

Chapter-9

Stack and Subroutines

9.1 STACK

The stack in an 8085 microcomputer system can be described as a set of memory locations in the R/W memory, specified by programmer in main memory. The beginning of the stack is defined in program by using the instruction LXI SP, 16-bit memory address of a stack.

INSTRUCTIONS

<u>Opcode</u>	<u>Operand</u>
LXI	SP, 16-bit memory address of a stack
PUSH	Rp
PUSH	B
PUSH	D
PUSH	H
PUSH	PSW

<u>Opcode</u>	<u>Operand</u>
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POP	Rp
POP	B
POP	D
POP	H
POP	PSW

9.2 SUBROUTNE

A subroutine is a group of instructions written separately from main program to perform a function that occurs repeatedly in the main program. A subroutine is like a procedure or function of a high-level language and it is called using the instruction CALL 16-bit memory address of a subroutine.

INSTRUCTIONS

<u>Opcode</u>	<u>Operand</u>
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CALL	16-bit memory address of a subroutine
RET	

9.21 Illustrative Program: Traffic Signal Controller

PROBLEM STATEMENT

Write a program to provide the given on/off time to three traffic lights (Green, Yellow, and Red) and two pedestrian signs (WALK and DON'T WALK). The signal lights and signs are turned on/off the data bits of an output port as shown below:

<u>Lights</u>	<u>Data Bits</u>	<u>On Time</u>
1.Green	D0	15 seconds
2.Yellow	D2	5 seconds
3. Red	D4	20 seconds
4. WALK	D6	15 seconds
5. DON'T WALK	D7	25 seconds

PROBLEM ANALYSIS

<u>Time</u>	<u>DON'T</u> <u>WALK</u>	<u>WALK</u>		<u>Red</u>		<u>Yellow</u>		<u>Green</u>	<u>Hex</u>
0	D ₇	D ₆	D ₅	D ₄	D ₃	D ₂	D ₁	D ₀	
↓ (15)									
15	0	1	0	0	0	0	0	1 =	41H
↓ (5)									
20	1	0	0	0	0	1	0	0 =	84H
↓ (20)									
40	1	0	0	1	0	0	0	0 =	90H

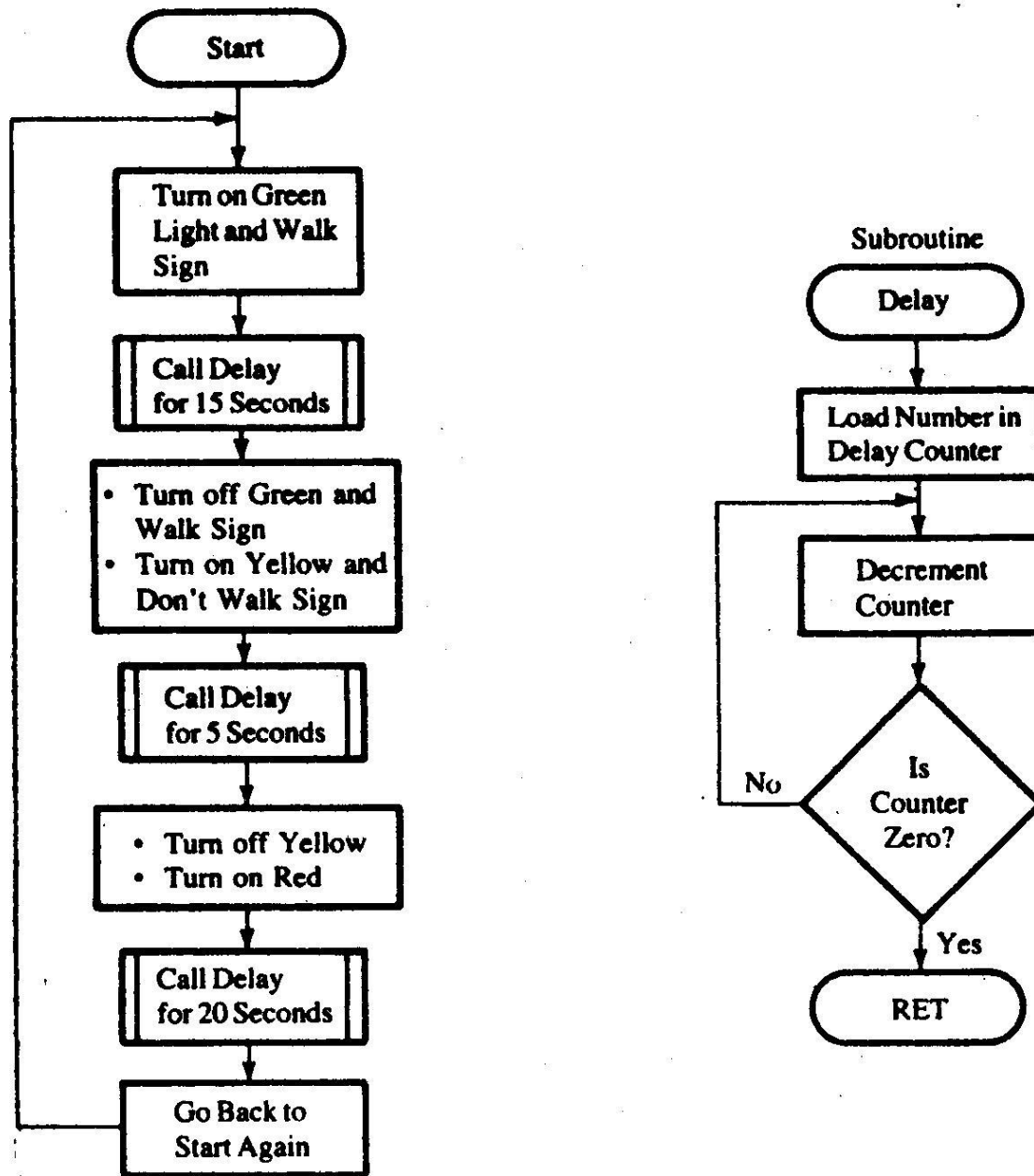


FIGURE 9.13

PROGRAM

LXI SP, XX99H

START:

MVI A, 41H
OUT PORT#

MVI B, 0FH
CALL DELAY

MVI A, 84H
OUT PORT#

MVI B, 05H
CALL DELAY

MVI A, 90H
OUT PORT#

MVI B, 14H
CALL DELAY

JMP STATR

DELAY:	PUSH D PUSH PSW
SECOND:	LXI D, COUNT CALL DELAY
LOOP:	DCX D MOV A,D ORA E JNZ LOOP DCR B JNZ SECOND POP PSW POP D RET