

Lab 2: Experiments in XPO86 kit

Task 1: Study and the following programs and answer the following questions.

Q. Write an ALP in XPO86 kit to read two digits(0-F in hexa) from the keyboard , add them and display the results in the display of the kit.

ANS:-

```
MOV AH,08
INT A1
MOV BL,AL
INT A1
ADD AL,BL
SUB AL,30
MOV DL,AL
MOV AH,02
INT A2
INT A5
```

INPUT:3,4

OUTPUT:7

INPUT :4,5

OUTPUT:9

Q.2, Write an ALP in XPO86 kit that accepts a hexadecimal number and convert to its equivalent gray code. Display the same on the Display.

Ans:

```
1000:0100 DB 00,01,03,02,06,07,05,04,00,01,02,03,04,05,06,07
MOV BX,1000
MOV DS,BX
MOV BX,0100
MOV AH,08
INT A1
```

```

SUB AL,30
XLAT
ADD AL,30
MOV DL,AL
MOV AH,02
INT A2
INT A5

```

Task 2: Familiarization of Hyper terminal

To display a message on the LCD of a microcomputer using monitor calls.

ALGORITHM:

1. Initialize the data segment and the message to be displayed.
2. Set function value for display.
3. Point to the message and run the interrupt to display the message in the CRT.

PROGRAM:

```

0000                                DISP SEGMENT
ASSUME CS: DISP DS:DISP, ES:DISP

0100                                ORG 0100H
0100 EB 0F 90      STRT: JMP SKIP_DATA
0103 47 4F 4F 44 20 4D MSG1: DB "GOOD MORNING ",03H
      4F 52 4E 49 4E 47
      20 03
0111 B8 10FF      SKIP_DATA: MOV AX,10FFH ; INIT OF SP FOR KIT
0114 8B E0      MOV SP, AX                ; MOV AX, AX  ON PC
0116 0E                PUSH CS            ; INIT FOR DS
0117 1F                POP DS              ; LOAD KIT INTS
                                   (A0- BF) IN PC USING
0118 B8 0000      MOV AX, 0000H           ; ES is used as SCPD to
011B 8E C0      MOV ES,AX                 ; STORE DATA.
011D CD AC      INT 0ACH                  ; Clear to new line
011F BB 0103 R    MOV BX, OFFSET MSG1     ; Pointer to message table
                                   Ending in ETX

```

```

0122  CD AF    INT 0AFH                ; Display message.
0124                      DISP ENDS
                                END

```

RESULT:

A message is displayed on the LCD of a microcomputer using MONITOR calls

PROGRAM: ARRANGE THE SET OF ARRAYS IN ASCENDING ORDER

| SRC SEGM :ADDR | OP- CODE | LABEL | MNEMONIC S | OPERAND | COMMENT |
|-------------------|-------------|--------|---------------|-------------|---|
| 1000:0100 | B9 05 00 | | MOV | CX,0005 | Get the count value CX=05h |
| 1000:0103 | 49 | | DEC | CX | Decrementing the CX value by 1 |
| 1000:0104 | 89 CA | | MOV | DX,CX | Move the content of CX to DX |
| 1000:0106 | BF 00 11 | | MOV | DI,1100 | Initialize DI to 1100H |
| 1000:0109 | 8A 05 | LOOP1: | MOV | AL,[DI] | Move the content of DI to AL |
| 1000:010B | 47 | | INC | DI | Increment DI register |
| 1000:010C | 8A 1D | | MOV | BL,[DI] | Get the second value & move it to BL |
| 1000:010E | 38 D8 | | CMP | AL,BL | Compare AL and BL |
| 1000:0110 | 73 06 | | JC | LOOP2(0118) | If AL is greater than BL then go to label location |
| 1000:0112 | 4F | | DEC | DI | Decrement the DI value |
| 1000:0113 | 88 1D | | MOV | [DI],BL | Move the content of BL to DI |
| 1000:0115 | 47 | | INC | DI | Increment the DI value |
| 1000:0116 | 88 05 | | MOV | [DI],AL | Move the AL value to DI |
| 1000:0118 | E2 EF | LOOP2 | LOOP | LOOP1(0109) | Decrement the count value by 1 and check whether it is zero or not |
| 1000:011A | 89 D1 | | MOV | CX,DX | Reload the count value |

| | | | | | |
|-----------|-------|--|------|------|---|
| 1000:011C | E2 E6 | | LOOP | 0104 | Decrement the count value and check whether it is zero or not |
| 1000:011E | CD A5 | | INT | A5 | Return to command mode |

OBSERVATION :-

| INPUT | | OUTPUT | |
|----------------|------|----------------|------|
| SRC SEGM :ADDR | DATA | SRC SEGM :ADDR | DATA |
| 0000:1100 | 22 | 0000:1100 | 11 |
| 0000:1101 | 55 | 0000:1101 | 22 |
| 0000:1102 | 44 | 0000:1102 | 44 |
| 0000:1103 | 11 | 0000:1103 | 55 |
| 0000:1104 | 66 | 0000:1104 | 66 |

PROGRAM: CONVERT 8 BIT DECIMAL VALUE TO ASCII VALUE

| SRC SEGM :ADDR | OP-CODE | MNEMONICS | OPERAND | COMMENT |
|----------------|----------|-----------|---------|---|
| 1000:0100 | BF 00 11 | MOV | DI,1100 | Initialize DI to 1100H |
| 1000:0103 | 8A 05 | MOV | AL,[DI] | Get the value to be converted |
| 1000:0105 | 04 30 | ADD | AL,30 | To convert the decimal value into ASCII we have to add 30H with the content of AL |
| 1000:0107 | 3C 3A | CMP | AL,3A | Finding whether the added value is less than 3A(or)not |

| | | | | |
|-----------|-------|-----|---------|--|
| 1000:0109 | 72 0A | JC | 0115 | If it is so then the control will be transferred to the address location |
| 1000:010B | 3C 40 | CMP | AL,40 | If it is not so then the added value will be compared with 40H |
| 1000:010D | 73 04 | JNC | 0113 | If carry=0 then the control will be transferred to address location |
| 1000:010F | 04 07 | ADD | AL,07 | If carry=1 then the AL value will be added with value of 07H |
| 1000:0111 | EB 02 | JMP | 0115 | After the addition the control will be transferred to address location |
| 1000:0113 | B0 FF | MOV | AL,FFH | Move the value FFH to AL |
| 1000:0115 | 47 | INC | DI | Increment DI register |
| 1000:0116 | 89 05 | MOV | [DI],AL | Move the content of AL to DI |
| 1000:0118 | CD A5 | INT | A5 | Return to command mode |

OBSERVATION :-

| INPUT | | OUTPUT | |
|----------------|------|----------------|------|
| SRC SEGM :ADDR | DATA | SRC SEGM :ADDR | DATA |
| 0000:1100 | 00 | 0000:1101 | 30 |
| 0000:1100 | 07 | 0000:1101 | 37 |
| 0000:1100 | 40 | 0000:1101 | FF |

Assignment

Q1: Display your name on the LCD of a microcomputer using MONITOR calls

Q2: Find largest number among 10 nos stored in memory specific memory location.

Q3: Convert 8 bit ASCII value to Decimal value.

Q4: Select three small problems of your own and write three assembly language program and test in XPO86 kit

Due on 10th August (5 PM- Hardware Lab, submit handwritten copy)