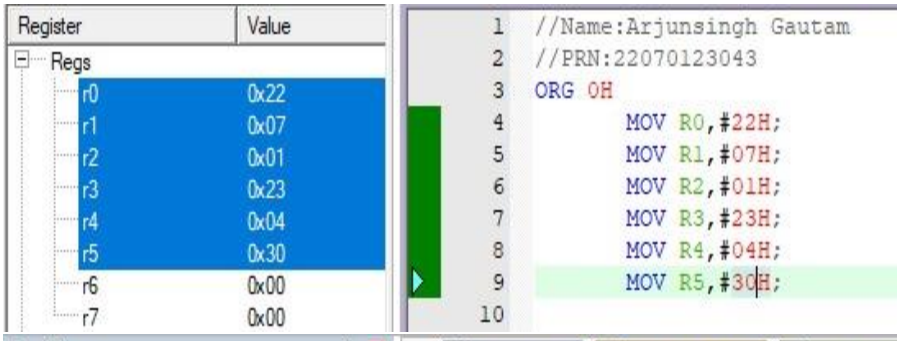
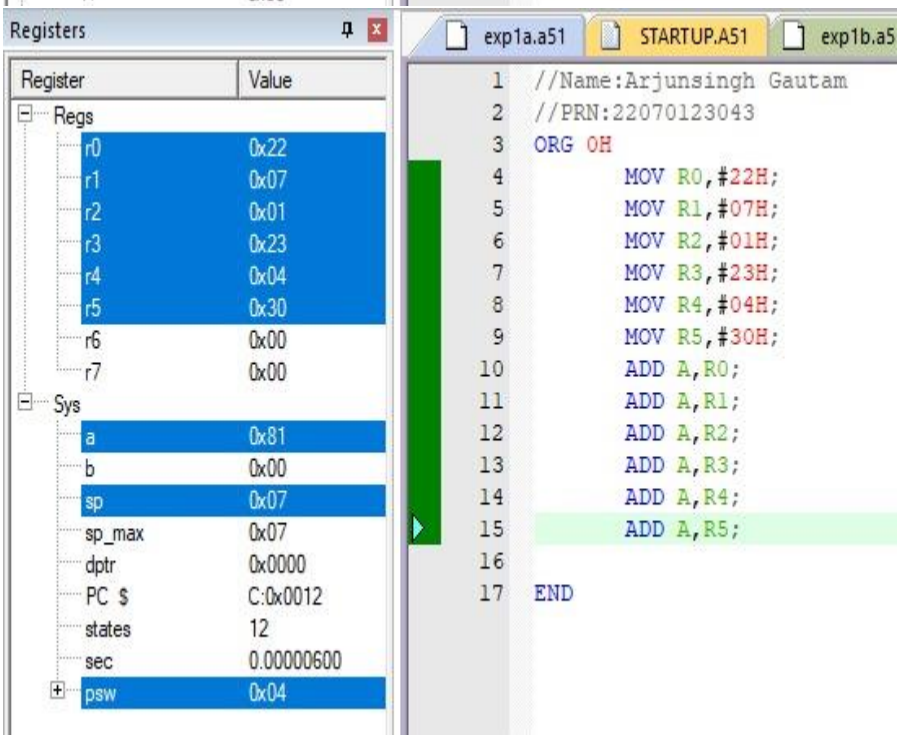
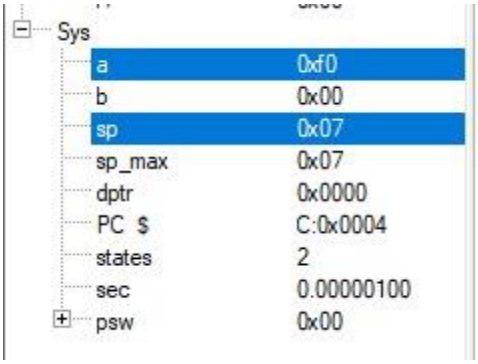
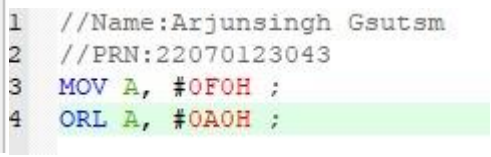


