

NATIONAL INSTITUTE OF TECHNOLOGY, SRINAGAR



Microprocessor Lab File

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Q.1 Write a 8085 assembly code for adding is 2 8-bit numbers

;there is 2 8-bit numbers.oneis stored in memory location 0026H and the other is
;is stored in input port with address 01H.Add these two number and
;store the result and carry at memory location 0027H and 0028H
;respectively .Also dispaly the result at output port 05H and the carry in port 06H

```
mvi c,00H
LXI H,0026H
MOV B,H
IN 01H
ADD B
JNC STORE
INR C
STORE: INX H
OUT 05H
MOV A,C
OUT 06H
Hlt
```

Output:

Data Stack KeyPad Memory I/O Ports			
Start	<input type="text"/>		
OK			
Address (Hex)	Address	Data	
00	0	0	
01	1	50	
02	2	0	
03	3	0	
04	4	0	
05	5	150	
06	6	0	
07	7	0	
08	8	0	
09	9	0	
0A	10	0	
0B	11	0	

Line No	Assembler Message
0	Program assembled successfully

Q.2 Write a 8085 assembly code for Subtracting 2 8-bit numbers.

;subtracting two 8-bit no. first no.is stored at mem.add.

;0050H

; and the second no.is stored in mem.address 0051H.

;stored the final result at the memory add 0053H

LXI H,0050H

MOV A,M;

INX H;

MOV B,M;

SUB B;

STA 0053H;

HLT;

The screenshot shows a 8085 assembly simulator interface. At the top, there are tabs for Data, Stack, KeyPad, Memory, and I/O Ports. The Memory tab is selected. Below the tabs, there is a 'Start' input field and an 'OK' button. The main area displays a memory dump table with three columns: Address (Hex), Address, and Data. The data at address 0050 is 33, at 0051 is 15, and at 0053 is 18. Below the memory dump, there is a table for the assembly output with two columns: Line No and Assembler Message. The output shows '0 Program assembled successfully'.

Address (Hex)	Address	Data
004C	76	0
004D	77	0
004E	78	0
004F	79	0
0050	80	33
0051	81	15
0052	82	0
0053	83	18
0054	84	0
0055	85	0
0056	86	0
0057	87	0

Line No	Assembler Message
0	Program assembled successfully

Q.4 Write a 8085 assembly code for Dividing two 8-bit numbers?

;first no.is stored in 0050H -DIVIDENT ,second no. is stored in 0051H -DIVISOR

;we have to stored the remainder in 0052H and stored the quotient in 0053H

```
LXI H,0050H;
```

```
MOV A,M;
```

```
INX H;
```

```
MOV B,M;
```

```
MVI C,00H;
```

```
LOOP: CMP B;
```

```
JC SKIP;
```

```
SUB B;
```

```
INR C;
```

```
JMP LOOP;
```

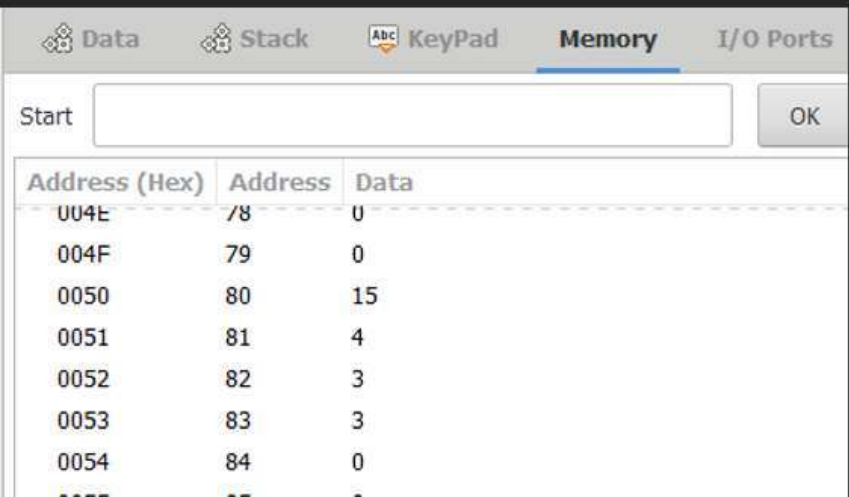
```
SKIP: STA 0052H;
```

```
MOV A,C;
```

```
STA 0053H;
```

```
HLT;
```

Output:-



Address (Hex)	Address	Data
004E	78	0
004F	79	0
0050	80	15
0051	81	4
0052	82	3
0053	83	3
0054	84	0
----	--	-

