

**LAPORAN RESMI
PRAKTIKUM 10 ARSITEKTUR KOMPUTER**

“MEMORY INTERFACING (RAM)”



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**PROGRAM STUDI SARJANA TERAPAN TEKNOLOGI REKAYASA INTERNET
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METODOLOGI PRAKTIKUM

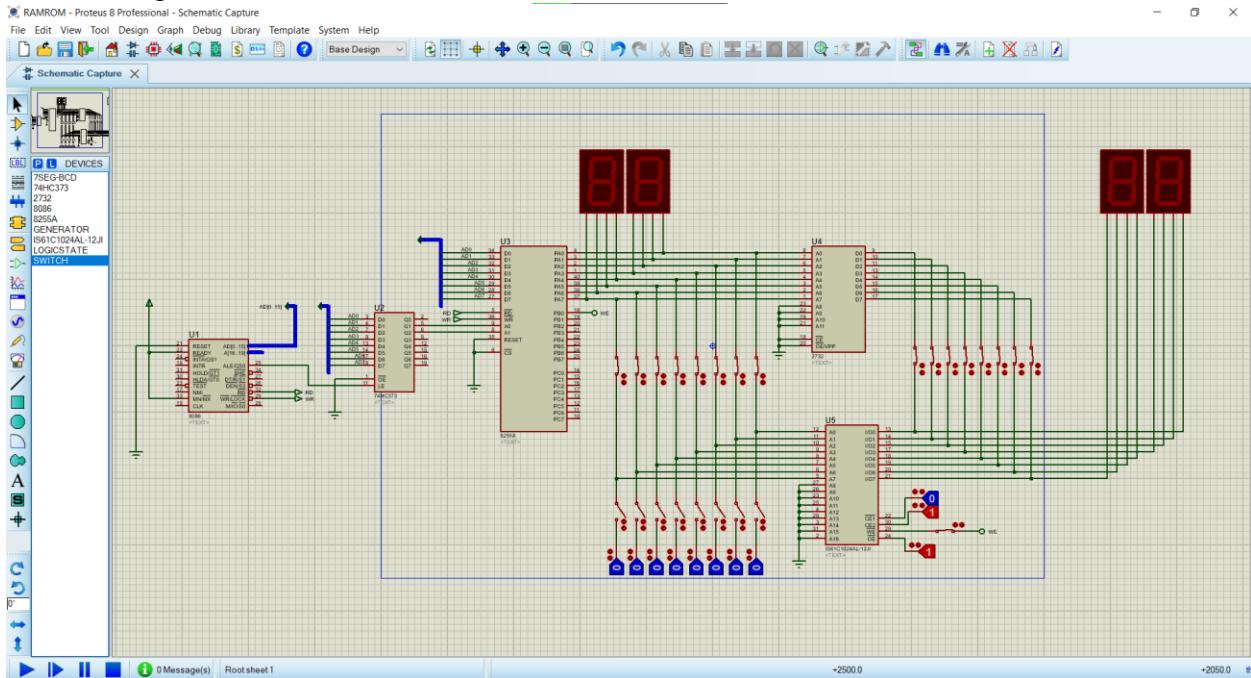
1. Alat atau Bahan Praktikum

A. Proteus professional

ANALISA DAN KESIMPULAN

3.1 Hasil Praktikum

1. Rangkaian



Source code:

(data untuk disimpan di rom adalah NRP serta tanggal lahir saya, 2421600011 dan 03-09-01)

```
data.bin - Notepad
File Edit Format View Help
24
21
60
00
11
03
09
01
```

emu8086 - assembler and microprocessor emulator 4.08

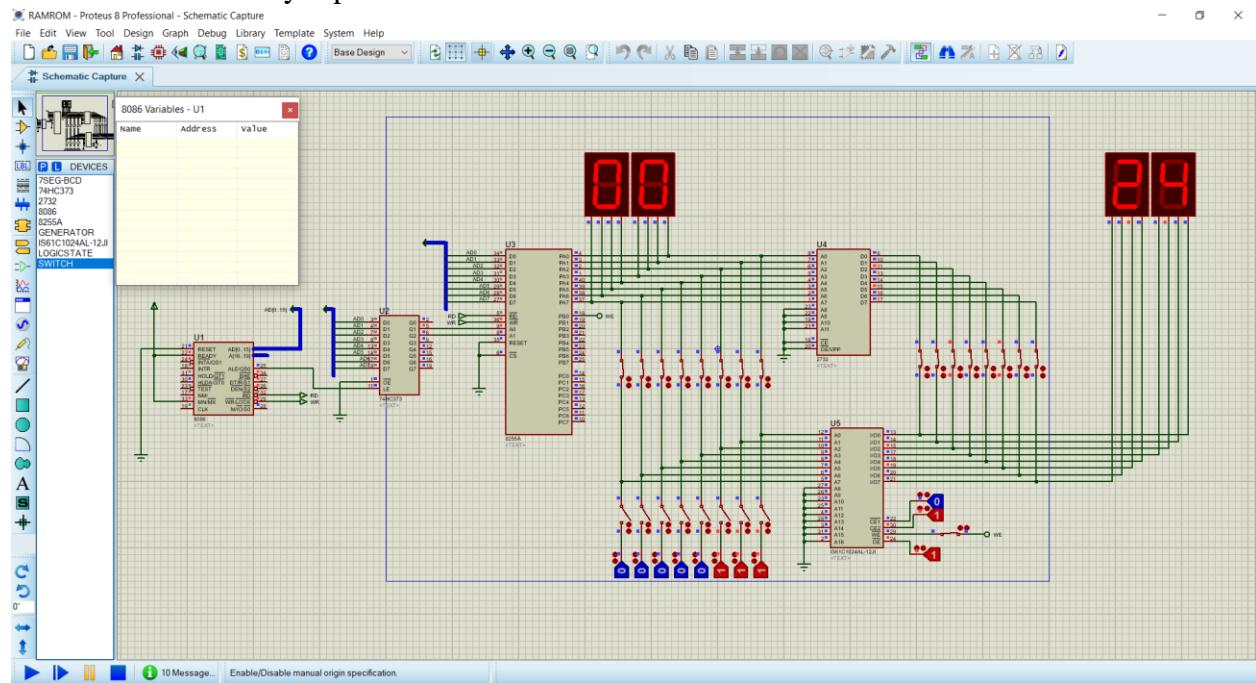
file edit bookmarks assembler emulator math ascii codes help

