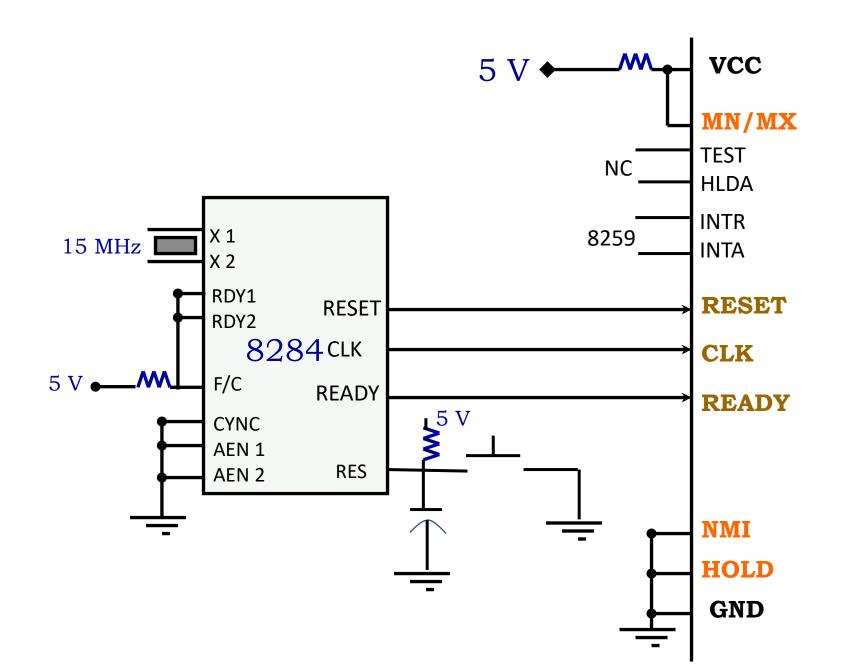
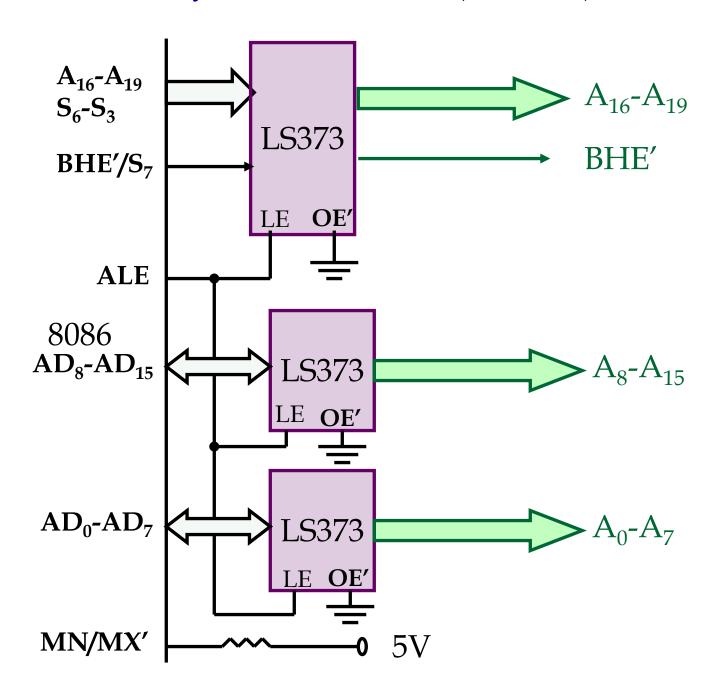
## GROUP-12

