

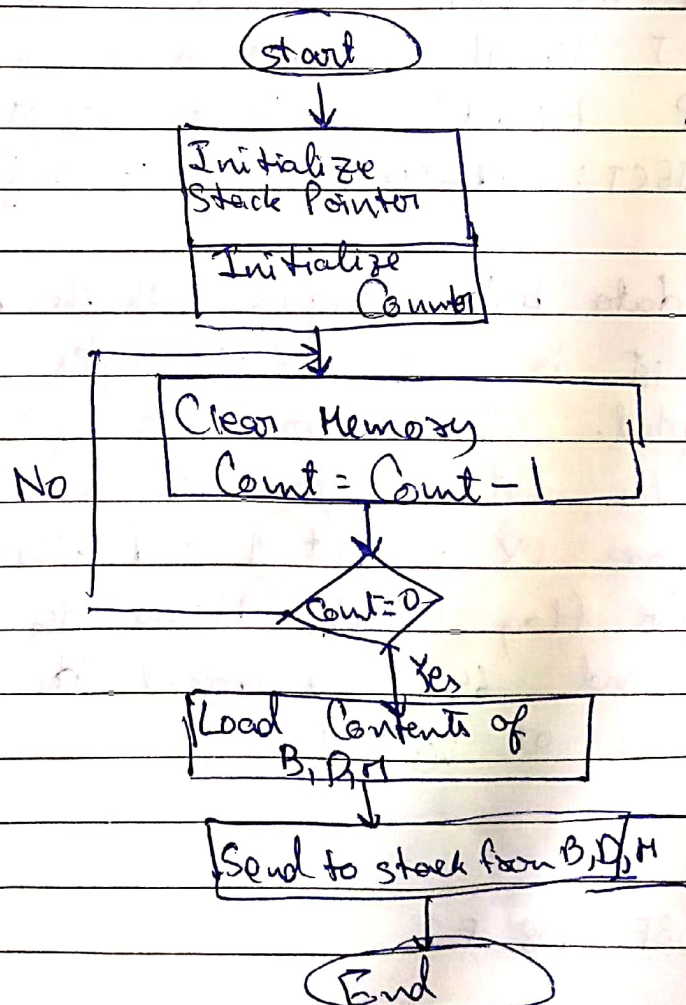
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his

d)

```

LXI SP, 0099H
MVI A, 0FH
LXI H, XX90H
CLEAR: MVI M, 00H
        INX H
        DCR A
        INC CLEAR
LXI B, 0237H
LXI D, 1242H
LXI H, 4087H
PUSH B
PUSH D
PUSH H
HLT
  
```



After the program is executed, memory locations $xx90H$ and $xx9FH$ are filled with $00H$, but some address contents changed later.

$xx92$	$00H$	$xx94$	$40H$	$xx96$	$12H$	$xx98$	$02H$
$xx93$	$87H$	$xx95$	$43H$	$xx97$	$97H$	$xx99$	$00H$

c) IN PORT1 ; $A \leftarrow DATA$
MVI B, 20H ; $B \leftarrow 20$
CMP B ; $A \Leftrightarrow B$ IF $CY=1$ OTHERS $CY=0$
JC REJECT ; $CY=1 \rightarrow$ GO REJECT LINE
JM REJECT ; $S=1 \rightarrow$ GO REJECT LINE
SAT 4070H ; Data in accumulator stored to 4070H
JMP ACCEPT ; Go to accept line (Data is accepted)
REJECT: JMP INVL ; Data is rejected

all data bytes compare with the data in register B what it is 20. Data bytes 20 and 64 are accepted. The other data bytes are rejected because of the data bytes 19 is smaller than 20 therefore CY is set 1 and other data bytes has negative flag ($S=1$). Mean that only data bytes 20 and 64 are stored in the memory starting at 4070H.

- 20, 64
- 19, 8F, D8, F2

H, 2000H

pointer

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Ans1) a) 3 bit binary \rightarrow 12 bits to represent BCD List

LXI SP, STACK

LXI H, 2000H

XCH B

LXI H, 3000H

MVI A, 0AH

MOV C, A

LOOP: CALL Powers

PERC

JNZ LOOP

HLT

POWER: MVI B, 64H

CALL BIN TO BCD

MVI B, 0AH

CALL BIN TO BCD

MOV M, A

INX H

RET

BIN TO BCD : MVI M, FFH

NEXT: INRM

SUB B

INC NEXT

ADD B

INXH

RET

[STACK \Rightarrow xxxxH]

[starting of input]

[starting of output]

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Eg $(255)_{10} : 200H \rightarrow BCD \begin{matrix} 2 \\ 5 \\ 5 \end{matrix} \begin{matrix} 3000H \\ 3001H \\ 3002H \end{matrix}$

$(155)_{10} : 2001H \rightarrow BCD \begin{matrix} 1 \\ 5 \\ 5 \end{matrix} \begin{matrix} 3003H \\ 3004H \\ 3005H \end{matrix}$

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b) MEMORY READ CYCLE

MEMORY WRITE CYCLE