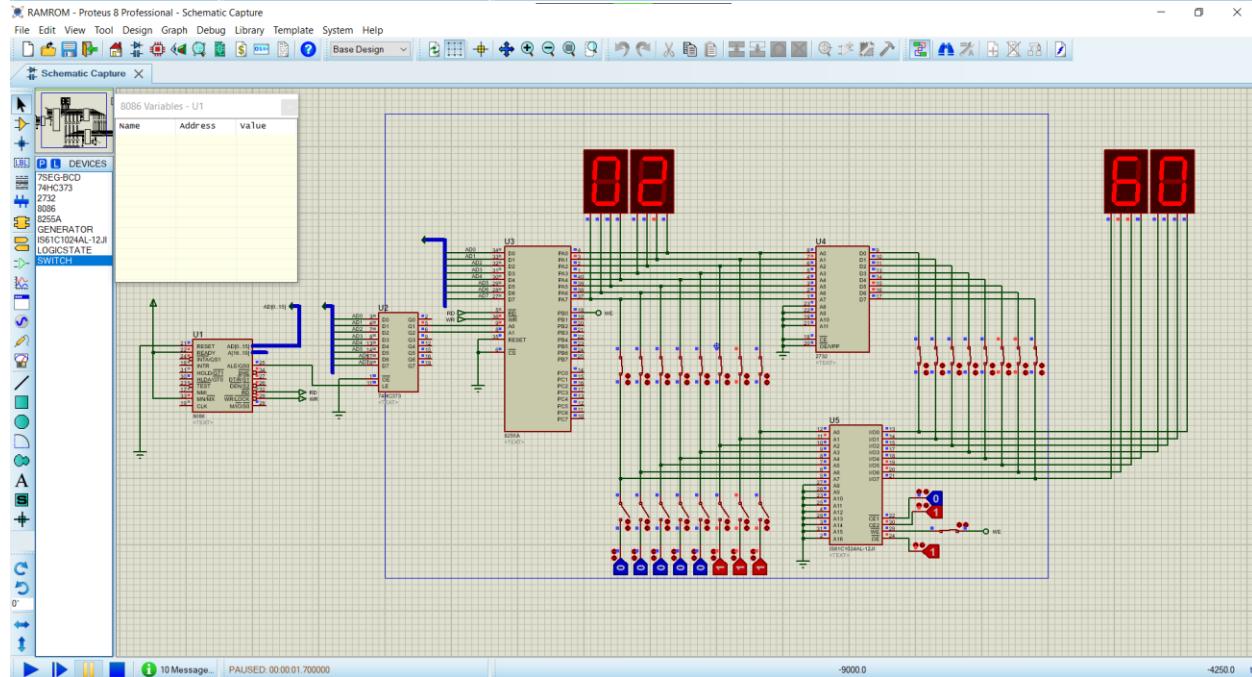
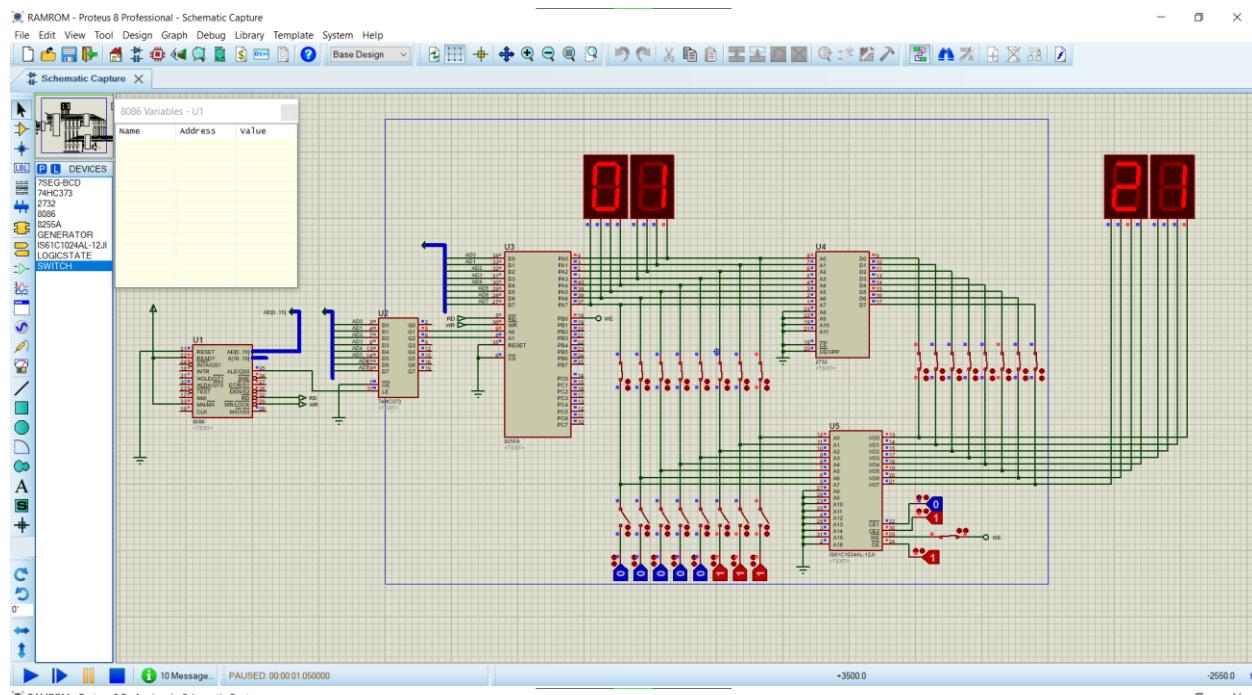
new open examples save compile emulate calculator convertor options help