Program to store PRN in R-Registers

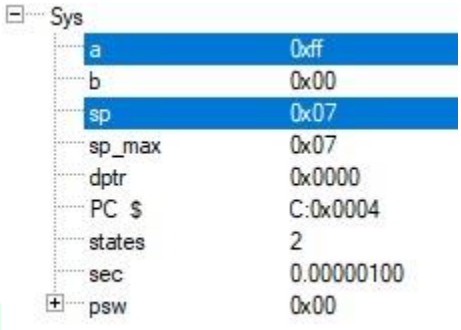


Program to Add PRN digits

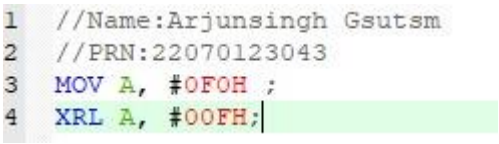




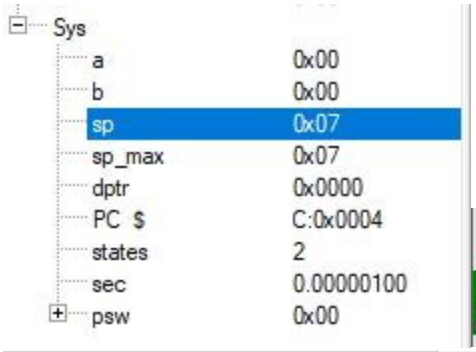
OR Operation



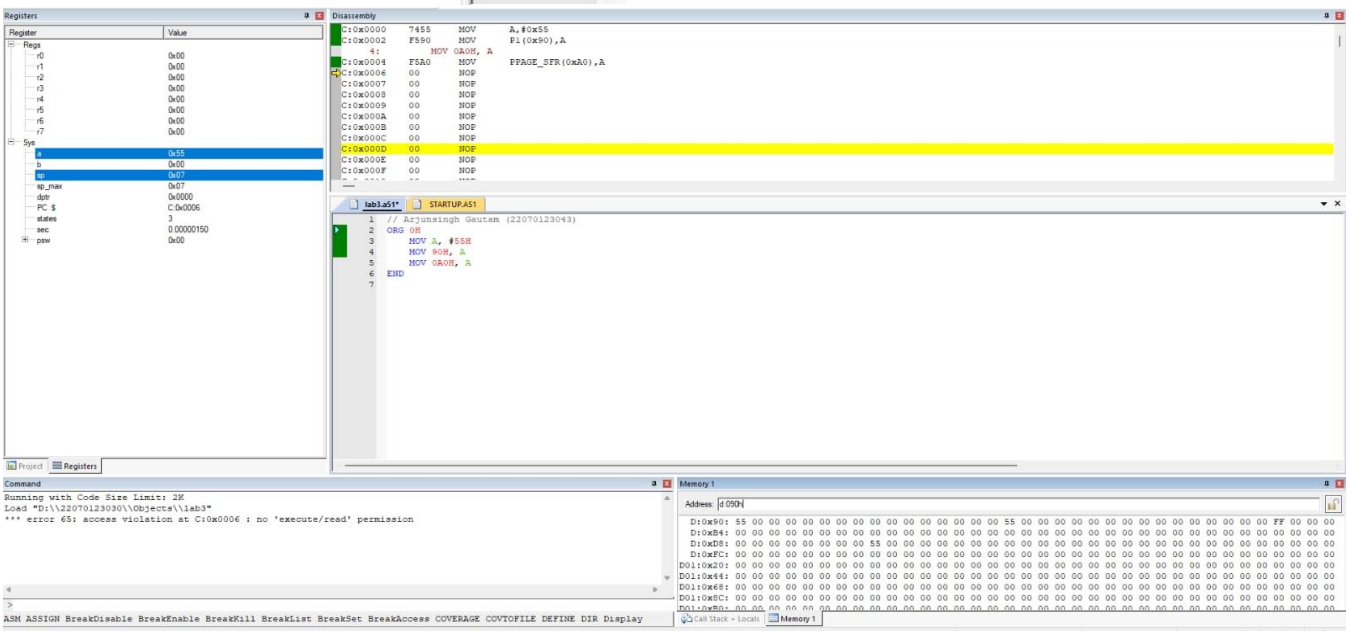
XOR Operation

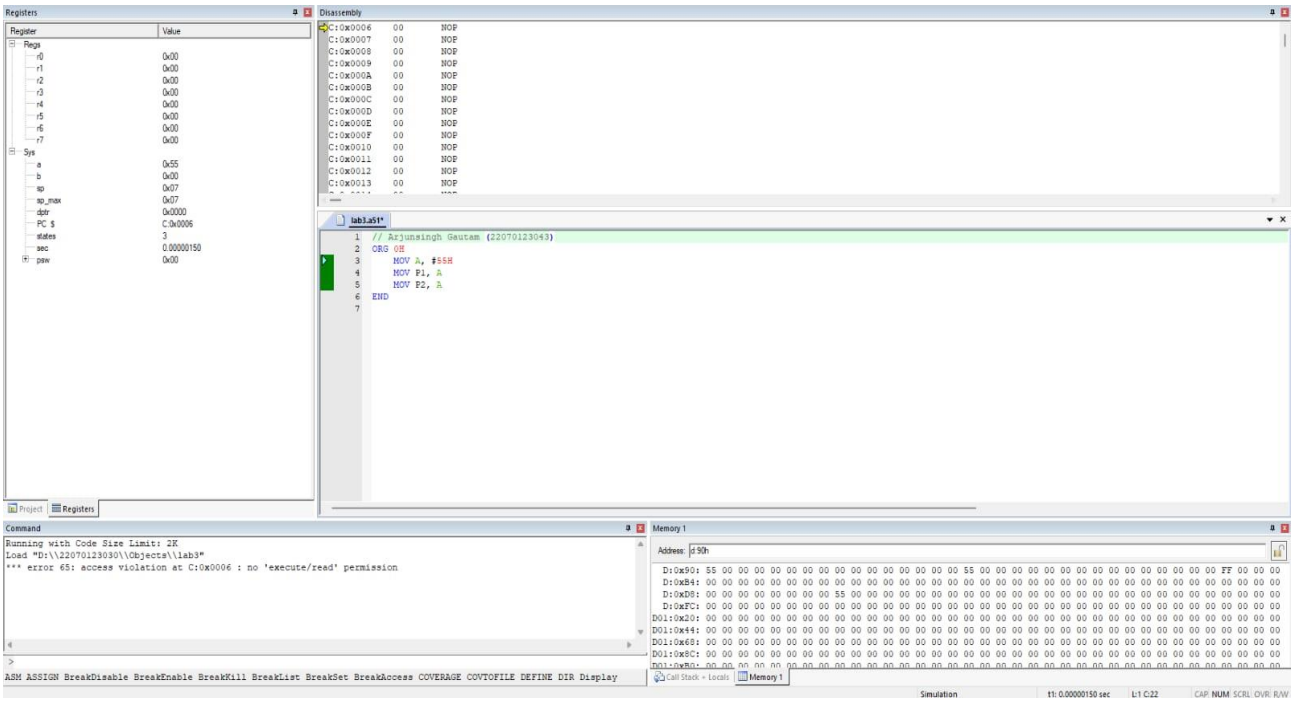


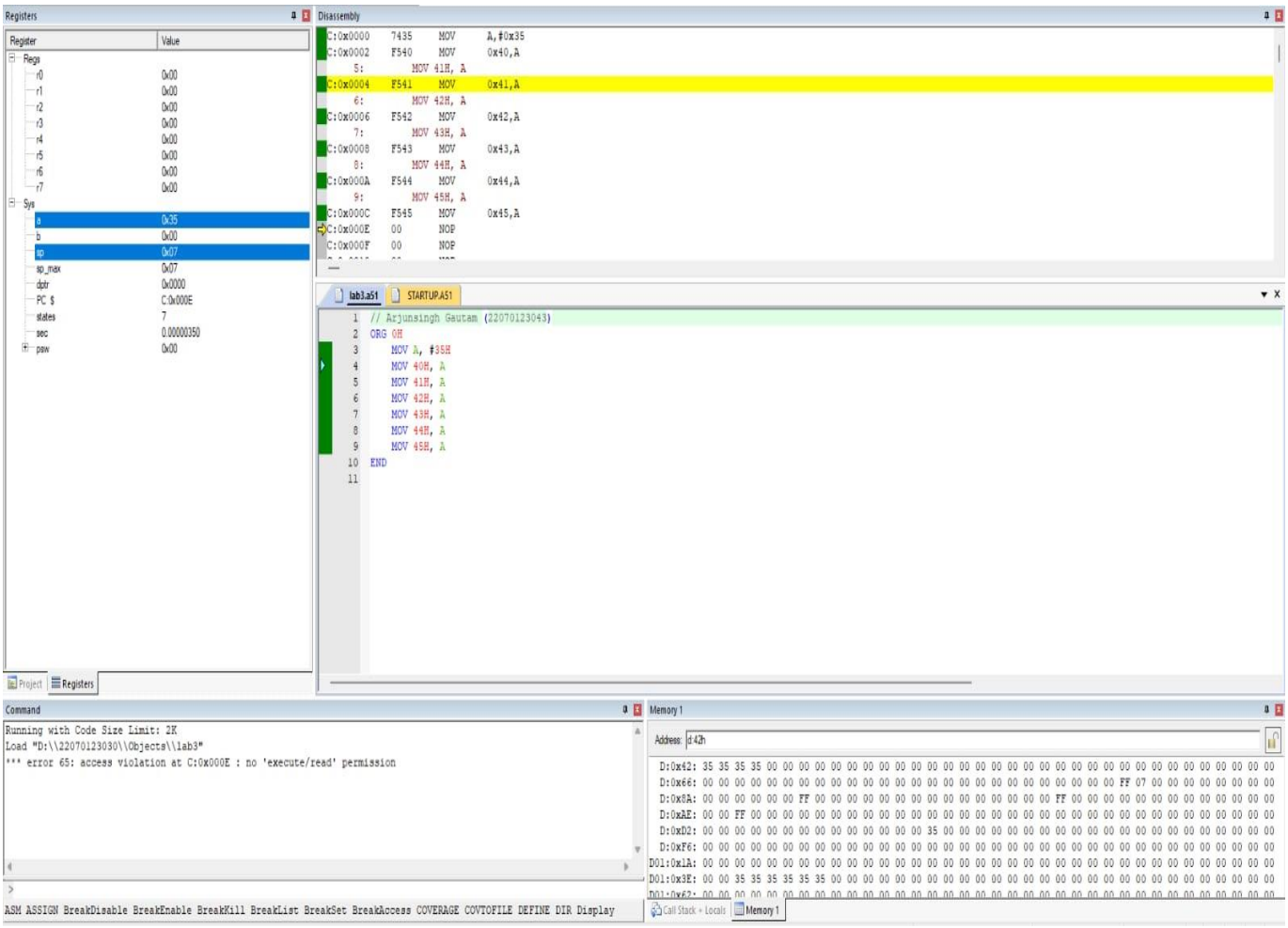
AND Operation




```
1  //Name:Arjunsingh Gsutsm
2  //PRN:22070123043
3  MOV A, #0F0H ;
4  ANL A, #00FH;
```






Registers
Register
Value
Regs
r0 0x00
r1 0x00
r2 0x00
r3 0x00
r4 0x00
r5 0x00
r6 0x00
r7 0x00
Sys
a 0x35
b 0x00
sp 0x07
sp_max 0x07
dptr 0x0000
PC $ C:0x000E
states 7
sec 0.00000350
psw 0x00
Project
Registers
Disassembly
C:0x0000 7435 MOV A,#0x35
