Status Flags (DK)

- 0 Becomes 0 after the execution.
- 1 Becomes 1 after the execution.
- No changes after the execution.
- Becomes 1 or 0 after the execution.

Status Flag	<u>s(DK)</u>
Carry	Ε
Half Carry	Υ
Zero	S
Negative	Ν
Overflow	T
Interrupt	K

Addressing Methods **Immediate** Immediate memory Y Register L Direct D Indirect Κ Relative В S Indexed (SK) Incremental SK R Decremental SK Ζ Indirect SK U Υ Indexed (YG)

K	T	S	Ν	Υ	Е

	Initialization of PIA for Ready Input				
D1	D0	Ready Input		Interrupt Output	
0	0	From 1 to 0	D7 flag becomes 1	not genaretes interrupt	
0	1	From 0 to 1	D7 flag becomes 1	not genaretes interrupt	
1	0	From 1 to 0	D7 flag becomes 1	genaretes interrupt	
1	1	From 0 to 1	D7 flag becomes 1	genaretes interrupt	

	Initialization of PIA for ACK Input			
D3	D2	ACK Input		Interrupt Output
0	0	From 1 to 0	D7 flag becomes 1	not genaretes interrupt
0	1	From 0 to 1	D7 flag becomes 1	not genaretes interrupt
1	0	From 1 to 0	D7 flag becomes 1	genaretes interrupt
1	1	From 0 to 1	D7 flag becomes 1	genaretes interrupt

	Initialization of PIA for Data Valid output		
D5	D4	Data Valid output	
0	0	Becomes 0	
0	1	Becomes 1	
1	0	Becomes 0 after data writen to port.	
1	1	Becomes 1 after data writen to port.	