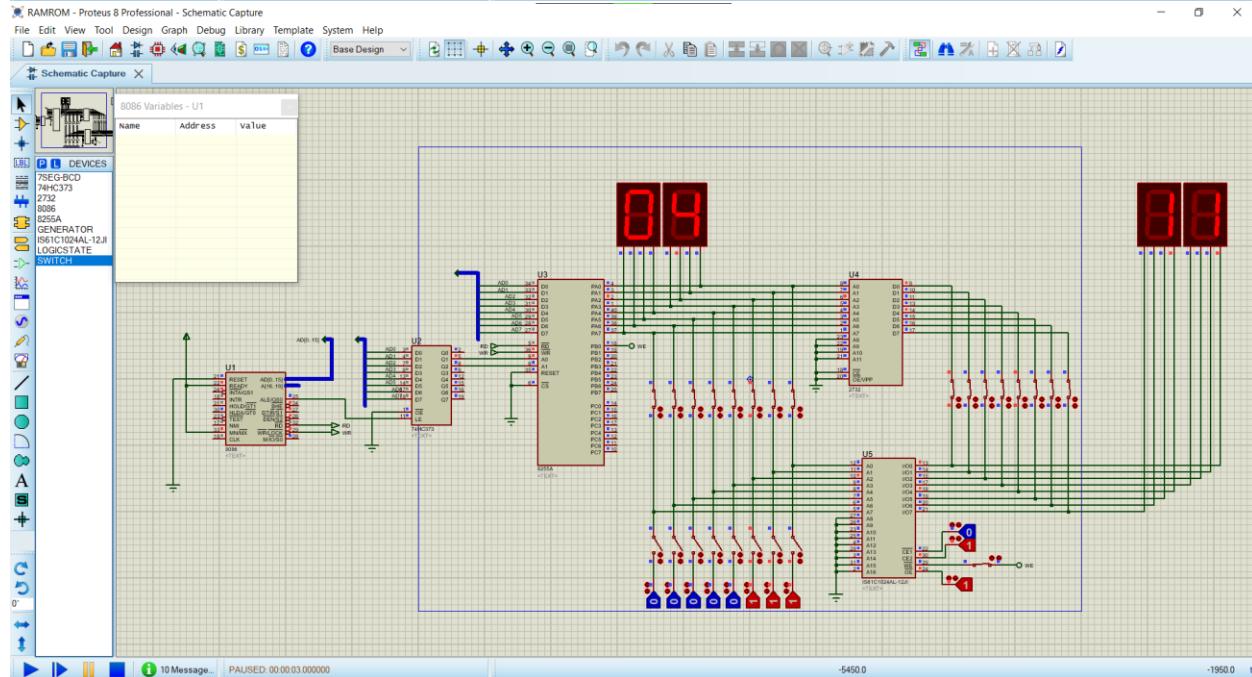
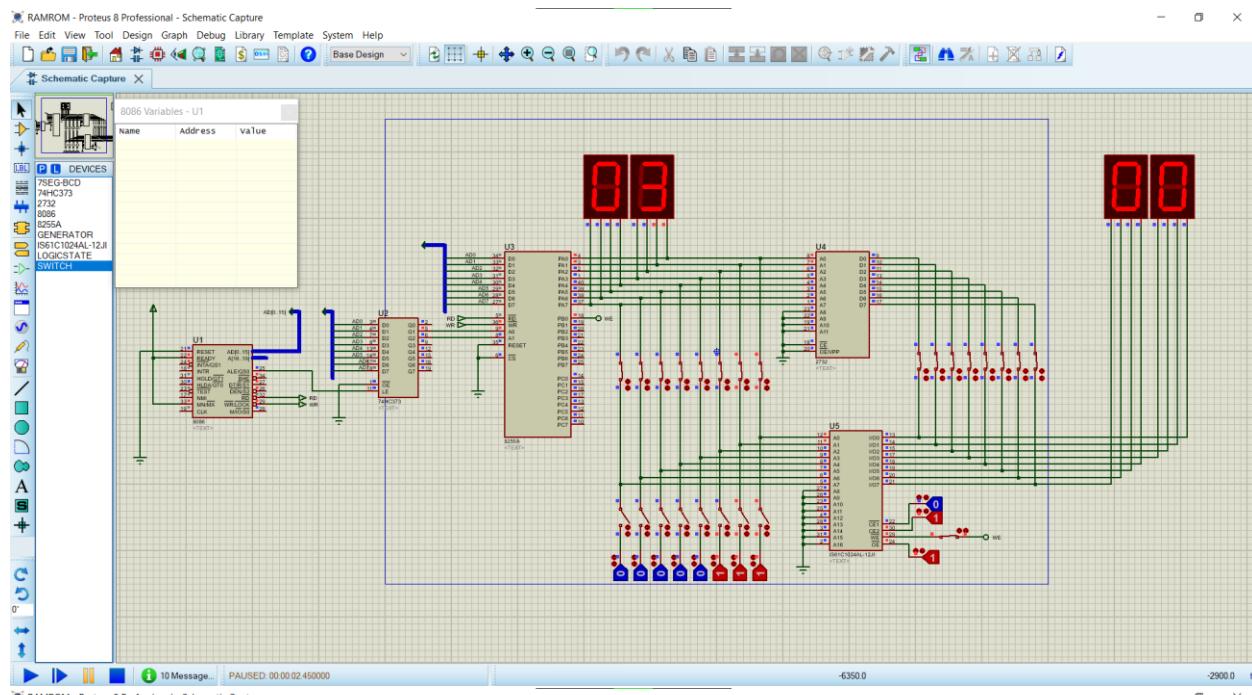
```
03  DATA SEGMENT
04      PORTA EQU 00H
05      PORTB EQU 02H
06      PORTC EQU 04H
07      PORT_CON EQU 06H
08  DATA ENDS
09  CODE SEGMENT
10     MOU AX,DATA
11     MOU DS, AX
12
13
14 ORG 0000H
15 START:
16
17     MOU DX, PORT_CON
18     MOU AL, 10000000B
19     OUT DX, AL
20
21
22     MOU AX,00H
23     MOU CX,01FH
24     PUSH AX
25
26 XX:
27
28
29     PUSH CX
30     POP CX
31     POP AX
32     PUSH CX
33     MOU DX, PORTA
34     OUT DX,AX
35     INC AX
36     PUSH AX
37
38     MOU DX, PORTB
39     MOU AL, 00000000B
40     OUT DX, AL
41
42     MOU cx, 0df36H
43 D1: LOOP D1
44
45
46     MOU DX, PORTB
47     MOU AL, 00000001B
48     OUT DX, AL
49     MOU cx, 0df36H
50 D2: LOOP D2
51
52     POP AX
53     POP CX
54     PUSH AX
55     LOOP XX
56
57 JMP START
58
59 CODE ENDS
60 END
```

