SSN COLLEGE OF ENGINEERING DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING UCS 1512-MICROPROCESSOR LAB MODEL PRACTICALS

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Semester:5

Questions:

- 1. To write an ALP code in 8086 to sort numbers located in memory addresses XX00 in descending order.
- 2. To write ALP code in 8051 to convert a number from HEX to BCD

SORTING:

Algorithm:

We are sorting an array in descending order.

- 1. Initialize the data and code segment, variables.
- 2. Move starting address of data segment to DS
- 3. Initialize AH to 0 and transfer the contents of count to AL register
- 4. JUMP CONDITION: HERE:- Move AX to CX register and starting address of matrix/memory to SI register
- 5. JUMP CONDITION: HERE1: Move the contents pointed by SI register to the BL register.
- 6. Compare the value in BL register and the value pointed at location SI +1
 - > If BL < [SI +1] then JUMP TO NEXT, else
 - > Swap BL and [SI +1] and transfer the contents of BL register to [SI]
- 7. JUMP CONDITION: NEXT:-
 - > Increment SI, loop HERE1 until CX becomes 0
 - > Decrement AX
- 8. End Program

Program:

assume cs:code, ds:data data segment count dw 0009h

```
org 0010h
   matrix1 db 88h,77h,33h,22h,11h,44h,55h,66h,00h
data ends
code segment
   org 0100h
start:
   mov ax,data
   mov ds,ax
   mov ax,count
   dec ax
here:
   mov cx,ax
   mov si, offset matrix1
here1:
   mov bl, [si]
   cmp bl,[si+1]
   jge next
   xchg bl,[si+1]
   mov[si],bl
next:
   inc si
   loop here1
   dec ax
   jnz here
mov cx,count
mov ah,4ch
int 21h
code ends
```

OUTPUT:

end start

| TOO HOLES | | | | | | | | | | | | | | | | | | |
|----------------|-------|------|------|------|------|----|-----|----------|-------|--------|-------|------|-----|-----|--------|--------|-------|---|
| DOSBo | x 0.7 | 4-3, | Ср | u sp | eed | | 300 | 0 cycle: | s, Fr | ame | eskij | o 0, | Pro | gra | | = | | × |
| 076C:011B | EZF1 | 1 | | | L | OP | | 010E | | 100 10 | | | | | 100.00 | | | |
| 076C:011D | 48 | | | | DI | EC | | AX | | | | | | | | | | |
| 076C:011E 75E9 | | | JNZ | | | | | 0109 | | | | | | | | | | |
| -d 076a:0000 | | | | | | | | | | | | | | | | | | |
| 076A:0000 | 09 | 00 | 00 | 00 | 00 | 00 | 00 | 00-00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | | | |
| 076A:0010 | 88 | 77 | 33 | 22 | 11 | 44 | 55 | 66-00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | . w3". | DUf | |
| 076A:0020 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00-00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | | | |
| 076A:0030 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00-00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | | | |
| 076A:0040 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00-00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | | | |
| 076A:0050 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00-00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | | | |
| 076A:0060 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00-00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | | | |
| 076A:0070 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00-00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | | | |
| -g | | | | | | | | | | | | | | | | | | |
| Program te | rmin | nate | ed 1 | norr | na I | ly | | | | | | | | | | | | |
| -d 076a:00 | 000 | | | | | | | | | | | | | | | | | |
| 076A:0000 | 09 | 00 | 00 | 00 | 00 | 00 | 00 | 00-00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | | | |
| 076A:0010 | 77 | 66 | 55 | 44 | 33 | 22 | 11 | 00-88 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | wf UD3 | ····· | |
| 076A:0020 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00-00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | | | |
| 076A:0030 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00-00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | | | |
| 076A:0040 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00-00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | | | |
| 076A:0050 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00-00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | | | |
| 076A:0060 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00-00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | | | |
| 076A:0070 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00-00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | | | |

Fig 1: Descending Order Output.

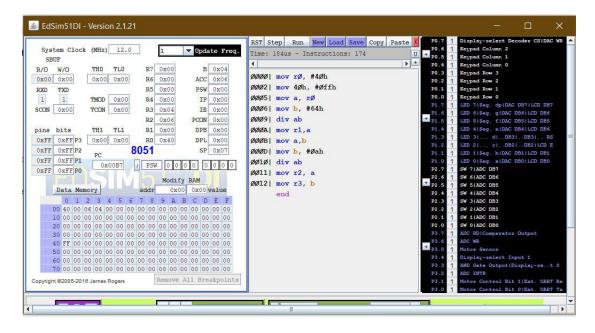
8051 ASSEMBLY LEVEL PROGRAMMING:

To do Hexa to BCD conversion in 8051

ALGORITHM:

- 1. The input is given in r0 which will be out hexa input.
- 2. This input is divided by 64 and assigned to r1 (hundreds digit)
- 3. Then it is divided by 0a and assigned to r2 and the remainder to r3.
- 4. We get resulting 10s and Units digit.
- 5. Convert the decimal code to binary and answer is obtained

CODE AND OUTPUT:



40 is converted to 0604 which to BCD gives 01100100

RESULT:

The given ALP problems were coded and neccesary output was taken.