HARDWARE DESIGN

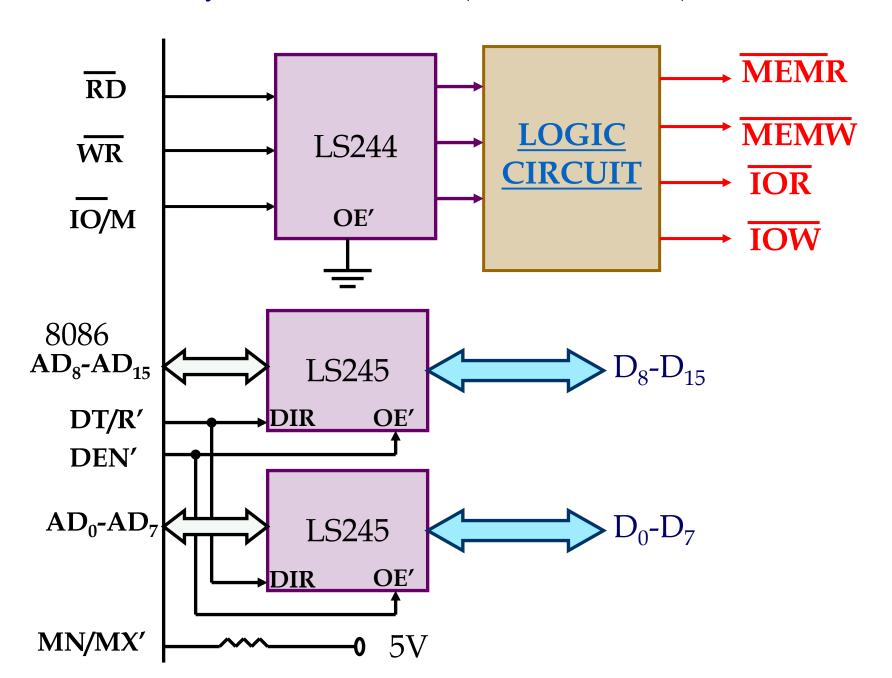
## 8086 Inputs



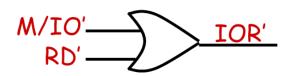
## System Bus of 8086 (Address)



