# Computer Science

Created: 11.11.2023 Last updated: 12.11.2023 Made by @Pinkulani https://pinkulani.com

## **Reduced Instruction Set (RISC)**

Reduced Instruction Set Computer (RISC) is a simpler instruction set which means it might require more instructions to achieve the same task compared to the Complex Instruction Set Computer (CISC). RISC instructions are being executed faster compared to CISC because they are simpler code.

## **Assembly**

#### **Common Instructions**

These are only instructions that I use to get my tasks done there are a lot more. All Registers like A, Rn, DPTR and Addresses can be called upon with any Code but I will only make some examples and not all. Indirect Addresses need to be changed/worked on over the DPTR.

#### **Arithmetic Operations**

<b>Operand Code</b>	Operands	Description
INC	Α	Increment Accumulator by 1
INC	Rn	Increment Register by 1
DEC	Α	Decrement Accumulator by 1
DEC	Rn	Decrement Register by 1
CLR	Α	Remove data from Accumulator
SWAP	Α	Switch Nibbles of Accumulator
DIV	Α	Divide A by B-Register
RL	Α	Rotate Data in A left by 1 place
RR	Α	Rotate Data in A right by 1 place
SETB	Bit	Set the addressed Bit to 1
CLR	Bit	Set the addressed Bit to 0
ANL	A, R <mark>n</mark>	Bitwise AND-Conjunction between A and Rn
ORL	A, Rn	Bitwise OR-Conjunction between A and Rn

### **Jump Commands**

Operand Code	Operands	Description
LJMP	(Adress)	Jump to Adress in 64K-Block
JMP	@A+DPTR	Jump to Adress made out of A and DPTR

JB	Bit, Rel	Jump if Bit is set
JNB	Bit, Rel	Jump if Bit is not set
JNZ	Rel	Jump if data is not 0
DJNZ	Rn, Rel	Decrement data by 1 and jump if not 0
CJNE	Rn, #Data, Rel	Compare Register with Constant and jump if not equal
LCALL	(Adress)	Call subprogram in 64K-Block
RET		End of subprogram
RETI		End of subprogram and delete Interrupt-Flag

# Interrupt

In special cases like manufacturing in a factory there needs to be a way to stop the current process really quickly when the emergency switch is pressed. The problem is that these emergency stops are not often used and need to be executed without any delay. There are 2 methods of processing such emergency signals.

## **Polling**

## **Interrupt**