

## 8-BIT MULTIPLICATION

EXP NO: 3

**AIM:** To write an assembly language program to implement 8-bit multiplication using 8085 processor.

### ALGORITHM:

- 1) Start  
the program by loading a register pair with the address of memory location.
- 2) Move  
the data to a register.
- 3) Get  
the second data and load it into the accumulator.
- 4) Add  
the two register contents.
- 5) Increment  
the value of the carry.
- 6) Check  
whether the repeated addition is over.
- 7) Store  
the value of product and the carry in the memory location.

8) Halt.

**PROGRAM:**

LDA 8500

MOV B, A

LDA 8501

MOV C, A

CPI 00

JZ LOOP

XRA A

LOOP1: ADD B

DCR C

JZ LOOP


JMP LOOP1


LOOP: STA 8502


RST


1


INPUT:

 Data

 Stack

 KeyPad

 Memory

 I/O Ports

Start

8500

OK

Address (Hex)	Address	Data
2134	8500	3
2135	8501	2

OUTPUT:


File


Reset


Assembler


Debug


Help























Registers

Flag

A 06

BC 03 00

DE 00 00

HL 00 00

PSW 00 00

PC 42 1E

SP FF FF

Int-Reg 00

S 0

Z 1

AC 0

P 1

C 0

Decimal - Hex Conversion

Decimal

Hex

0

0

To Hex

To Dec

I/O Ports

0

-

+

00

Update Port Value

Memory

0

-

+

00

Update Memory

Load me at

1 ;<Program File>

2 jmp start

3 ;data

4 ;code

5 start: nop

6

7 LDA 8500

8 MOV B, A

9 LDA 8501

10 MOV C, A

11 CPI 00

12 JZ LOOP

13 XRA A

14 LOOP1: ADD B

15 DCR C

16 JZ LOOP

17 JMP LOOP1

18 LOOP: STA 8502

19 RST 1

20 hlt

Data

Stack

KeyPad

Memory

I/O Ports

Start

8500

OK

Address (Hex)	Address	Data
2134	8500	3
2135	8501	2
2136	8502	6
2137	8503	0
2138	8504	0
2139	8505	0
213A	8506	0
213B	8507	0
213C	8508	0
213D	8509	0
213E	8510	0
213F	8511	0
2140	8512	0
2141	8513	0
2142	8514	0

Line No

Assembler Message

0

Program assembled successfully

**RESULT:** Thus the program was executed successfully using 8085 processor simulator.