## System Bus of 8086(Data + Control)



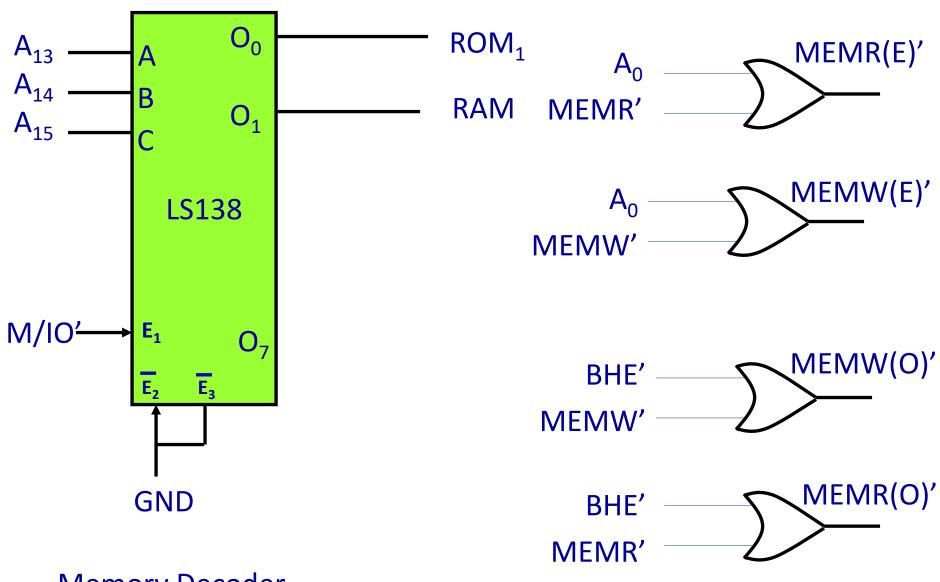
#### Memory & I/O Decoding





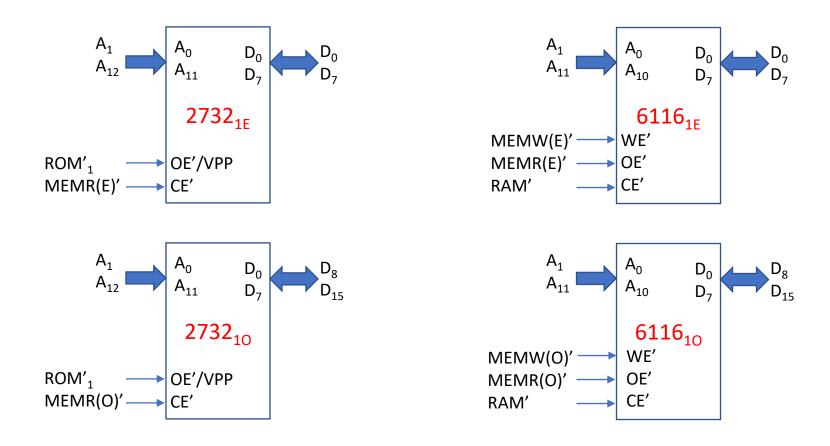
M/IO'	RD'	WR'	Bus cycle
1	0	1	MEMR'
1	1	0	MEMW'
0	0	1	IOR'
0	1	0	IOW'

#### **Memory Decoding**

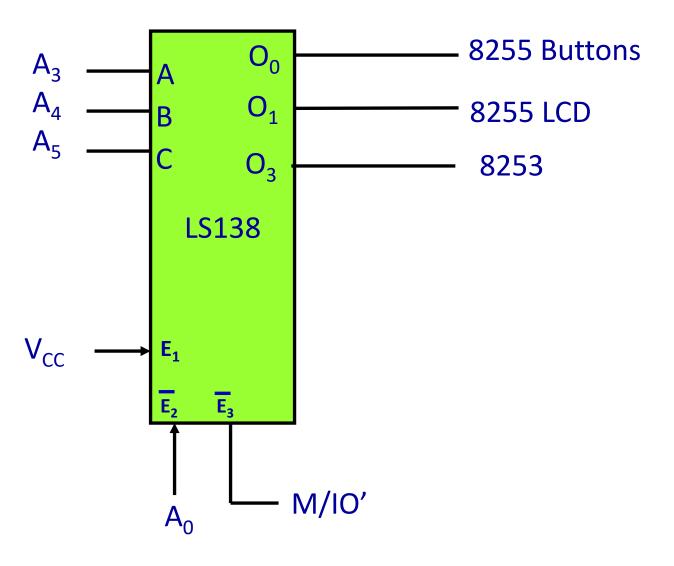


**Memory Decoder** 

#### **Memory Interfacing**

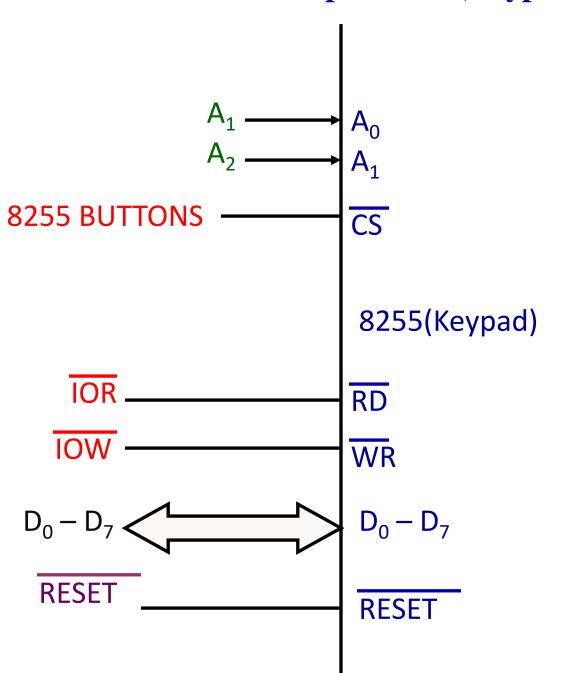


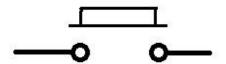
## I/O Decoding



I/O Decoder

### Interface to the processor(Keypad)





**Push Button** 

## **Keyboard Interfacing(Port A)**

PA0	PA1	PA2	PA3	PA4	PA5	PA6	PA7	HEX VALUE	BUTTO N
1	1	1	1	1	1	1	0	FE <sub>H</sub>	0
1	1	1	1	1	1	0	1	$FD_H$	1
1	1	1	1	1	0	1	1	FB <sub>H</sub>	2
1	1	1	1	0	1	1	1	F7 <sub>H</sub>	3
1	1	1	0	1	1	1	1	EF <sub>H</sub>	4
1	1	0	1	1	1	1	1	$DF_H$	5
1	0	1	1	1	1	1	1	BF <sub>H</sub>	6
0	1	1	1	1	1	1	1	7F <sub>H</sub>	7

