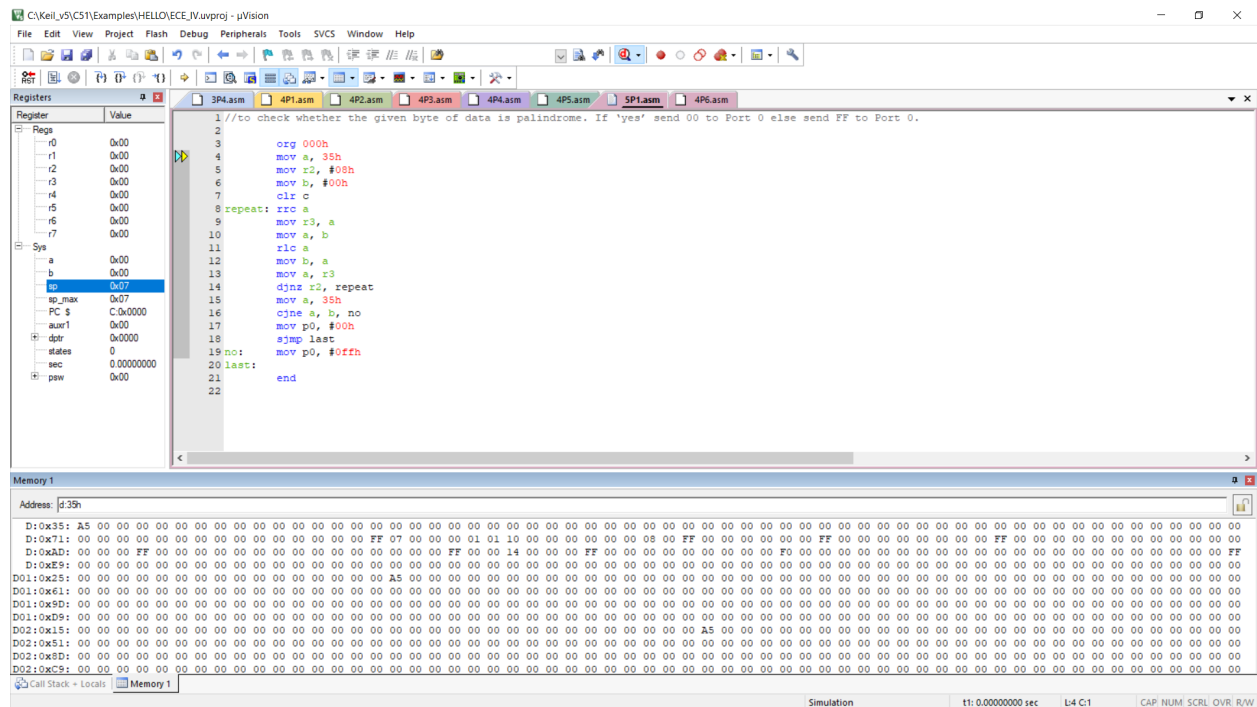


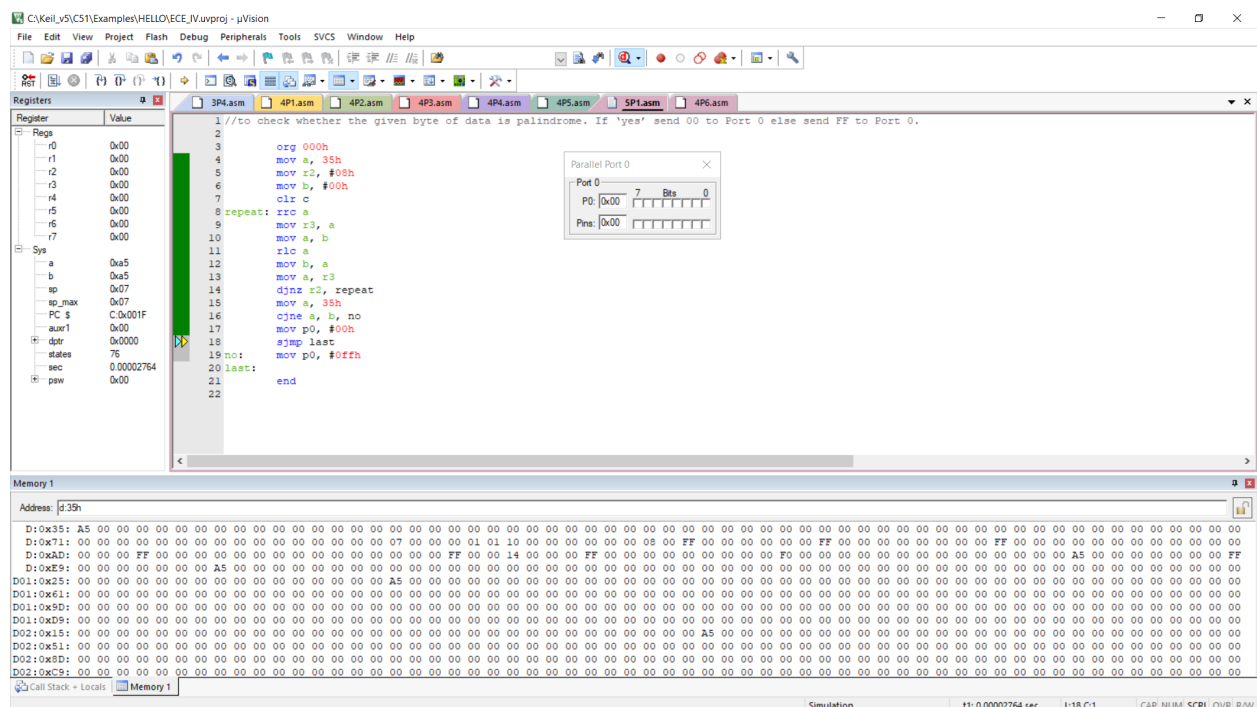
## SET 5

Write an 8051 assembly level program to check whether