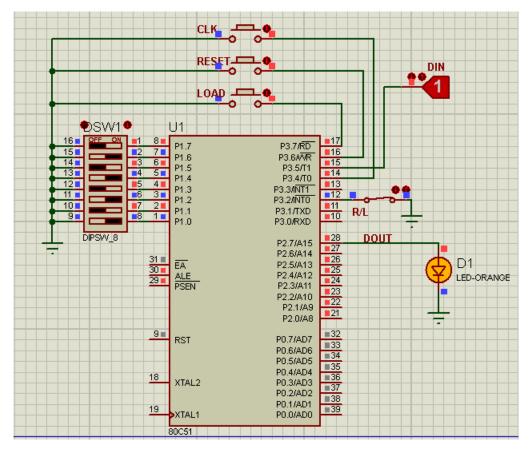
## Problem 9\_1

In this problem we implement parallel in serial out shift register

Pressing the reset button clears the register to 0

Pressing the load button will put the value given by the dip switches into register Pressing the clk button will shift right if the R/L switch is open else it will shift left The register will have DOUT (serial output)



### Section 1 initialization

```
22 SHIFT_REG EQU 20H
23
24 RIGHT EQU P3.2
25 CLK EQU P3.4
26 LOAD EQU P3.7
27 RST EQU P3.6
28
29 DIN EQU P3.5
30 DOUT EQU P2.7
```

Pins used for RIGHT, CLK, RST, LOAD, and an internal variable "SHIFT\_REG" to hold the REGISTER value.

#### Section 2 code

```
50 LOOP:
51
      JB RIGHT,X1
52
    MOV C,07H
53
      MOV DOUT, C
54
      JMP X2
55 X1:
56
     MOV C,00H
57
    MOV DOUT, C
58 X2:
59 JNB LOAD, LOAD_REG
60
     JNB RST, RESET_REG
     JNB CLK, UPDATE REG
61
     JMP LOOP
```

First, we check the shift direction (line 51), if it is left→ we output MSB to DOUT (52,53) else we output LSB to DOUT (lines 56,57)

### Important:

- → We put the SHIFT\_REG in the first byte of bit-addressable memory area "20H" (line 22)
- → The byte in location 20H can be accessed bit by bit
- → Bit with address 0 → LSB of byte at location 20H (SHIFT\_REG)
- → Bit with address 8 → MSB

Lines 59 to 61 determines the required operation to be done.

```
64 LOAD REG:
65
      MOV SHIFT REG,P1
66
      MOV A, SHIFT REG
67
      JB RIGHT, RIGHT REG
68
      RLC A
69
      MOV DOUT, C
70
      RRC A
71
      JMP LOOP
72 RIGHT REG:
73
      RRC A
74
      MOV DOUT, C
75
       RLC A
76
       JMP LOOP
```

Loading the register with dip-switches value

Simply we put the value of P1 into SHIFT\_REG, but we need to determine which bit will be sent to the DOUT according to RIGHT/LEFT shift (67)

- → For left shift, we rotate ACC left with carry (68), so carry will contain the MSB, then send it to DOUT (69)
- → For right shift, we make the same procedure but with rotate right (73 to 75)

# Update register

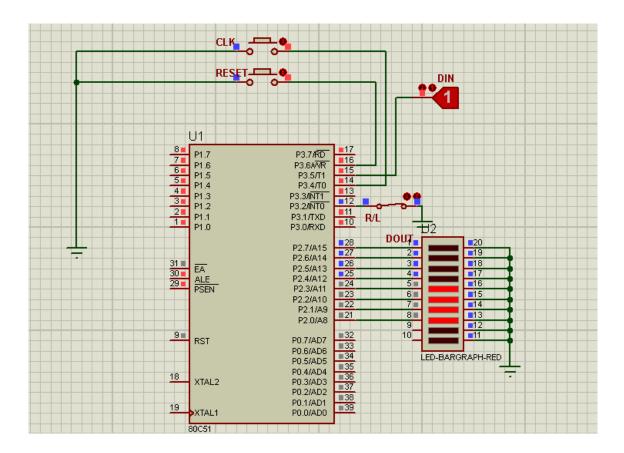
```
82 UPDATE REG:
83
       JB RIGHT,RIGHT_SHIFT
84
       MOV A, SHIFT_REG
85
      MOV C,DIN
       RLC A
86
87
       MOV DOUT, C
88
      MOV SHIFT REG,A
89
90
       JMP WAIT CLK
91
92 RIGHT_SHIFT:
93
       MOV A, SHIFT_REG
94
       MOV C,DIN
95
       RRC A
96
      MOV DOUT, C
97
       MOV SHIFT REG, A
98
99 WAIT CLK:
       JNB CLK, WAIT_CLK
100
       JMP LOOP
101
```

In update register → either right shift or left shift according to the state of the RIGHT/LEFT switch

For the left shift (84-88), Dout←SHIFT\_REG←Din, so we put Din into C (85), then rotate left with carry (86). Now C has the MSB, so we send it to DOUT (87)

The same procedure for RIGHT SHIFT (93-97) but with rotate right. Finally, we must wait for the clock to return to 1.

Version2 of the problem implements a Serial in Parallel out shift register



This is simpler than previous register, where it has serial line in "DIN" which will be shifted in to 8 bits register. The contents of the register is displayed with port2

```
22 SHIFT_REG EQU 31H
23
24 RIGHT EQU P3.2
25 CLK EQU P3.4
26 RST EQU P3.6
27
28 DIN EQU P3.5
```

We need only clk to shift, reset to clear the register, and R/L to determine the shift direction.

```
46 LOOP:
47 JNB RST, RESET_REG
48 JNB CLK,UPDATE_REG
49 JMP LOOP
50
51
52 RESET_REG:
53 MOV SHIFT_REG,#0
54 MOV P2,SHIFT_REG
55 JMP LOOP
```

47-48 test for the required operation either reset or shift In reset (53-54) we clear the SHIFT\_REG

```
56 UPDATE REG:
57
      JB RIGHT,RIGHT_SHIFT
58
      MOV A, SHIFT_REG
      MOV C,DIN
59
      RLC A
      MOV SHIFT_REG, A
61
      MOV P2, SHIFT REG
62
      JMP WAIT_CLK
63
65 RIGHT_SHIFT:
      MOV A, SHIFT_REG
66
      MOV C,DIN
67
      RRC A
68
      MOV SHIFT_REG, A
69
      MOV P2, SHIFT_REG
70
71
72 WAIT_CLK:
      JNB CLK, WAIT CLK
73
      JMP LOOP
74
```

For the update we first determine the required direction (57)

For SHIFT LEFT (58-63), SHIFT\_REG←DIN "C", so we make an RLC A after initializing c by DIN (59)

The same procedure for SHIFT RIGHT(66-70) except that we use RRC A