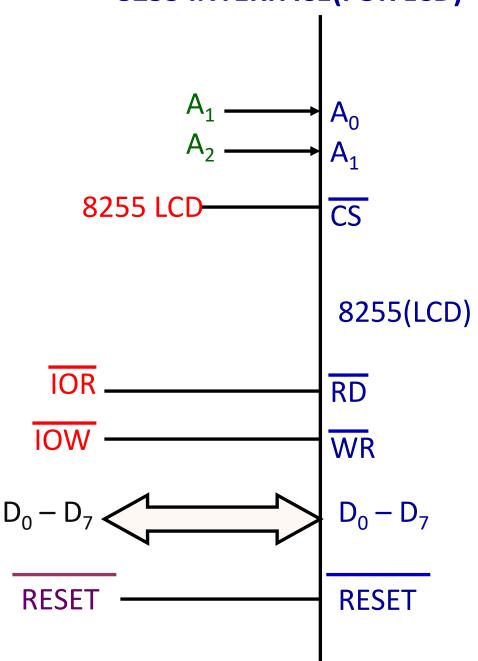
## **Keyboard Interfacing(Port B)**

PB0	PB1	PB2	PB3	PB4	PB5	PB6	PB7	HEX VALUE	BUTTO N
1	1	1	1	1	1	1	0	FE <sub>H</sub>	8
1	1	1	1	1	1	0	1	$FD_H$	9
1	1	1	1	1	0	1	1	FB <sub>H</sub>	Y
1	1	1	1	0	1	1	1	F7 <sub>H</sub>	N
1	1	1	0	1	1	1	1	EF <sub>H</sub>	Enter
1	1	0	1	1	1	1	1	DF <sub>H</sub>	Backsp ace
1	0	1	1	1	1	1	1	$BF_H$	Cancel
0	1	1	1	1	1	1	1	7F <sub>H</sub>	Item Code