Q.5 Write a 8085 assembly code for to find the Largest in an array

;Largest element in an array stored in memory

;at 0020H the size of array let take 5

;0021H - 10

;0022H -5

;0023H -12

;24 - 15

;25H - 6

;result = 15 at 0024H and stored in 0030H

;we should also stored the 16 bit address ie 0024H

;msb stored in 0031H and lsb stored in 0032H

LXI H,0020H

MOV C,M

INX H

MOV B,M

SHLD 0031H

DCR C

LOOP: INX H

MOV A,M

CMP B

JC SKIP

SHLD 0031H

MOV B,A

SKIP: DCR C

JNZ LOOP

LXI H,0030H

MOV M,B

HLT

Output:-

RRC ; Right shift C (carry flag holds bit from A)

DCR B ; Decrement B (exponent difference)

JNZ LOOP_SHIFT

MOV A, M ; Load mantissa of the first number

ADD C ; Add the shifted mantissa of the second number

MOV M, A ; Store the result in the mantissa location

HLT;

Output:

The screenshot shows a 68000 assembly simulator interface. On the left, the 'Registers' panel displays the state of various registers: A (00), BC (00 00), DE (00 21), HL (00 1F), PSW (00 00), PC (00 18), SP (FF FF), and Int-Reg (00). The 'Flag' panel shows S (0), Z (1), AC (0), P (1), and C (0). Below these is a 'Decimal - Hex Conversion' section with input fields for 48 (Decimal) and 030 (Hex). The main assembly window shows a subroutine named 'ADD_FLOATS' starting at address 0030. The code includes comments and instructions for loading exponents, moving pointers to mantissas, calculating the difference in exponents, and shifting the mantissa. On the right, the 'Memory' panel shows a table of addresses and data:

Address (Hex)	Address	Data
002B	43	0
002C	44	0
002D	45	0
002E	46	0
002F	47	0
0030	48	2
0031	49	123
0032	50	3
0033	51	50
0034	52	0
0035	53	0
0036	54	0

Q.7 Program to add two double byte numbers.

; First 16-bit number (LSB in memory locations 2000H, MSB in 2001H)

LXI H, 2000H ; Load the address of the first number into HL

; Second 16-bit number (LSB in memory locations 2002H, MSB in 2003H)

LXI D, 2002H ; Load the address of the second number into DE

MOV A, M ; Load the LSB of the first number into the accumulator

ADD E ; Add the LSB of the second number

STAX D ; Store the result in memory (LSB of the result)

INX H ; Increment the HL pointer to point to the MSB of the first number

INX D ; Increment the DE pointer to point to the MSB of the second number

MOV A, M ; Load the MSB of the first number into the accumulator

ADC E ; Add the MSB of the second number along with the carry

STAX D ; Store the result in memory (MSB of the result)

HLT ; Halt the program

Output:-

004D	77	0
004E	78	0
004F	79	0
0050	80	30
0051	81	2
0052	82	112
0053	83	85
0054	84	50
0055	85	2
0056	86	0
0057	87	0

Line No	Assembler Message
0	Program assembled successfully

Q.8 Program to divide 4byte number with the another 4 byte number.

LXI H, 0050H ; Load the address of the dividend in memory into H

MOV A, M ; Load the first byte of the dividend into A

INX H ; Move to the next byte

MOV B, M ; Load the second byte of the dividend into B

INX H ; Move to the next byte

MOV C, M ; Load the third byte of the dividend into C

INX H ; Move to the next byte

MOV D, M ; Load the fourth byte of the dividend into D

LXI H, 0060H ; Load the address of the divisor in memory into H

MOV E, M ; Load the first byte of the divisor into E

INX H ; Move to the next byte

MOV H, M ; Load the second byte of the divisor into H

INX H ; Move to the next byte

MOV L, M ; Load the third byte of the divisor into L

INX H ; Move to the next byte

MOV M, A ; Load the fourth byte of the divisor into memory

LXI D, 5000H ; Load the address where the quotient will be stored

MVI A, 00H ; Initialize A register to 0

MVI B, 00H ; Initialize B register to 0

MVI C, 00H ; Initialize C register to 0

MVI D, 00H ; Initialize D register to 0

; Start the division loop

LOOP: MOV A, M ; Load the current byte of the dividend into A

MOV H, E ; Load the current byte of the divisor into H

SUB H ; Subtract the divisor byte from the dividend byte

MOV M, A ; Store the result back in memory

INX D ; Move to the next byte in the quotient

JNC NOBORROW ; If there's no borrow from the subtraction, don't borrow

INR C ; Increment C if there was a borrow

NOBORROW: INX H ; Move to the next byte in the divisor

INX H ; Move to the next byte in the dividend

DCR L ; Decrement L (number of bytes processed)

JNZ LOOP ; Continue the loop until all bytes are processed

HLT ; Halt the program

Address (Hex)	Address	Data
0059	89	0
005A	90	0
005B	91	0
005C	92	0
005D	93	0
005E	94	2
005F	95	2
0060	96	2
0061	97	2
0062	98	2
0063	99	0

