MICROCONTROLLER

Practical -3

DIVISION

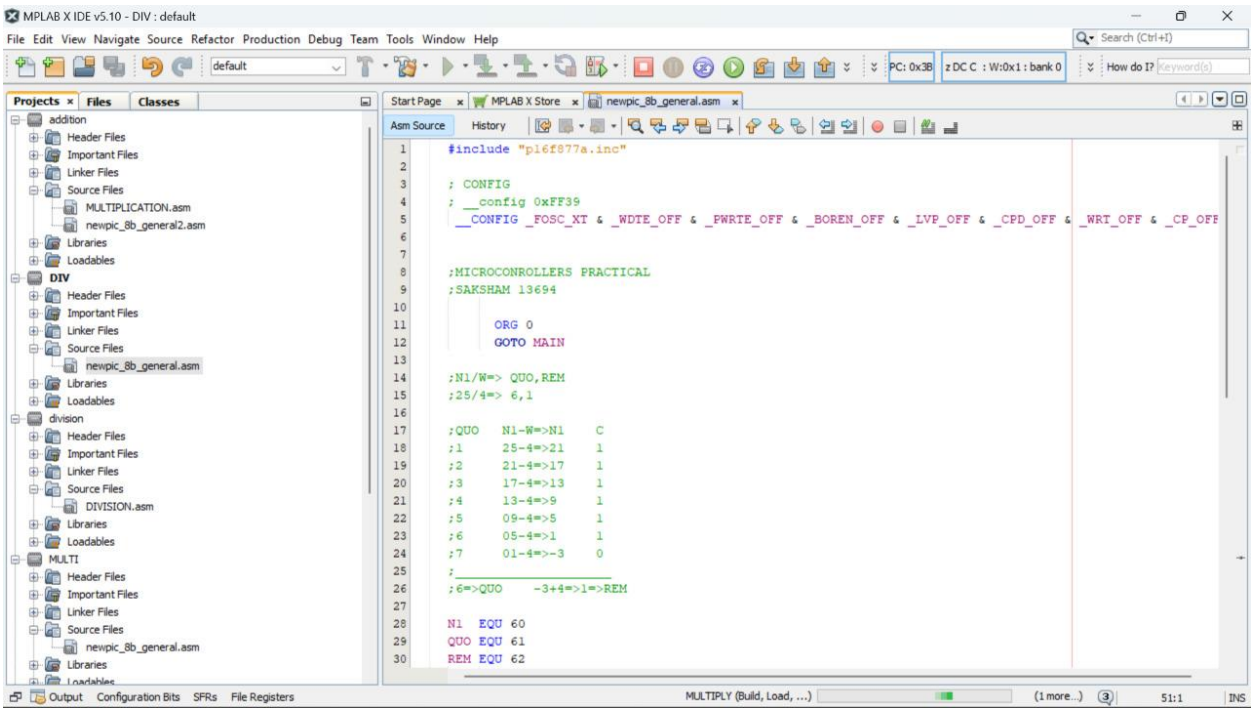
AIM:

