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## **Experiment 4: Write a program to add N 8-bit numbers stored at consecutive locations starting from 2050H and store their 16 bit sum at following address.**

Memory Address	Assembly code	Hex code	Comments
0000	LXI H, 2050H	21 50 20	Loads data at memory position 2050H to Reg H
0003	MOV C, M	4E	Moves data in memory to reg C.
0004	MVI A, 00H	3E 00	Stores value 00 to reg A
0006	MVI E, 00H	1E 00	Stores value 00 to reg E.
0008	BACK: INX H	23	Increase value of reg H by 1.
0009	ADD M	86	Adds value in memory with accumulator value and stores it in accumulator
000A	JNC NEXT	D2 0E 00	Jumps to Label Next if no carry
000D	INR E	1C	Increase value of reg E by 1
000E	NEXT: DCR C	0D	Decrease value in reg C by 1
000F	JNZ BACK	C2 08 00	Jump to label BACK if c not zero
0012	INX H	23	Increase value of reg H by 1
0013	MOV M,A	77	Move value stored in A to memory
00014	INX H	23	Increase value of reg H by 1
0015	MOV M, E	73	Move value stored in E to memory
0016	HLT	76	HALT

### **Procedure:**

Step – 1: Writing program in memory.

1. Press Reset
2. Press SET/MEM
3. Type in Address 0000
4. Press Enter
5. Type 1<sup>st</sup> Hex Code (Here 21)
6. Press Enter

## 7. Follow Step 5 and 6 to type in all Hex Codes

### Step – 2: Assigning Values to the Address Location

1. Press Reset
2. Press SET/MEM
3. Type in Address of 1<sup>st</sup> Location (Here 2050)
4. Press Enter
5. Enter value of N (total count of numbers)
6. Press Enter
7. Enter a number
8. Press Enter
9. Repeat Step 7 and 8 N-1 times

### Step – 3: Executing the Program

1. Press Reset to Clear buffer
2. Press Go
3. Enter Starting address of program (Here 0000)
4. Press Execute

### Step – 4: Checking the Output

1. Press Reset and clear the buffer
2. Press Go
3. Enter Result Location (Here 2050+ value of N+1)
4. You will get here the sum of N digits in Hexadecimal format

### Output:

The screenshot shows the 8085 Simulator interface. On the left, the Assembly Language Editor window displays the following program:

```
LXI H, 2050H  
MOV M,A  
MOV A,00H  
MOV F,00H  
BACK: INX H  
ADD M  
JNC NEXT  
DEC C  
NEXT: DCR C  
JNZ BACK  
INX H  
MOV M,A  
INX H  
MOV M,E  
HLT
```

On the right, the Memory Editor window shows the memory dump starting at address 0000H:

Memory Address	Value
0000	21
0001	50
0002	20
0003	4E
0004	3E
0006	1E
0008	23
0009	86
000A	07
000B	0E
0009	1C
000E	00
000F	C2
0010	08
0012	23
0013	77
0014	23
0015	73
0016	76
2050	05
2051	FF
2052	AB
2053	3E
2054	E9
2055	12
2056	E4
2057	02

At the bottom of the Memory Editor window, there are three radio buttons:

- Show entire memory content
- Show only loaded memory location
- Store directly to specified memory location





