D:\nnm24ee127\exp1\exp 1c\exp1.c

```
// To perform arithmetic operations like addition, subtraction, multiplication and division on 8-bit
     unsigned numbers.
 2
    //TILAK POOJARY
 3
    //NNM24EE127
4
    //EXPERIMENT 1C
 6
    #include<reg51.h>
    unsigned char num1=0xC7, num2=0xB2, sum, difference, reminder, quotient;
8
    unsigned int product;
9
    void main(void)
10
11
      //ADDITION OF TWO NUMBER AND DISPLAY IN PORT 2 THE RESULT AND PSW STATUS IN P1
                                                    //adding number 0xC7 with 0xB2 and storing result 0x79
12
      sum=num1+num2;
     in the variable sum
13
     P2=sum;
                                                    //displaying the result 0x79in the port 2
      P1=PSW>>7;
                                                    //DISPLAYING THE VALUE IN CARRY BY SHIFTING PSW 7 TIMES
14
15
      //SUBSTRACTION OF TWO NUMBERS AND DISPLY IN PORT 2 THE RESULT AND PSW STATUS IN P1
16
17
      difference=num1-num2;
                                                   //subtracting 0xc7 with 0xb2 and storing result 0x15 in
    differene
18
     P2=difference;
                                                   //displaying result in p2
      P1=PSW>>7;
                                                   //displaying the psw stauts d7 in p1 port by shifting psw
19
     7 times
20
      //DIVISION OF TWO NUMBERS AND DISPLAY THE QUOTIENT IN P2 AND REMINDER IN P1
21
22
       quotient=num1/num2;
                                                   //dividing 0xc7 with 0xb2 and storing in quotient
23
      reminder=num1%num2;
                                                   //0xc7%0xb2 to get reminder and storing in reminder
24
      P2=quotient;
                                                    //dispalying quotient in port 2
25
                                                   //dispalying reminder in port 1
      P1=reminder;
26
27
      //MULTIPLICATION OF TWO NUMBERS AND DISPLAY HIGHER NIBBLE IN P1 AND LOWER NIBBLE P2
                                                    //multiplying 0xc7 with 0xb2 and storing in product and
28
      product=num1*num2;
     it is an 16bit answer
29
      P2=product;
                                               //displaying value of only lower nibble of product by anding
     with 0x00ff
     P1=product>>8;
                                                     //displaying higher nibble of product by shiffting right
30
     side to 8 times
31
     }
32
```

33