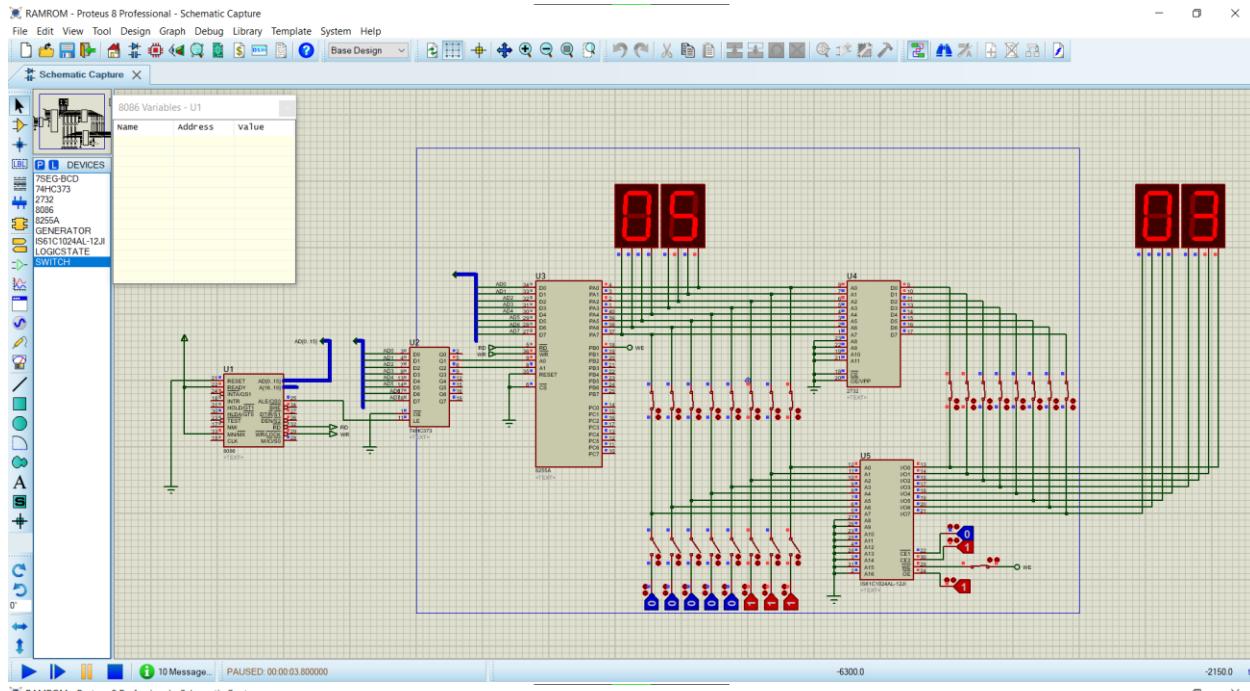
line: 60 col: 4 drag a file here to open

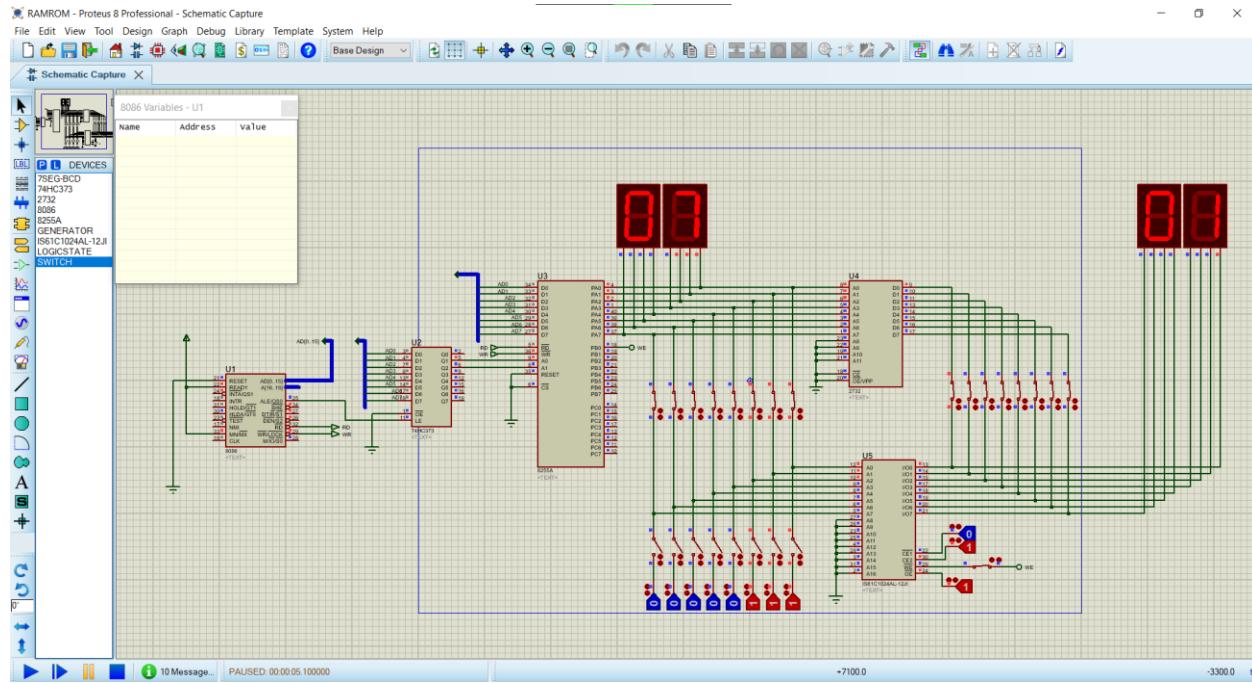
Hasil Run untuk menyimpan ke ram:





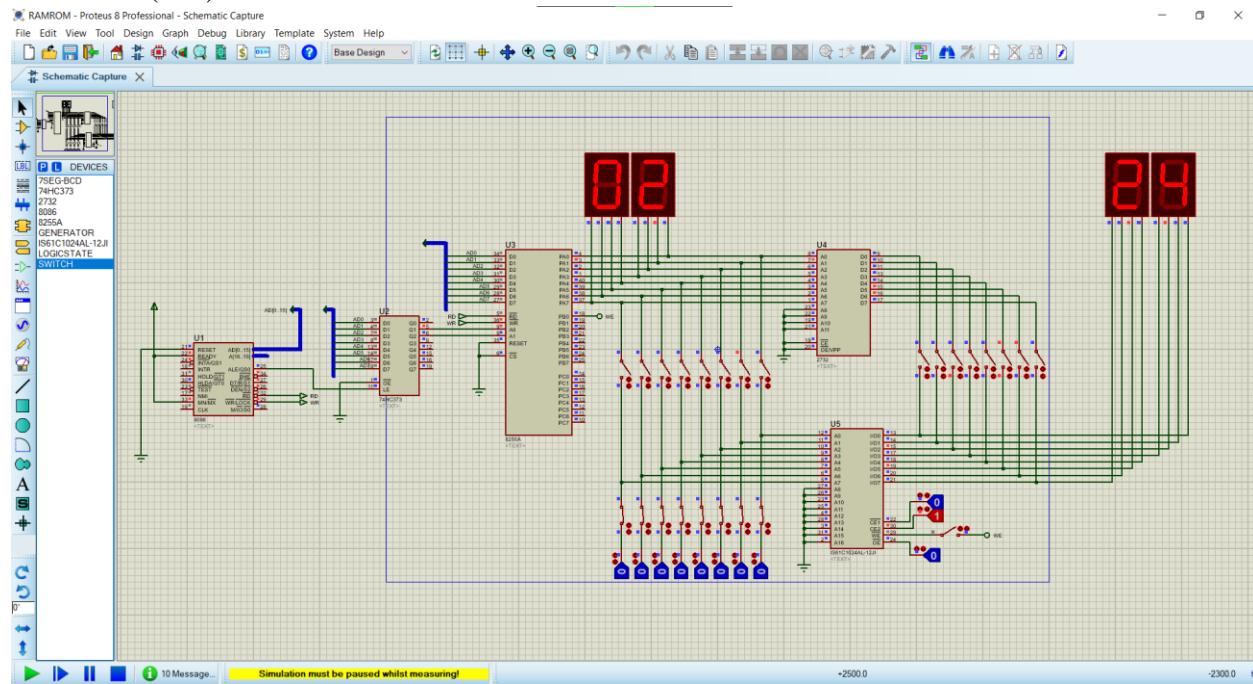




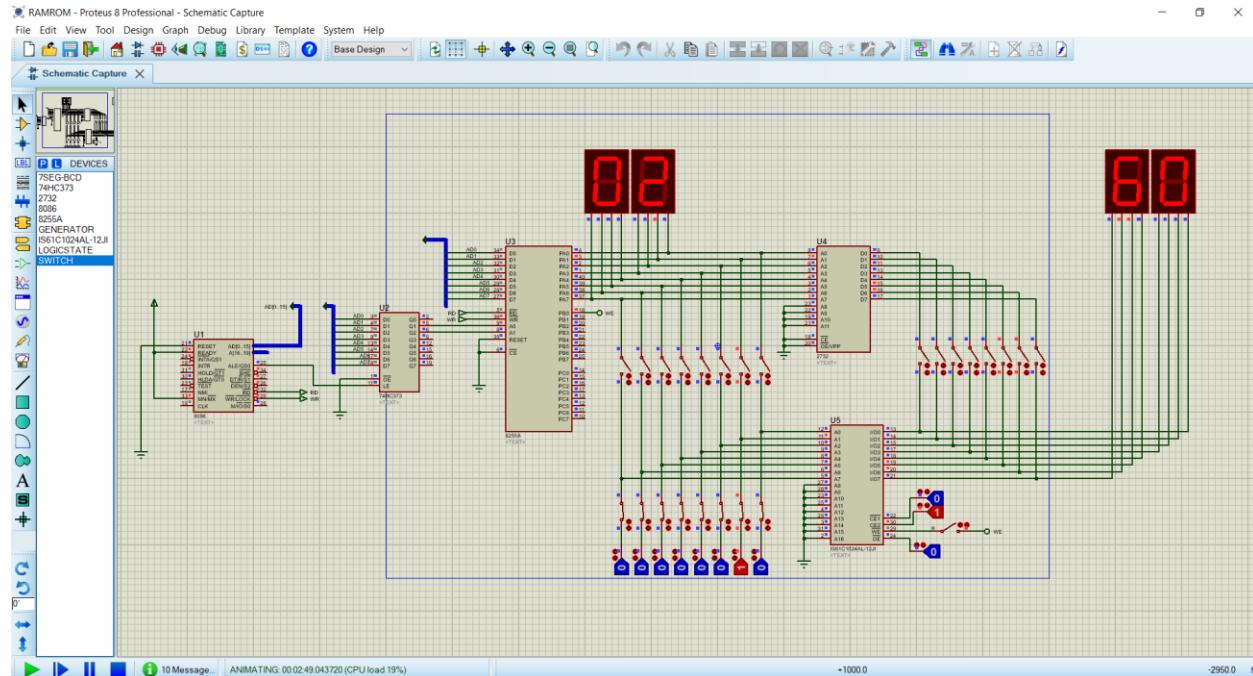


Hasil run setelah tersimpan di ram:

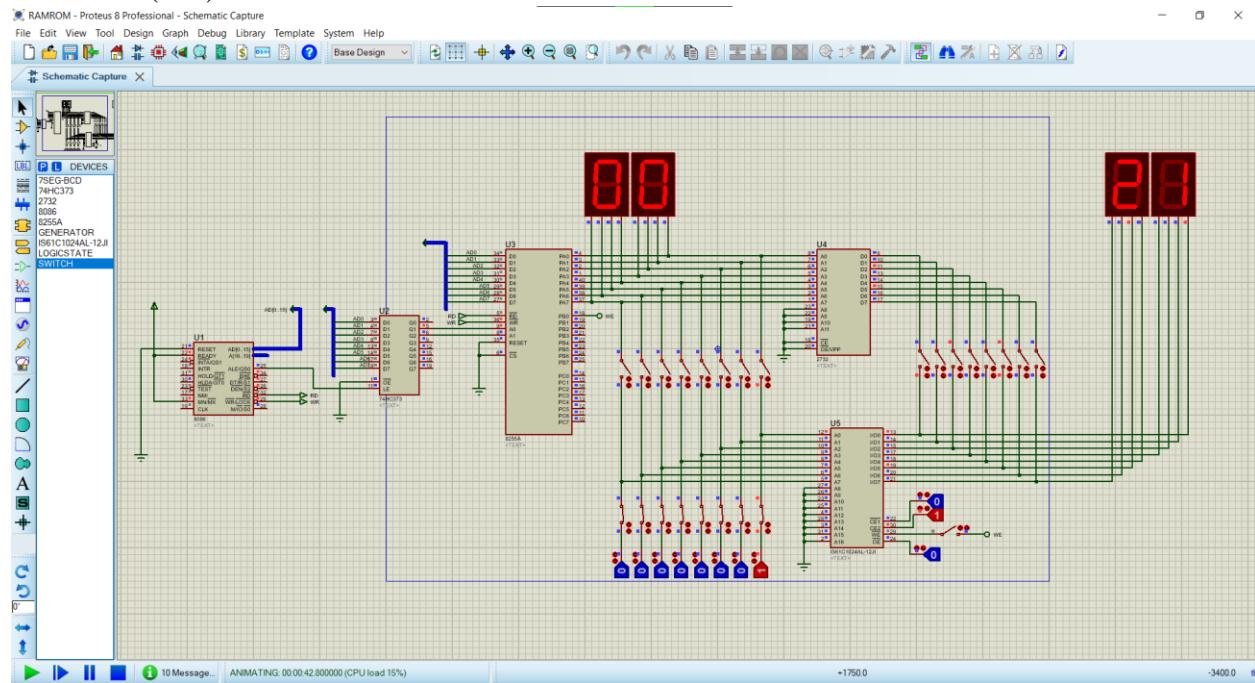
Address 0 (000)



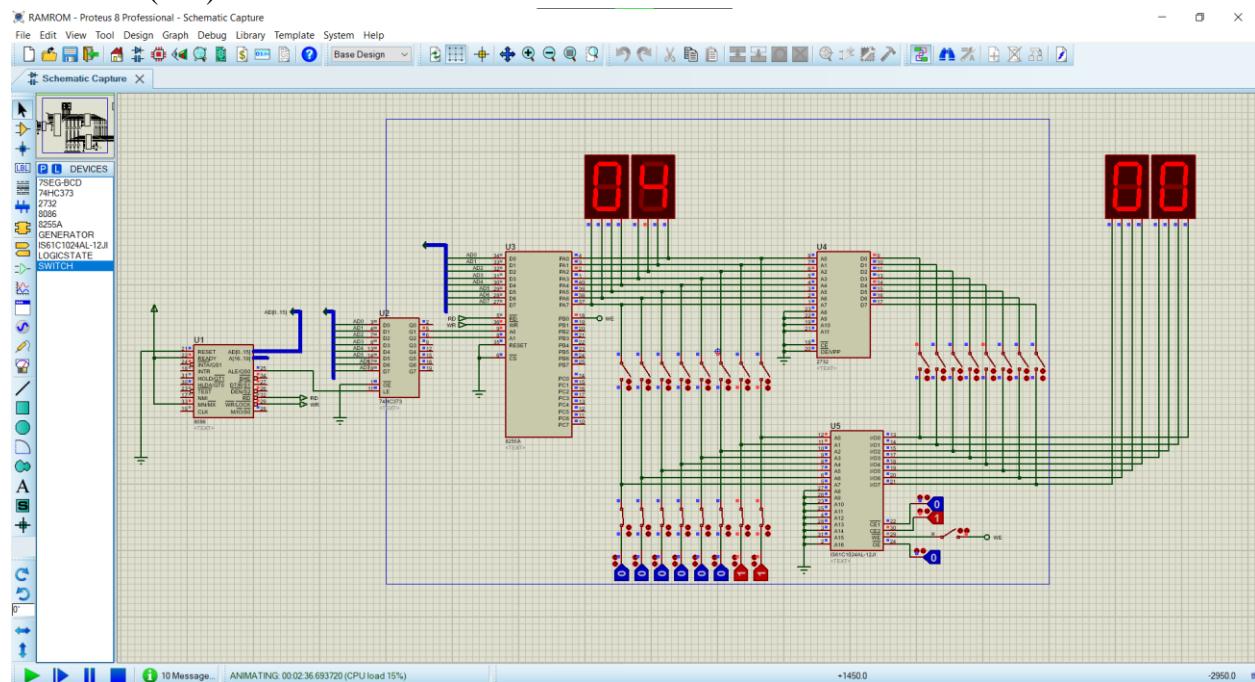
Address 1 (001)