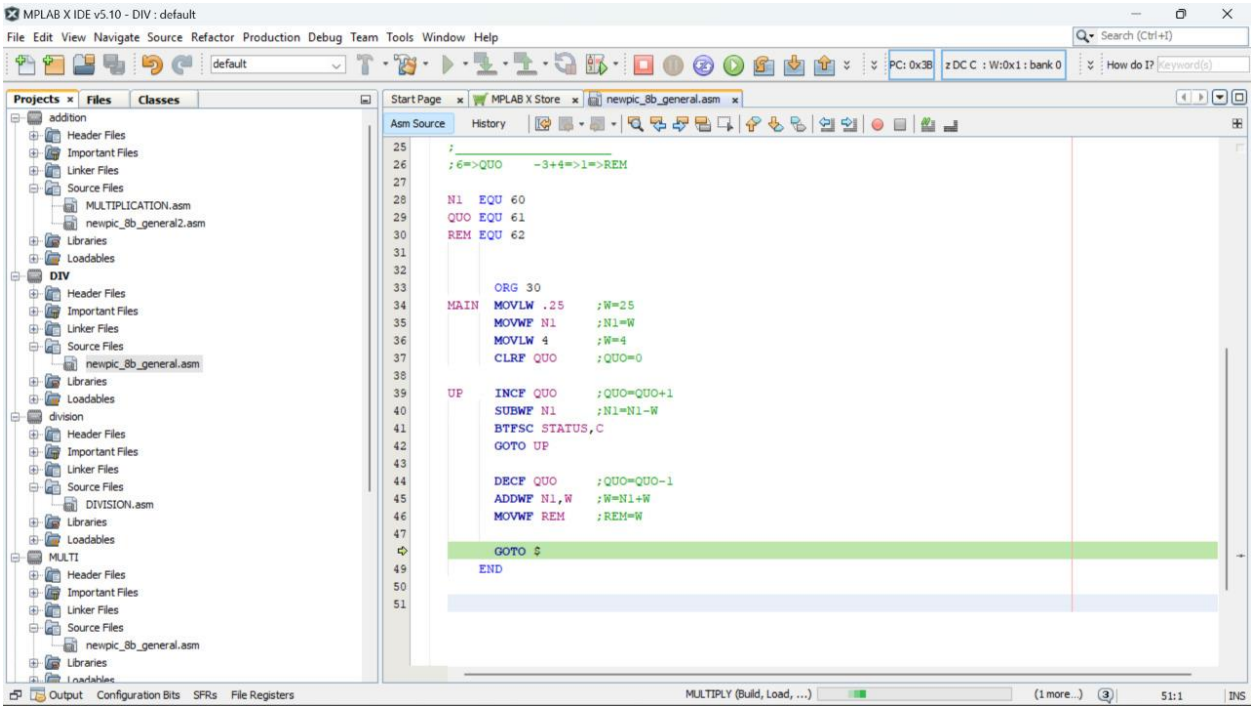
Write a MPLAB program/ALP for division.

APPARATUS REQUIRED:

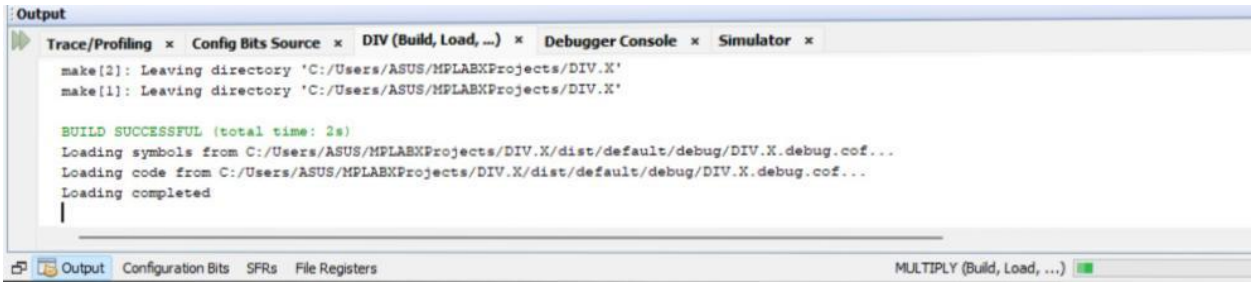
MPLAB X IDE

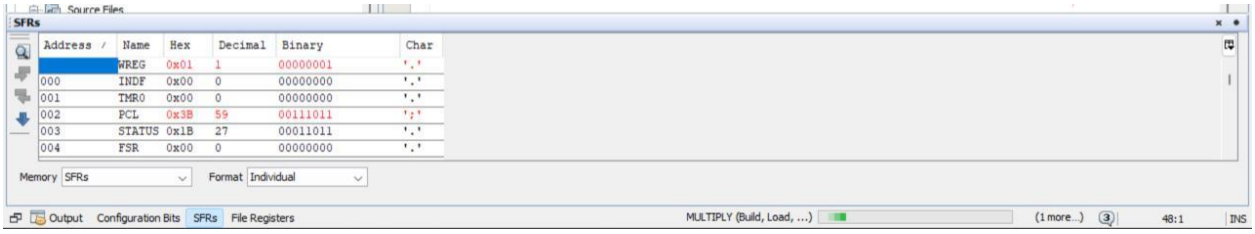
Input (code):