the given byte of data is palindrome. If 'yes' send 00 to Port 0 else send FF to Port 0

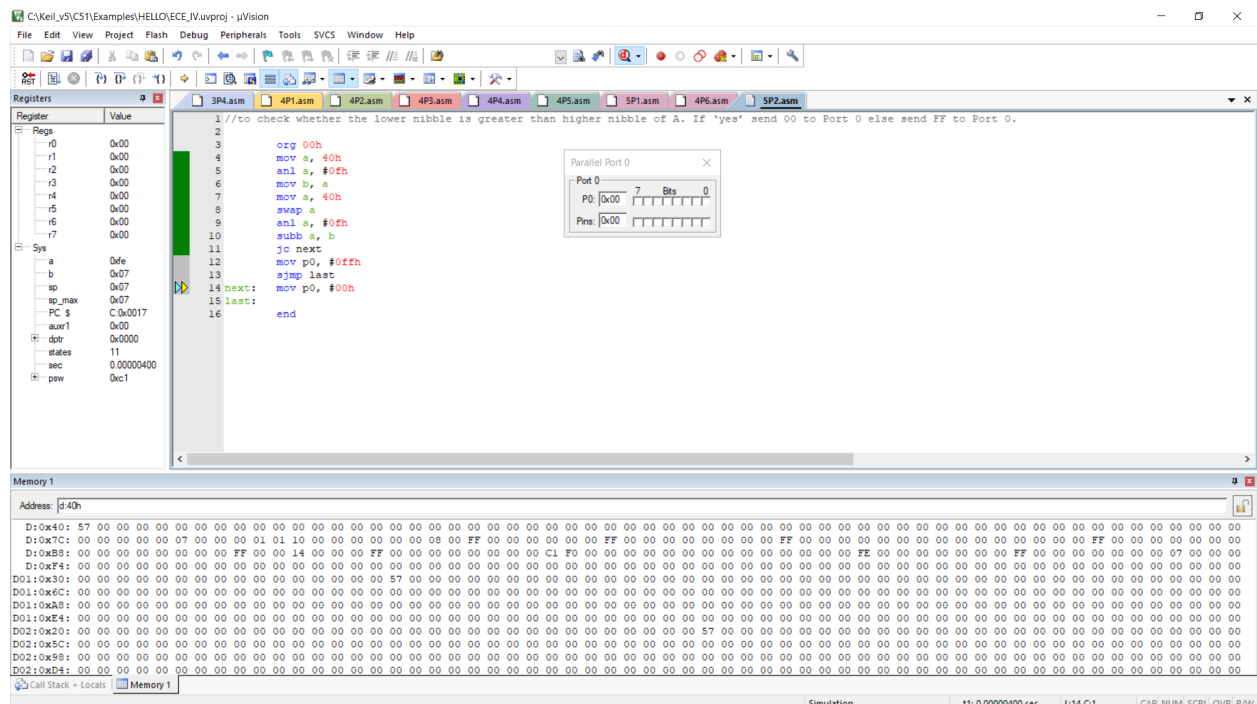
Before execution:



