

Microprocessors Lab.

ARYTHMETIC OPERATIONS AND
STACK



Arythmetic Operations

- ▶ Addition: **ADD**

Adds two arguments:

$$A = A + x$$

The first argument is always the Accumulator register,
the second can be one of the following:

- ▶ Register (R0 to R7),
- ▶ Direct address of a memory,
- ▶ Indirect address „pointed” by R0 or R1 (@R_i),
- ▶ 8-bit data.

The result is stored in the Accumulator

Arythmetic Operations

► Subtraction: **SUBB**

Subtracts two arguments taking into account the carry flag (C) :

$$A = A - x - C$$

The first argument is always the Accumulator register, the second can be one of the following:

- Register (R0 to R7),
- Direct address of a memory,
- Indirect address „pointed” by R0 or R1 (@R_i),
- 8-bit data.

The result is stored in the Accumulator



Arythmetic Operations

► Multiplication **MUL**

Multiplies values stored in Accumulator and B register. The result can be higher than the 8-bit number range. Therefore, the result is stored in two registers i.e., A (lower 8 bits) and B (higher 8 bits).

Arythmetic Operations

► Division **DIV**

Divides values stored in Accumulator (denominator) and B register (nominator). The result is stored in two registers i.e., A and B . The Accumulator holds the integer part of the result. The B register holds the remainder after division.

Stack – LIFO que

- ▶ Stack pointer SP – memory address where the stack begins.
 - ▶ Default: SP=07H. The data is stored from address 08H.
 - ▶ Changing the stack pointer to memory address 60H:
MOV SP,#60H ;
 - ▶ Storing data on the stack:
PUSH direct;
 - ▶ Retrieving data from the stack:
POP direct;
 - ▶ PUSH and POP operations use direct addressing only



Number input

```
LCALL WAIT_KEY;
```

- ▶ Waits for a key from the matrix keyboard.
- ▶ **This subroutine stores the value of the pressed key into Accumulator and modifies the PSW register.**

Binary-Coded Decimal format

- ▶ BCD format
 - ▶ class of binary encodings of decimal numbers where each decimal digit is represented by a fixed number of bits
 - ▶ unpacked BCD uses a full byte for each digit
 - ▶ packed BCD encodes two decimal digits within a single byte.
 - ▶ Example: 91 encoded in packed BCD - 10010001B = 91H