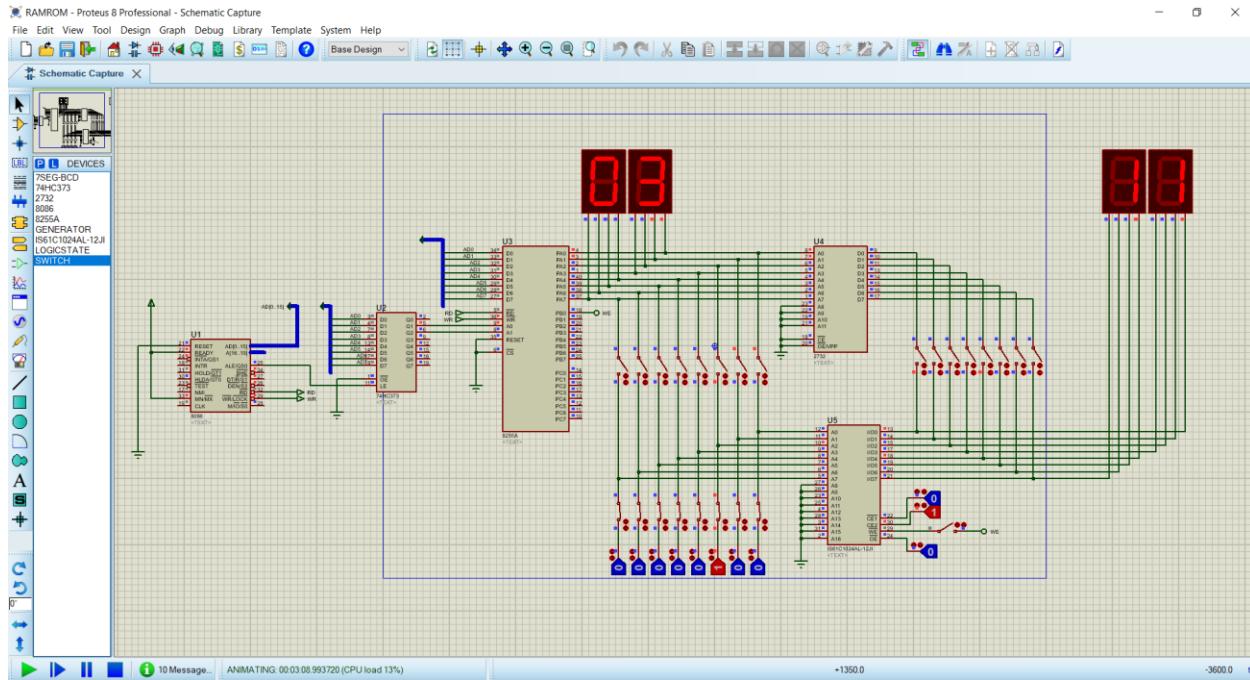
Address 2 (010)



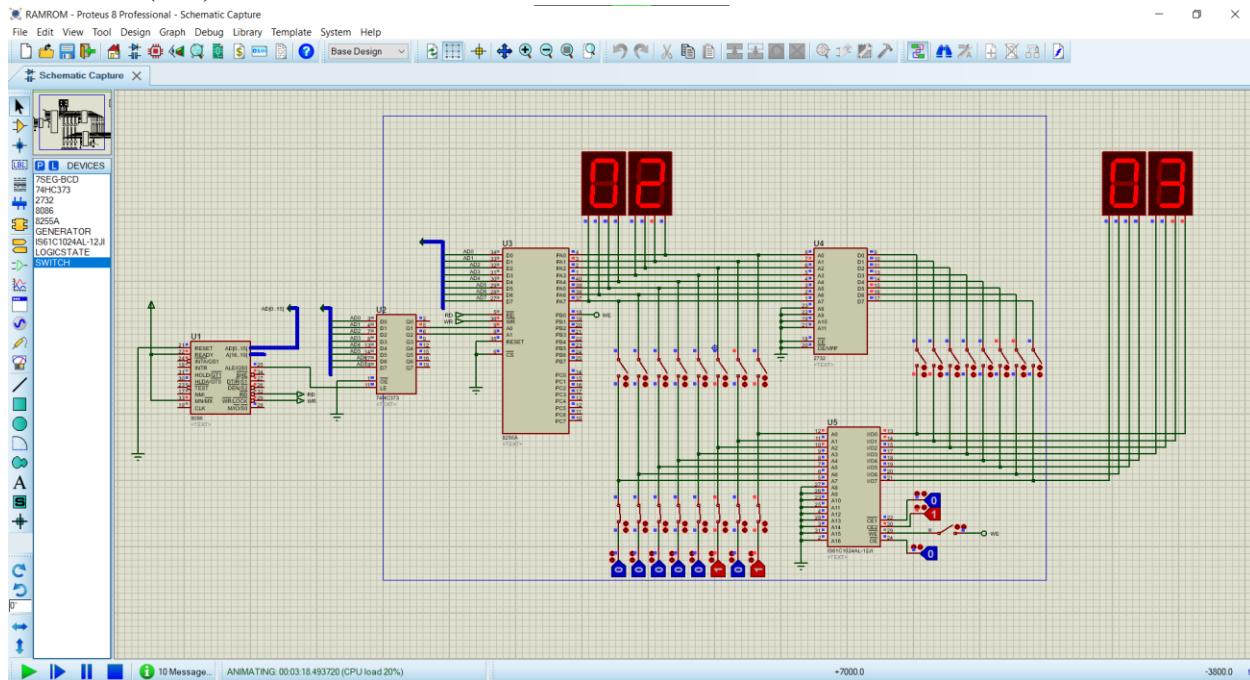
Address 3 (011)



