

### Program 8 :

Write a program to mask off the significant 4 bits of a given hexadecimal number, and store the answer in memory location 2200H. Let the given number be B3H.

Address	Label	OPCode	OPerand	Comments
8000h	<del>MV</del>	MVI	A, B3h	Move immediately B3H into A
8002h		ANI	F0h	Perform <del>and</del> <sup>bitwise</sup> AND operation of Accumulator data and (F0) <sub>16</sub>
8004h		STA	2200h	Store resultant data in 2200H
8007h		HLT		Halt