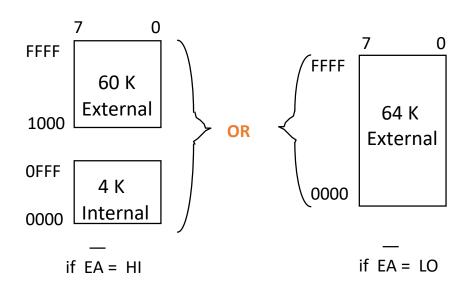
Data movement instructions

Of 8051

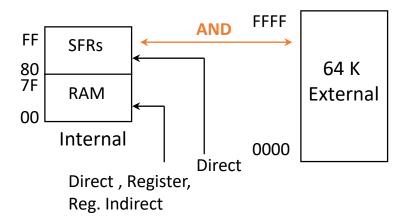
Memory organization of 8051

Program Memory



- All instructions
- Constant Data
 - Look up tables
 - Jump tables
- Using MOVC

Data Memory



- Any data
- Using MOV (internal memory)
- Using MOVX (external memory)

MOV

• 8-bit data transfer for internal RAM and the SFR.

MOV A, Rn MOV A, direct MOV A, @Ri MOV A, #data

MOV @Ri, A MOV @Ri, direct MOV @Ri, #data MOV Rn, A MOV Rn, direct MOV Rn, #data

MOV direct, #data MOV direct, A MOV direct, Rn MOV direct, direct MOV direct, @Ri

- MOVC
- Move Code Byte to the accumulator
 - Load the accumulator with a byte from program memory.
 - Only one way data transfer possible
 - Must use indexed addressing
 - Only two instructions of 8051 can read from code memory
 - MOVC A, @A+DPTR
 - MOVC A, @A+PC

MOVX

- Data transfer between the accumulator and a byte from external data memory.
- Only register indirect addressing mode is supported.
- Move data from external data memory to accumulator
 - MOVX A, @Ri
 - MOVX
 A, @DPTR
- Move data from accumulator to external data memory
 - MOVX @Ri, A
 - MOVX @DPTR, A

• PUSH / POP

- Push; write a data byte on the stack.
- Pop; read a data byte from the stack.
- The data byte is identified by a direct address from the internal RAM locations.

• Examples:

- PUSH DPL
- PUSH 56H
- POP 40H

XCH

- Exchange accumulator and a byte variable
- XCH A, Rn
- XCH A, direct
- XCH A, @Ri

XCHD

- Exchange lower digit of accumulator with the lower digit of the memory location specified.
- XCHD A, @Ri
- The lower 4-bits of the accumulator are exchanged with the lower 4bits of the internal memory location identified indirectly by the index register.
- The upper 4-bits of each are not modified.

8051 Data Movement - summary

MOV # MOV D Α @R MOV D, MOV @R, D D R A @R A

8051 Data Movement - summary

Move From Program Memory

MOVC

A, @A+DPTR

Acc←Rom(A+DPTR) Acc←Rom(A+PC)

A, @A+PC

Move between External Data RAM and accumulator

MOVX

A, @R

A, @DPTR

MOVX

@R, A

@DPTR, A

Others

PUSH

D

POP

D

Rn

XCH

A, R

D

@R

SWAP Rn Acc F

XCHD A, @R