instruction.