Line No	Assembler Message
0	Program assembled successfully

Output:-

Q.9 Program to divide 8-bit number with 8-bit number up to fractional coefficient of 16 bit

MVI B, 52H ; Load the dividend (8-bit number) into register B

MVI C, 17H ; Load the divisor (8-bit number) into register C

MVI A, 00H ; Initialize the high byte of quotient (D) to zero

MVI D, 00H ; Initialize the low byte of quotient (A) to zero

XRA A ; Clear the carry flag

DIV_LOOP: RLC B ; Rotate the bits of B through carry (dividend)

RLC D ; Rotate the bits of D through carry (16-bit quotient)

MOV E, A ; Copy the low byte of the quotient (A) to E for comparison

CMP C ; Compare C with A (divisor)

JC NO_SUBTRACTION ; If no subtraction needed, skip

SUB C ; Subtract the divisor from A

MOV A, E ; Restore the low byte of the quotient from E

INR D ; Increment the high byte of the 16-bit quotient (D)

NO_SUBTRACTION: DCR C ; Decrement the divisor

JNZ DIV_LOOP ; If the divisor is not zero, continue

HLT ; Halt the program

Q.10 Program to Adding first N natural number and store result on memory location x.

;GIVING THE VALUE OF N =10

;TAKING VALUE OF X = 0050H

MVI C,0AH;

MVI A,00H;

LOOP: MOV B,C;

ADD B;

DCR C;

JNZ LOOP;

STA 0050H;

HLT;

Output:-

Address (Hex)	Address	Data
004C	76	0
004D	77	0
004E	78	0
004F	79	0
0050	80	55
0051	81	0
0052	82	0
0053	83	0
0054	84	0
0055	85	0
0056	86	0
0057	87	0
0058	88	0
Line No	Assembler Message	
0	Program assembled successfully	

Q.11 Program to Sort an array using bubble sort;

START: LXI H,0080H;

MVI D,00H;

MOV C,M;

DCR C;

INX H;

CHECK: MOV A,M;

INX H;

CMP M;

JC NEXTBYTE;

JZ NEXTBYTE;

MOV B,M;

MOV M,A;

DCX H;

```

MOV M,B;
INX H;
MVI D,01H;
NEXTBYTE: DCR C;
JNZ CHECK;
MOV A,D;
CPI 01H;
JZ START;
HLT;

```

Output:-

Address (Hex)	Address	Data
007D	125	0
007E	126	0
007F	127	0
0080	128	5
0081	129	1
0082	130	5
0083	131	11
0084	132	32
0085	133	50
0086	134	0
0087	135	0
0088	136	0

Line No	Assembler Message
0	Program assembled successfully

Q.12 Program to find the factorial of a number;

```

LXI H,0050H;
MOV B,M;
MVI D,01H;
FACTORIAL: CALL MULTIPLY;

```

```

DCR B;
JNZ FACTORIAL;
INX H;
MOV M,D;
HLT;
MULTIPLY: MOV E,B;
MVI A,00H;
MULTIPLY_LOOP: ADD D;
DCR E;
JNZ MULTIPLY_LOOP;
MOV D,A;
RET;

```

Output:-

Address (Hex)	Address	Data
004C	76	0
004D	77	0
004E	78	0
004F	79	0
0050	80	5
0051	81	120
0052	82	0
0053	83	0
0054	84	0
0055	85	0
0056	86	0
0057	87	0
0058	88	0

Line No	Assembler Message
0	Program assembled successfully

Q.13 Program to find the 1's and 2's compliment of a giving number;

```

LDA 0050H;
MVI B,01H;
CMA;

```


STA 0051H;

ADD B;

STA 0052H;

HLT;

Address (Hex)	Address	Data
004E	78	0
004F	79	0
0050	80	4
0051	81	251
0052	82	252
0053	83	0
0054	84	0
0055	85	0
0056	86	0
0057	87	0
0058	88	0
0059	89	0

Line No	Assembler Message
0	Program assembled successfully

Output:-

Q.14 Program to find addition of 2 four BYTE number;

;taking value 10,10,10,10 in 0100H to 0103H and

;taking value 10,20,30,40 in 0200H to 0203H

LDA 0100H;

LXI H,0200H;

MOV B,M;

ADC B;

STA 0300H;

INX H;

LDA 0101H;

MOV B,M;

```

ADC B;
STA 0301H;
INX H;
LDA 0102H;
MOV B,M;
ADC B;
STA 0302H;
INX H;
LDA 0103H;
MOV B,M;
ADC B;
STA 0303H;
HLT;

```

Address (Hex)	Address	Data
004E	78	0
004F	79	0
0050	80	4
0051	81	251
0052	82	252
0053	83	0
0054	84	0
0055	85	0
0056	86	0
0057	87	0
0058	88	0
0059	89	0

Line No	Assembler Message
0	Program assembled successfully

Output:-