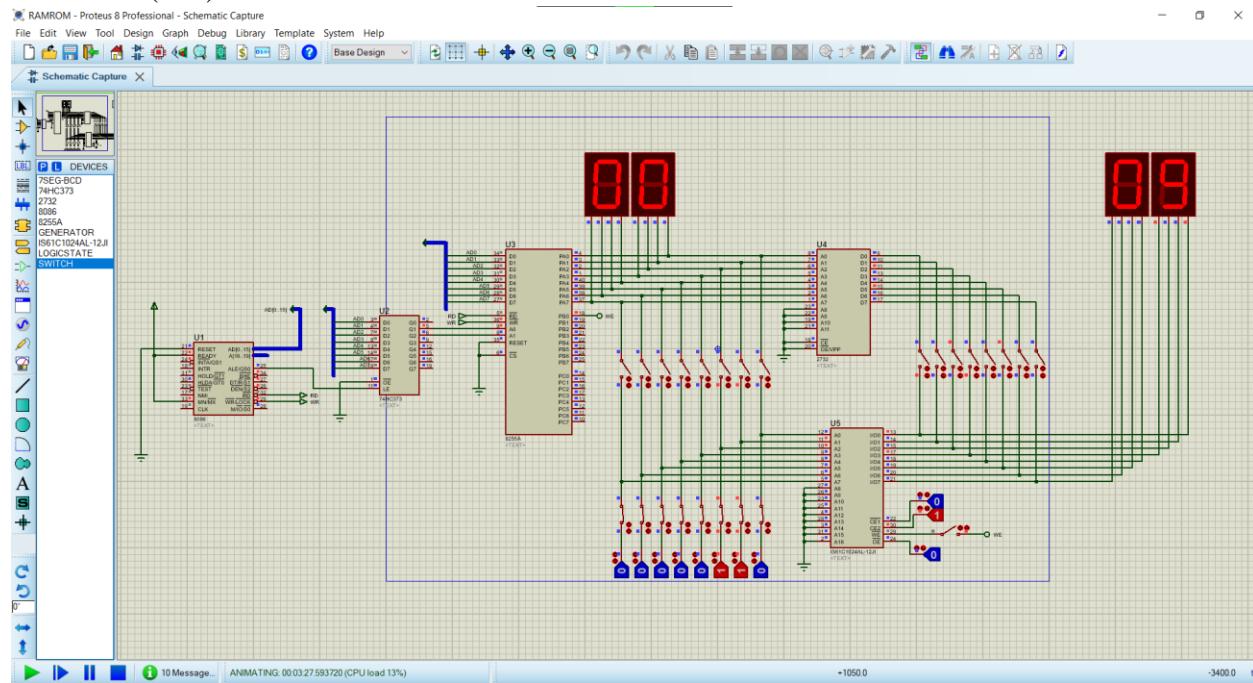
Address 4 (100)



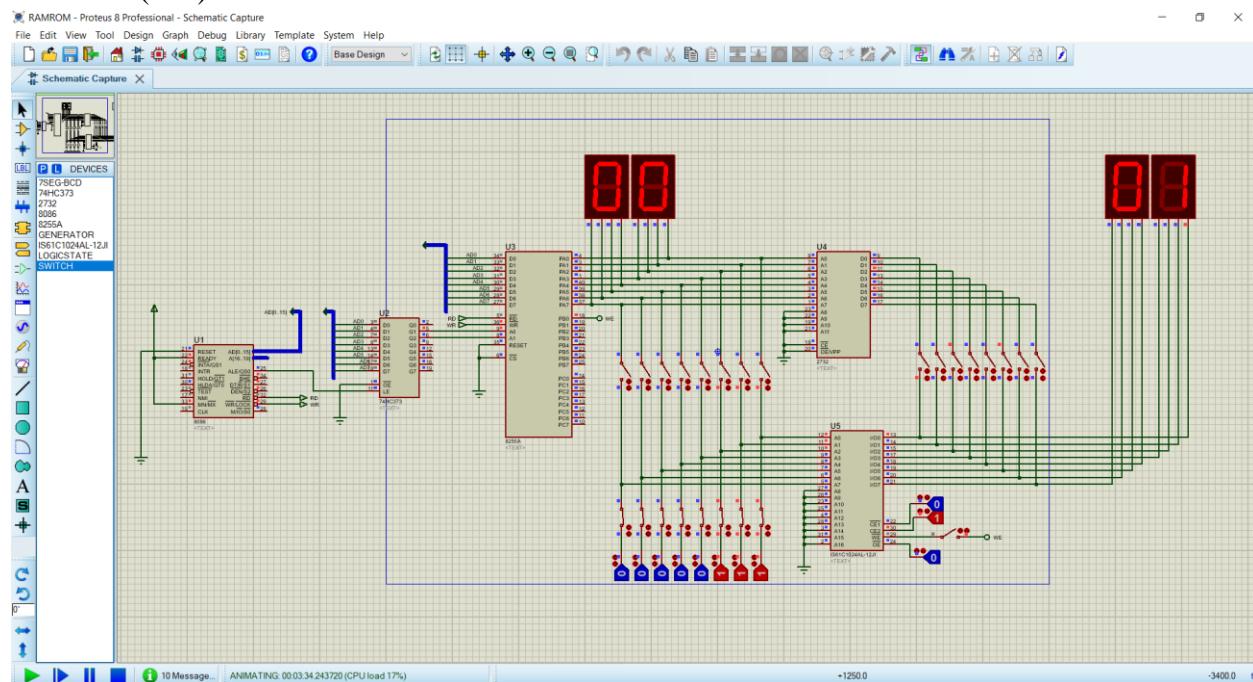
Address 5 (101)



Address 6 (110)



address 7 (111)



3.2 Analisa Praktikum

Praktikum kali ini adalah tentang memory interfacing, yaitu mengakses memori EPROM dengan membaca data yang ada di dalamnya. Kita mula mula membuat kode untuk menyimpan data di notepad lalu disimpan dengan extension bin dan kita akses melalui EPROM, sehingga EPROM kini memiliki data yang tersimpan. Lalu kita buat kode untuk mengakses data tersebut per address memori. Kemudian kita simpan data dari EPROM ke RAM, lalu kita tampilkan data yang ada di RAM sesuai addressnya.

3.3 Kesimpulan

1. Kita dapat memahami serba-serbi tentang EPROM dan memory interfacing.
2. Kita dapat memahami serba-serbi tentang RAM.