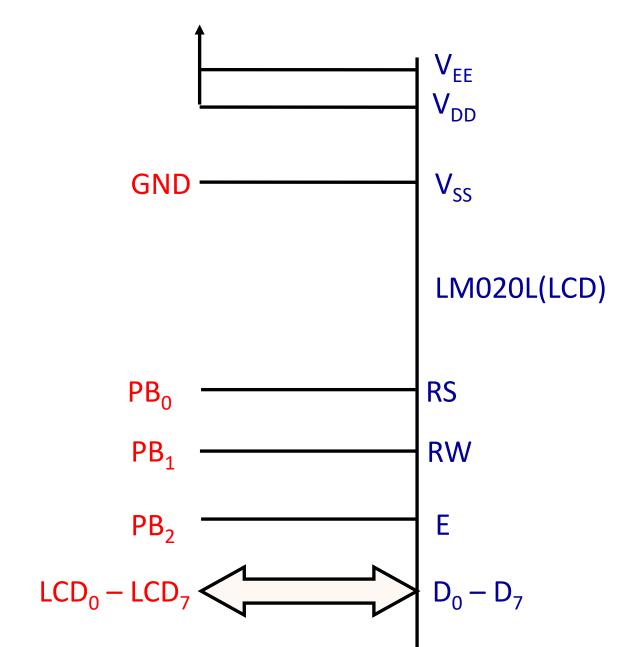
## **Keyboard Interfacing(Port C)**

PC0	PC1	PC2	PC3	PC4	PC5	PC6	PC7	HEX VALUE	BUTTO N
1	1	1	1	1	1	1	0	FE <sub>H</sub>	Quantit y
1	1	1	1	1	1	0	1	$FD_H$	Total
1	1	1	1	1	0	1	1	FB <sub>H</sub>	Mode
1	1	1	1	0	1	1	1	F7 <sub>H</sub>	Trans
1	1	1	0	1	1	1	1	EF <sub>H</sub>	Progra m
1	1	0	1	1	1	1	1	DF <sub>H</sub>	Add Item
1	0	1	1	1	1	1	1	BF <sub>H</sub>	Del Item
0	1	1	1	1	1	1	1	7F <sub>H</sub>	Cost

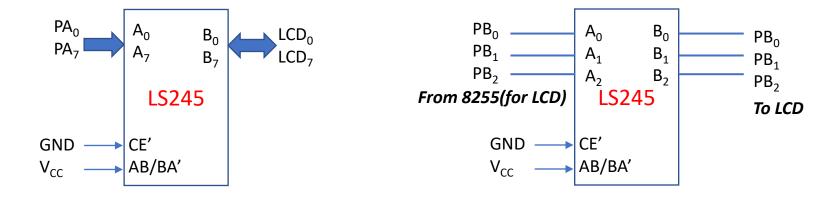
## 8255 INTERFACE(FOR LCD)



### **LCD** Interfacing



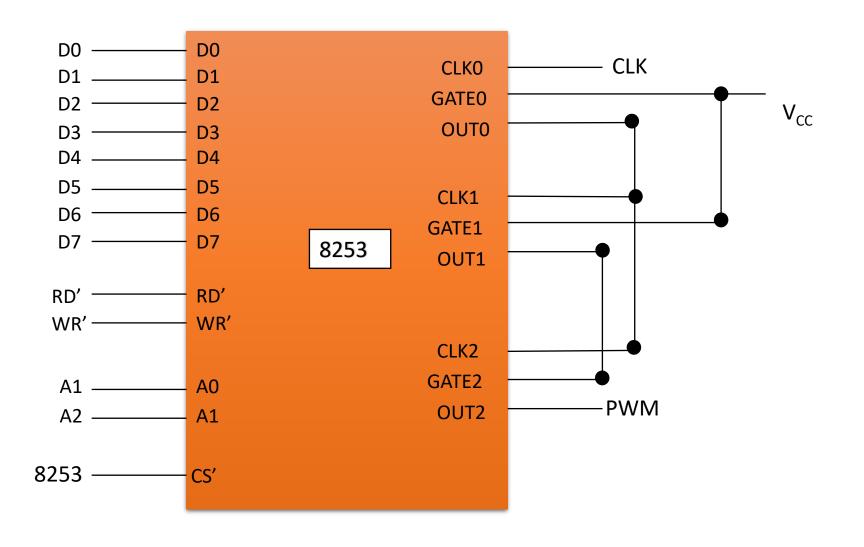
## **Buffer for LCD Interfacing**

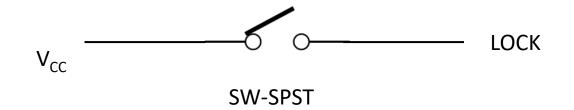


Buffer for PA[0..7]

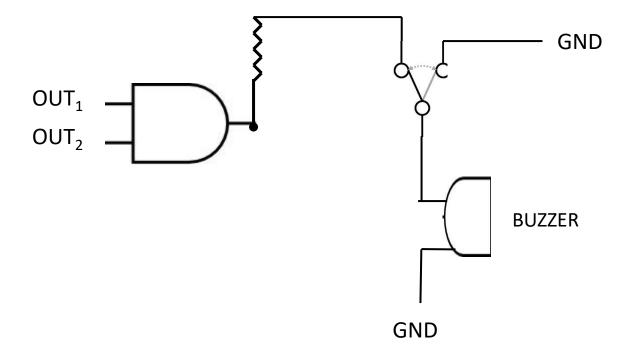
Buffer for PB[0..2]

# 8253 Interfacing





## **LOCK**



## **BUZZER**