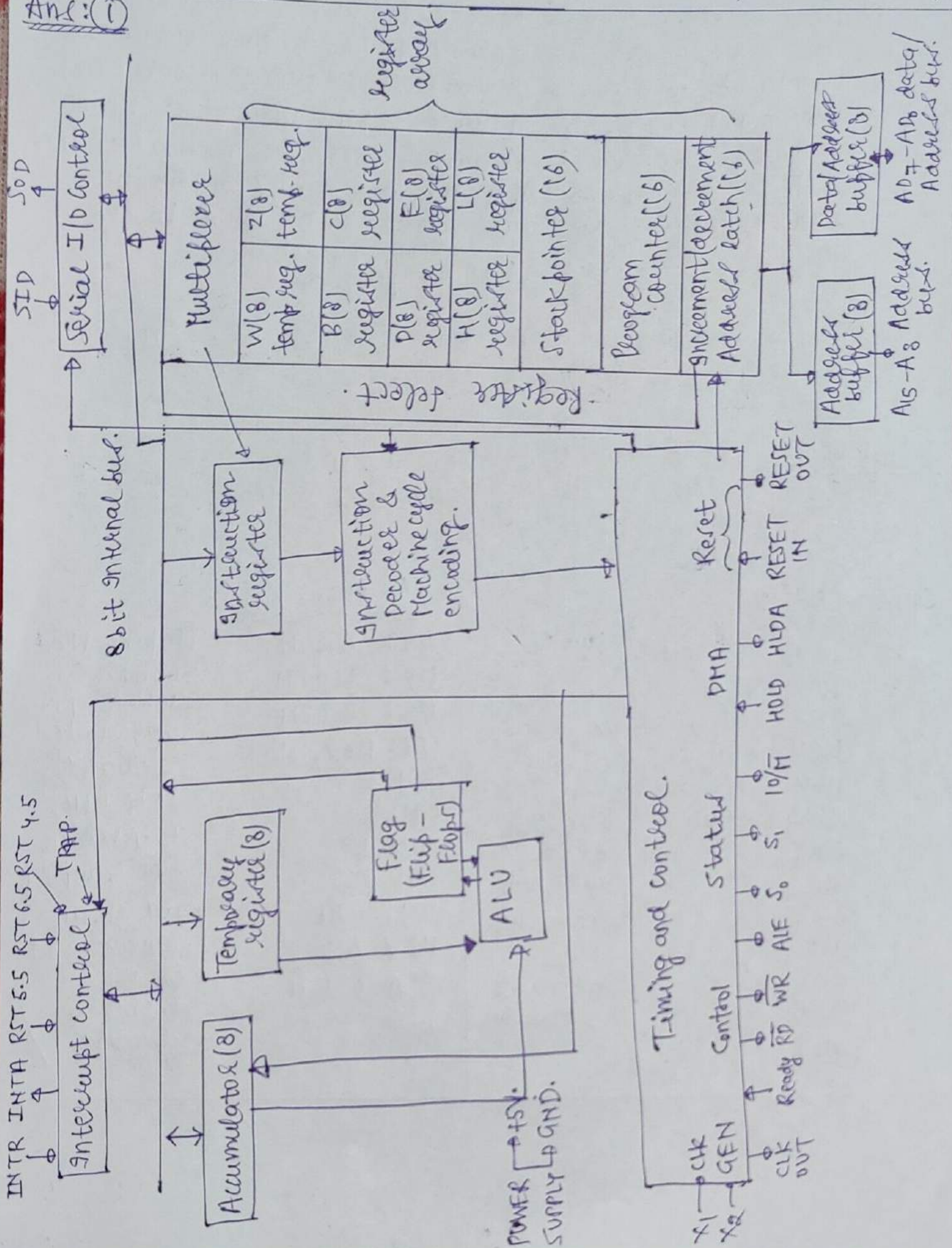


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Ans: (1)



Solution: (2):-

MVI B, 05> B loads to 05; means contains 05
MVI C, 06> C loads to 06; means contains 06
MVI D, 07> D loads to 07; means contains 07-
MOV A, B> A will contain now 05. after ins.
ADD C> A will contain 0B now. after ins.
ADD D> After this ins, A will contain 0F.
STA 8052H> will store result of 'A' to 8052H
HLT> stops the program.
memory location

so 8052 memory location now contains 0F. Ans

Solution: 3:-

MVI A, EFH
STA 0000H
HLT

} This is direct
accessing method.

Solution: (4):-

LDA 0000H : Number
MOV B, A : is stored
ANI 0FH : at 0000
MOV C, A : memory
MOV A, B : location
ANI 0FH : and
RRC : sum of
RRC : digits
RRC : will get
RRC : stored at
ADD C : 0009
STA 0009H : memory
HLT. : location.

Solution: (6):-

MVI A, 03H
MVI L, 01H
MVI D, 00H
CAP: MOV C, L
INR L
INRL
INR D
SUB C
JNZ CAP
MOV A, D
STA 0013H
HLT.

[Taking the
number
(whose sq. rt.
have to be
calculated)
to be 03H,
as given in
the example]
(and storing
square root
in 0013
memory
location.)

Solution: (5)

The microprocessor interprets the first byte as opcode always, and second and third byte (if present) as data. In this way, it will differentiate them off.

Solution (7):-

```
MVI A, 05H } or LDA 0000H
MOV L, A
MOV D, A
DCR L
CAM: MOV D, L
MOV E, A
DCR D
DAN: ADDE
DCR D
JNZ DAN
DCR L
JNZ CAM
STA 0013H
HLT
```

⇒ "data stored at 0000H and finally storing factorial value at 0013H memory location."

Solution: 8:-

```
LDA 0001H
MOV B, A
LDA 0000H
ADC B
STA 0011H
MVI A, 00H
ADC A
STA 0010H
HLT
```

Solution: (9):-

```
LDA 0000H
CMA
STA 0010H
HLT.
```

Solution: (1b) :-

LDA 0000H

MOV B, A

LDA 0001H

CMP B

JC smaller

MOV A, B

smaller: STA 0010H

HLT.