C:0x0002 F540 MOV 0x40,A
5: MOV 41H, A
C:0x0004 F541 MOV 0x41,A
6: MOV 42H, A
C:0x0006 F542 MOV 0x42,A
7: MOV 43H, A
C:0x0008 F543 MOV 0x43,A
8: MOV 44H, A
C:0x000A F544 MOV 0x44,A
9: MOV 45H, A
C:0x000C F545 MOV 0x45,A
C:0x000E 00 NOP
C:0x000F 00 NOP
lab3.a51
STARTUP.A51
1 // Arjunsingh Gautam (22070123043)
2 ORG 0H
3 MOV A, #35H
4 MOV 40H, A
5 MOV 41H, A
6 MOV 42H, A
7 MOV 43H, A
8 MOV 44H, A
9 MOV 45H, A
10 END
11
Command
Running with Code Size Limit: 2K
Load "D:\\22070123030\\Objects\\lab3"
*** error 65: access violation at C:0x000E : no 'execute/read' permission
ASM ASSIGN BreakDisable BreakEnable BreakKill BreakList BreakSet BreakAccess COVERAGE COVTOFILE DEFINE DIR Display
Memory 1
Address: d:42h
D:0x42: 35 35 35 35 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
D:0x66: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 FF 07 00 00 00 00
D:0x8A: 00 00 00 00 00 00 FF 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 FF 00 00 00 00 00 00 00 00 00
D:0xAE: 00 00 FF 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
D:0xD2: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 35 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
D:0xF6: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
D01:0x1A: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
D01:0x3E: 00 00 35 35 35 35 35 35 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
Call Stack + Locals
Memory 1