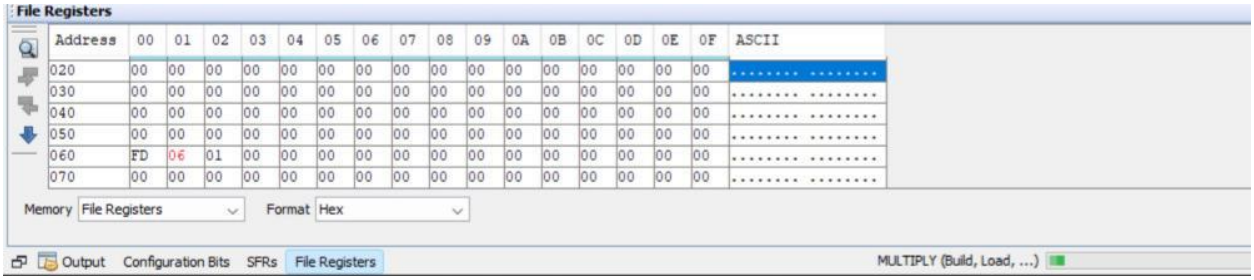



MPLAB X IDE v5.10 - DIV : default
File Edit View Navigate Source Refactor Production Debug Team Tools Window Help
Projects Files Classes
addition
Header Files
Important Files
Linker Files
Source Files
MULTIPLICATION.asm
newpic_8b_general2.asm
Libraries
Loadables
DIV
Header Files
Important Files
Linker Files
Source Files
newpic_8b_general.asm
Libraries
Loadables
division
Header Files
Important Files
Linker Files
Source Files
DIVISION.asm
Libraries
Loadables
MULTI
Header Files
Important Files
Linker Files
Source Files
newpic_8b_general.asm
Libraries
Start Page
MPLAB X Store
newpic_8b_general.asm
Asm Source
History
;6=>QUO -3+4=>1=>REM
N1 EQU 60
QUO EQU 61
REM EQU 62
ORG 30
MAIN MOVLW .25 ;W=25
MOVWF N1 ;N1=W
MOVLW 4 ;W=4
CLRF QUO ;QUO=0
UP INCF QUO ;QUO=QUO+1
SUBWF N1 ;N1=N1-W
BTFSC STATUS,C
GOTO UP
DECF QUO ;QUO=QUO-1
ADDWF N1,W ;W=N1+W
MOVWF REM ;REM=W
GOTO $
END
Output
Configuration Bits
SFRs
File Registers
MULTIPLY (Build, Load, ...)
(1 more...)
51:1
INS

OUTPUT:


Output
Trace/Profiling
Config Bits Source
DIV (Build, Load, ...)
Debugger Console
Simulator
make[2]: Leaving directory 'C:/Users/ASUS/MPLABXProjects/DIV.X'
make[1]: Leaving directory 'C:/Users/ASUS/MPLABXProjects/DIV.X'
BUILD SUCCESSFUL (total time: 2s)
Loading symbols from C:/Users/ASUS/MPLABXProjects/DIV.X/dist/default/debug/DIV.X.debug.cof...
Loading code from C:/Users/ASUS/MPLABXProjects/DIV.X/dist/default/debug/DIV.X.debug.cof...
Loading completed
Output
Configuration Bits
SFRs
File Registers
MULTIPLY (Build, Load, ...)


Source Files
SFRs
Address / Name Hex Decimal Binary Char
WREG 0x01 1 00000001 '.'
000 INDF 0x00 0 00000000 '.'
001 TMR0 0x00 0 00000000 '.'
002 PCL 0x3B 59 00111011 ';'
003 STATUS 0x1B 27 00011011 '.'
004 FSR 0x00 0 00000000 '.'
Memory SFRs
Format Individual
Output
Configuration Bits
SFRs
File Registers
MULTIPLY (Build, Load, ...)
(1 more...)
48:1
INS


File Registers
Address 00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F ASCII
020 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 ....
030 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 ....
040 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 ....
050 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 ....
060 FD 06 01 00 00 00 00 00 00 00 00 00 00 00 00 00 ....
070 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 ....
Memory File Registers
Format Hex
Output
Configuration Bits
SFRs
File Registers
MULTIPLY (Build, Load, ...)