After execution:



Before execution:



Write an 8051 assembly level program to convert 2 digit BCD to ASCII numbers and store them in location 30h(LSB) and 31h(MSB)

Before execution:

The screenshot shows the Keil uVision IDE with the assembly code for the program. The code is as follows:

```
1 //to convert 2 digit BCD to ASCII numbers and store them in location 30h(LSB) and 31h(MSB)
2
3 org 00h
4 mov a, 40h
5 mov b, a
6 anl a, #0fh
7 add a, #30h
8 mov 30h, a
9 mov a, b
10 anl a, #0f0h
11 swap a
12 add a, #30h
13 mov 31h, a
14 end
15
```

The registers window shows the initial state of the registers. The memory window shows the initial state of memory, with address 240h selected.

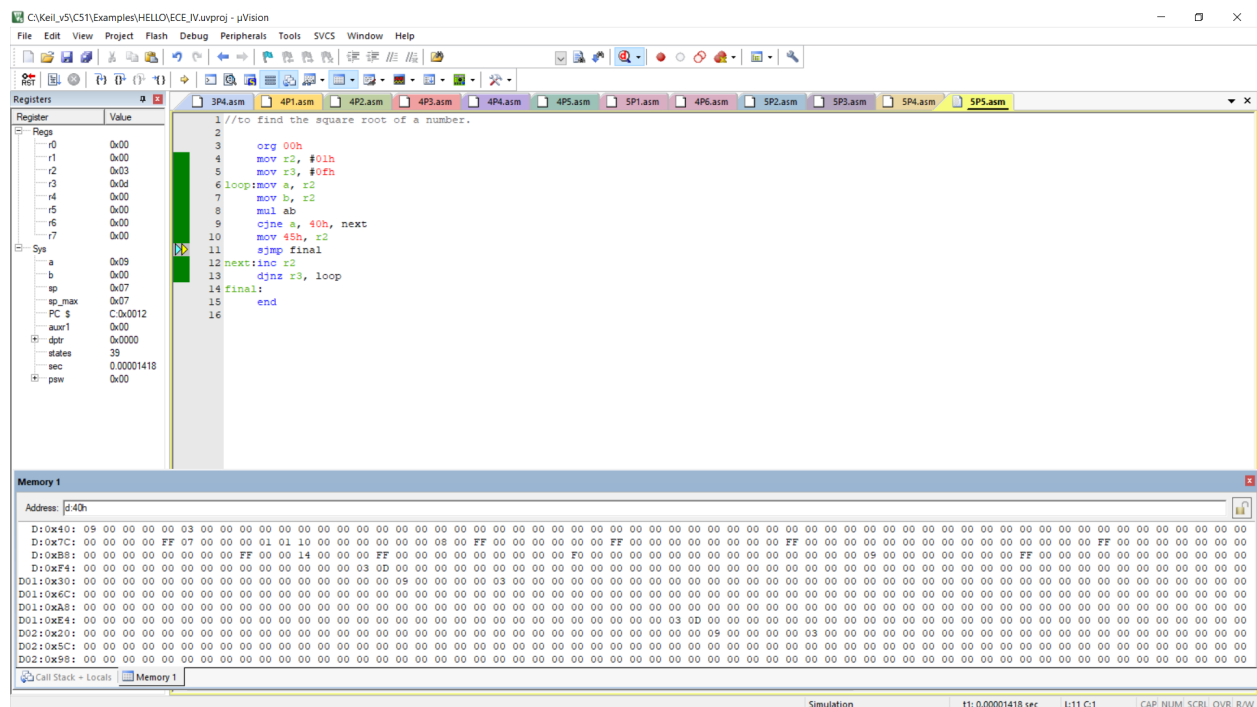
After execution:

