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*Εργαστήριο Μικροϋπολογιστών – 1<sup>η</sup> Σειρά Ασκήσεων*

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**1η Άσκηση:**

**START:**

```
LXI B,03E8H    ; move 1000 to BC for 1 second delay
LDA 2000H      ; read input
ANI 0FH        ; keep 4 LSBs
INR A          ; increase A to store x+1
MOV E,A        ; move x+1 to E
```

**RESTART:**

```
MVI A,00H      ; start counting upwards from 0
```

**UP:**

```
CALL MSBCHECK  ; call MSB check routine
CMA            ; complement A because of LED's negative logic
STA 3000H      ; output A'
CALL DELB      ; call the 1 second delay routine
CMA            ; restore A
INR A          ; increase A
CMP E          ; compare A with x
JNZ UP         ; if A is not equal(less) than x keep counting
MOV A,E        ; keep 4 LSBs
```

**DOWN:**

```
CALL MSBCHECK  ; call MSB check routine
DCR A          ; decrement A to count down
CMA            ; complement A because of LED's negative logic
STA 3000H      ; output A'
CALL DELB      ; call the 1 second delay routine
CMA            ; restore A
CPI 00H        ; compare A with 0
JNZ DOWN       ; if A is not equal(greater) than 0 keep counting
LDA 2000H      ; read input for new x
ANI 0FH        ; keep 4 LSBs
INR A          ; increase A
MOV E,A        ; move new x+1 to E
JMP RESTART    ; restart the counting
```

```
MSBCHECK:
    PUSH PSW          ; push A and flags
LOOPER:
    LDA 2000H         ; read input
    RAL               ; rotate left to check MSB
    JNC LOOPER         ; if MSB is 0 repeat
    POP PSW           ; pop A and flags
    RET
END
```

## 2η Άσκηση:

```
IN 10H
START:      ; max value = 16*F + F = FF
CALL KIND  ; read x from the keyboard
CPI 00H    ; if x < 0 read again
JC START
CPI 10H    ; if x > F read again
JNC START
RLC
RLC
RLC
RLC
MOV B,A    ; move 16*x to B
CALL KIND  ; read y from the keyboard
CPI 00H    ; if y < 0 read again
JC START
CPI 10H    ; if y > F read again
JNC START
ADD B      ; A = 16*x + y
LXI H,0A02H ; initialize address for the displays
MVI C,00H  ; initialize c to count hundreds
DIV1:
INR C      ; increment the hundreds counter
SUI 64H    ; subtract 100 from A
JNC DIV1   ; if A isn't negative repeat
DCR C      ; decrement C to fix the number of the hundreds
MOV M,C    ; store hundreds to 0A02H
ADI 64H    ; add 100 back to restore A to get tens
MVI C,00H  ; reset c to count tens
DIV2:
INR C      ; increment the tens counter
SUI 0AH    ; subtract 10 from A
JNC DIV2   ; if A isn't negative repeat
DCR C      ; decrement C to fix the number of the hundreds
DCX H      ; decrement memory pointer
MOV M,C    ; store tens to 0A01H
ADI 0AH    ; add 10 back to restore A to get ones
DCX H      ; decrement memory pointer
MOV M,A    ; store ones in 0A00H

LXI H,0A05H ; initialize address for the empty displays
MVI M,10H   ; load the space symbol
```

```
DCX H          ; decrement memory pointer
MVI M,10H      ; load the space symbol
DCX H          ; decrement memory pointer
MVI M,10H      ; load the space symbol

LXI D,0A00H    ; load D with the memory address
CALL STDM      ; call the routine to prepare the display
CALL DCD       ; output to the 7-segment displays

JMP START      ; repeat
END
```

### 3η Άσκηση:

#### START:

```
MVI A,01H      ; initialize A to LSB LED
MVI D,01H      ; initialize D to LSB LED
LXI B,01F4H    ; move 500 to BC for 0.5 second delay
CMA            ; complement A because of LED's negative logic
STA 3000H      ; output A'
CMA            ; restore A
CALL DELB      ; call the 0.5 second delay routine
CALL MSBCHECK  ; call MSB check routine
```

#### WAIT:

```
CALL LSBCHECK  ; call LSB check routine
MOV A,E        ; move LSB to A
CPI 00H        ; compare with 0
JZ WAIT        ; loop
```

#### TOLEFT:

```
MOV H,E        ; update H with last LSB
MOV A,D        ; restore A
CPI 80H        ; compare with far-left position
JZ SWITCHR     ; if the train is far left change direction
RLC            ; move the train left
CMA            ; complement A because of LED's negative logic
STA 3000H      ; output A'
CMA            ; restore A
CALL DELB      ; call the 0.5 second delay routine
CALL MSBCHECK  ; call MSB check routine
CALL LSBCHECK  ; call LSB check routine
MOV D,A        ; backup A
MOV A,E        ; move LSB to A
CPI 00H        ; compare with 0
JNZ TOLEFT     ; if it's equal to 0 change direction
CMP H          ; compare with last LSB
JZ TOLEFT      ; if it's same as last LSB don't change direction
```

#### TORIGHT:

```
MOV H,E        ; update H with last LSB
MOV A,D        ; restore A
CPI 01H        ; compare with far-right position
JZ SWITCHL     ; if the train is far right change direction
RRC            ; move the train right
CMA            ; complement A because of LED's negative logic
STA 3000H      ; output A'
CMA            ; restore A
```

```

CALL DELB          ; call the 0.5 second delay routine
CALL MSBCHECK      ; call MSB check routine
CALL LSBCHECK      ; call LSB check routine
MOV D,A            ; backup A
MOV A,E            ; move LSB to A
CPI 00H            ; compare with 0
JNZ TORIGHT        ; if it's equal to 0 change direction
CMP H              ; compare with last LSB
JZ TORIGHT         ; if it's same as last LSB don't change direction
JMP TOLEFT         ; change direction

```

#### MSBCHECK:

```

    PUSH PSW        ; push A and flags
LOOPER:
    LDA 2000H        ; read input
    RAL              ; rotate left to check MSB
    JNC LOOPER       ; if MSB is 0 repeat
    POP PSW          ; pop A and flags
    RET

```

#### LSBCHECK:

```

    PUSH PSW        ; push A and the flags
    LDA 2000H        ; read input
    ANI 01H          ; isolate the lsb of A
    MOV E,A          ; move LSB to E
    POP PSW          ; pop A and the flags
    RET

```

#### SWITCHR:

```

    CALL DELB        ; call the 0.5 second delay routine
    JMP TORIGHT      ; change direction

```

#### SWITCHL:

```

    CALL DELB        ; call the 0.5 second delay routine
    JMP TOLEFT       ; change direction

```

END