The screenshot shows the Keil uVision IDE with the assembly code for the program. The code is as follows:

```
1 //to convert 2 digit BCD to ASCII numbers and store them in location 30h(LSB) and 31h(MSB)
2
3 org 00h
4 mov a, 40h
5 mov b, a
6 anl a, #0fh
7 add a, #30h
8 mov 30h, a
9 mov a, b
10 anl a, #0f0h
11 swap a
12 add a, #30h
13 mov 31h, a
14 end
15
```

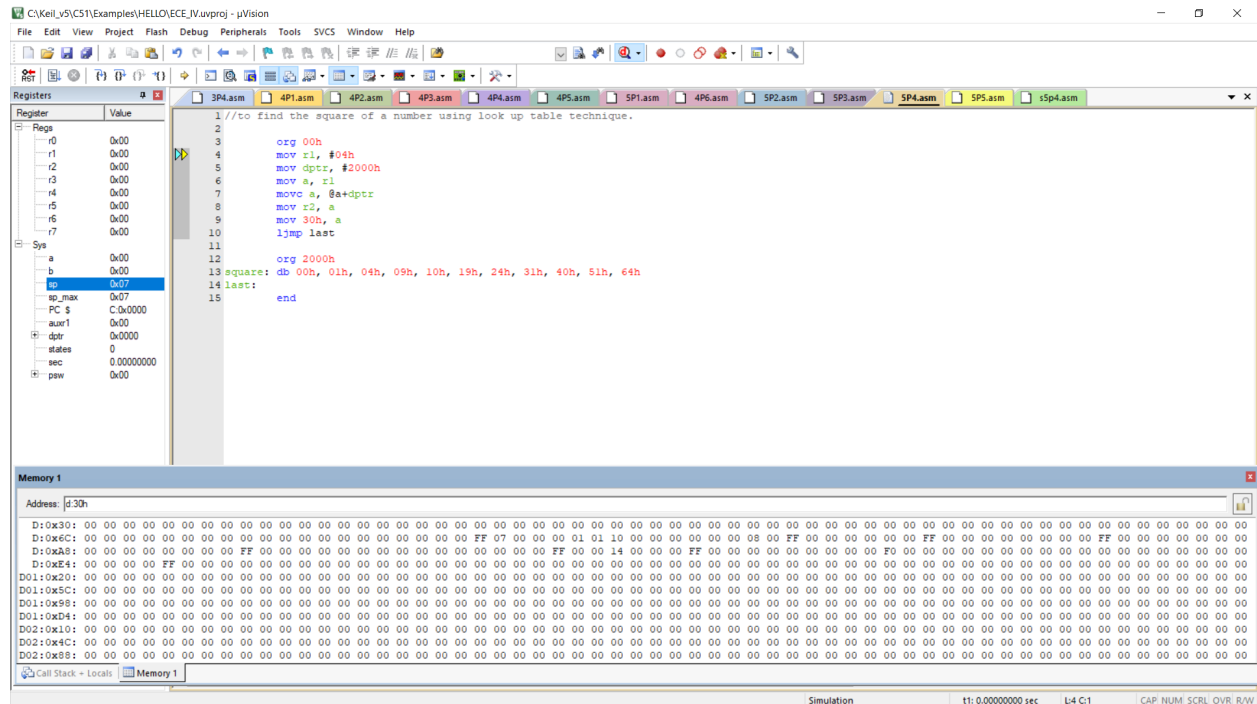
The registers window shows the state of the registers after execution. The memory window shows the state of memory after execution, with address 230h selected.

Before execution:



Write an 8051 assembly level program to find the square of a number using lookup table technique.

Before execution:



After execution:

