

Computer Science & Engineering

CSE2006

Microprocessor and Interfacing

LAB ASSIGNMENT 1

Submitted to **Prof. SANJAY R**

TOPIC: INTRODUCTION TO EMU8086

NAME: PUNIT MIDDHA

REG.NO: 19BCE2060

SLOT: L43+L44

DATE: 09/09/2021

$\succ Task - 1 (Assessment - 1)$

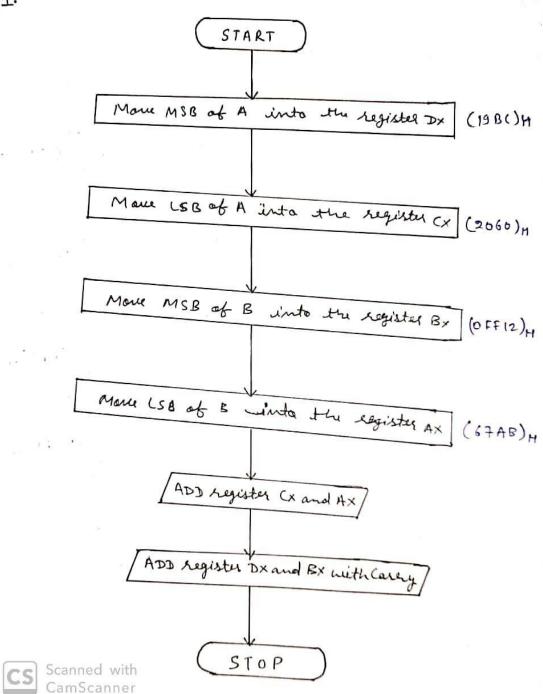
Let AH = the first 4 digits of your Roll no, AL = the last digits of your Roll no.

1) If B = FF1267AB, Find A + B.

Aim:

Find the addition of A and B where A=The first & last 4 digits of Register number i.e., (19BC2060)H and B=(FF1267AB)H.

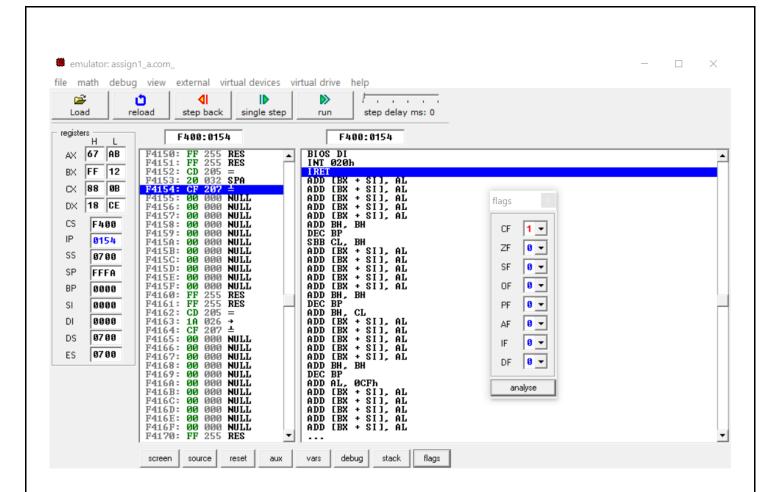
Handwritten Flow chart:



```
소
    Addition of A&B (A+B):
       where
            A = (19 BC 2060) H
            B = (FF1267 AB)H
    CODE: -
     org look
     MOV DX,
              19 BCH
     MOV CX, 2060H
     MOV BX, OFFIZH
          AX, 67ABH
     MOV
     ADD CX, AX
     ADC DX, BX
 Scanned with
 CamScanner
```

Snapshots of typed program and Output:

```
edit: C:\Users\Punit Middha\Desktop\Micro\assign1_a.asm
file edit bookmarks assembler emulator math ascii codes help
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             open
                      examples
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                                                                            calculator convertor
                                                                                                      options
   new
                                                     compile
                                                                 emulate
                                                                                                                   help
    01
        ; You may customize this and other start-up templates; The location of this template is c:\emu8086\inc\0_com_template.txt
    02
    03
    04
            Name: PUNIT MIDDHA
    05
        ; RegNo: 19BCE2060
    96
    07
    08
         org 100h
    09
    10 MOU DX, 19BCH
11 MOU CX, 2060H
12 MOU BX, 0FF12H
13 MOU AX, 67ABH
14 ADD CX, AX
15 ADC DX, BX
    16
    17 ret
```



Inference:

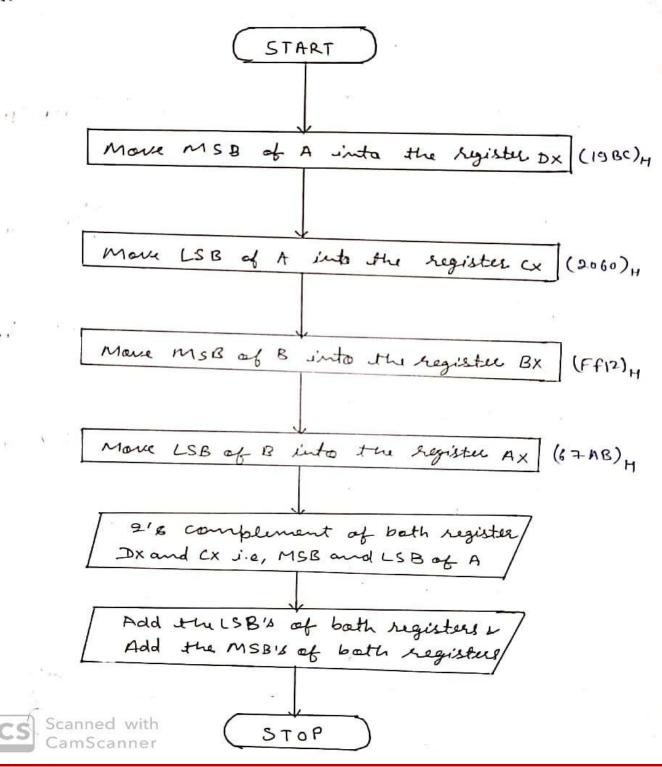
- The result is stored in DX and CX. Msb bits are stored in DX and lsb bits in CX. Also the carry flag is 1, so there is also a carry bit.
- Hence, A+B = 1 18CE 880B.

2) If B = FF1267AB, Find B - A using 2's complement.

Aim:

Calculate Subtraction (B-A) where A=(19BC2060)H and B=(FF1267AB)H.

Handwritten Flow chart:

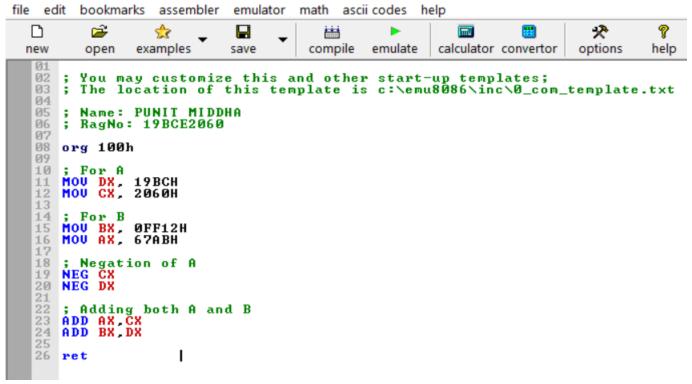


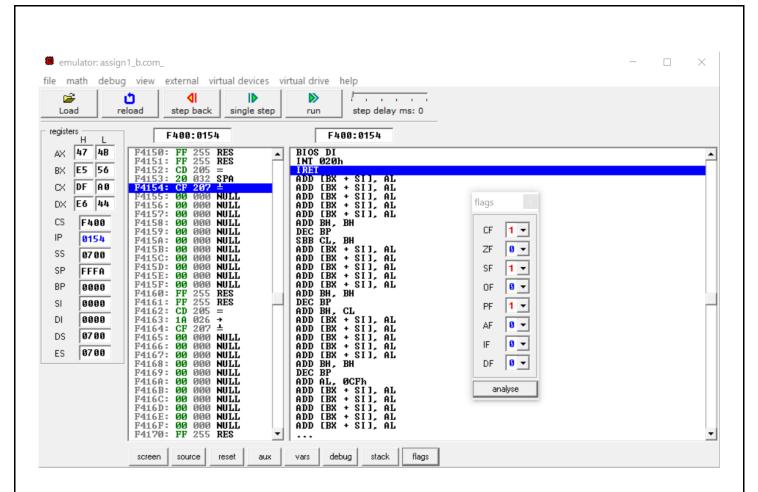
```
ಶ್ರ.
   Subtraction (B-A) using 2's complement
       where
            A = (19BC2060)H
           B = (FF1267 AB)H
    CODE :-
    ary 100h
    ; for A
    MOV DX , 19BCH
    MOV CX, 2060H
    ; for B
    MOV BX, DFF12H
    MOV AX, 67ABH
    ; Negation of A
    NEG CX
    NEG DX
    ; Adding both A and B
     ADD AX, CX
     DOA
           BX, DX
```



Snapshots of typed program and Output:

edit: C:\Users\Punit Middha\Desktop\Micro\assign1_b.asm
file edit bookmarks assembler emulator math ascii codes help





Inference:

- As the bits are 32 bits long. Each number have to be stored in 2 registers. So, 4 registers have to be used. The result is stored in BX and AX. MSB in BX and LSB bit in AX.
- Hence, B-A = E556 474B

$\succ Task - 2 (Assessment - 1)$

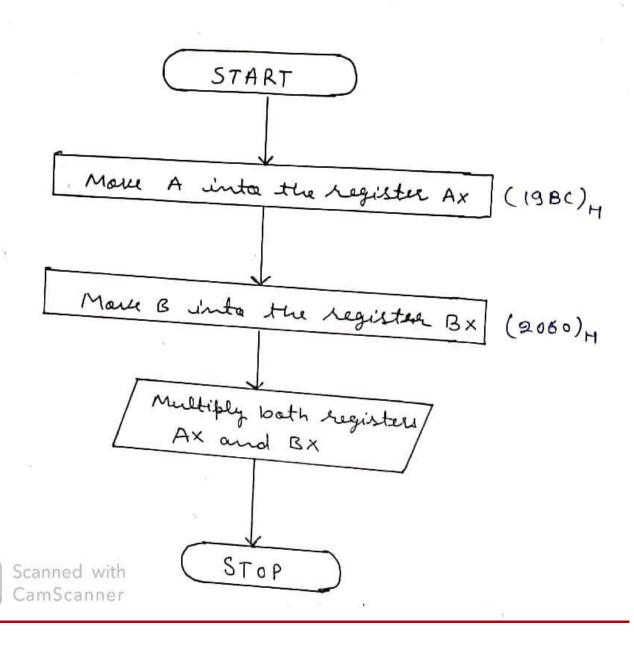
Write the ALP for the following arithmetic operations:

1) If AX = (first 4 digits of your Roll no)H and BX = (last 4 digits of your Roll no)H, find multiplication of AX and BX.

Aim:

Calculate Multiplication of A and B where A=(19BC)H and B=(2060)H.

Handwritten Flow chart:



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Multiplication (A*B)

where

A = (19BC)H

B = (2060)H

CODE:
org 100h

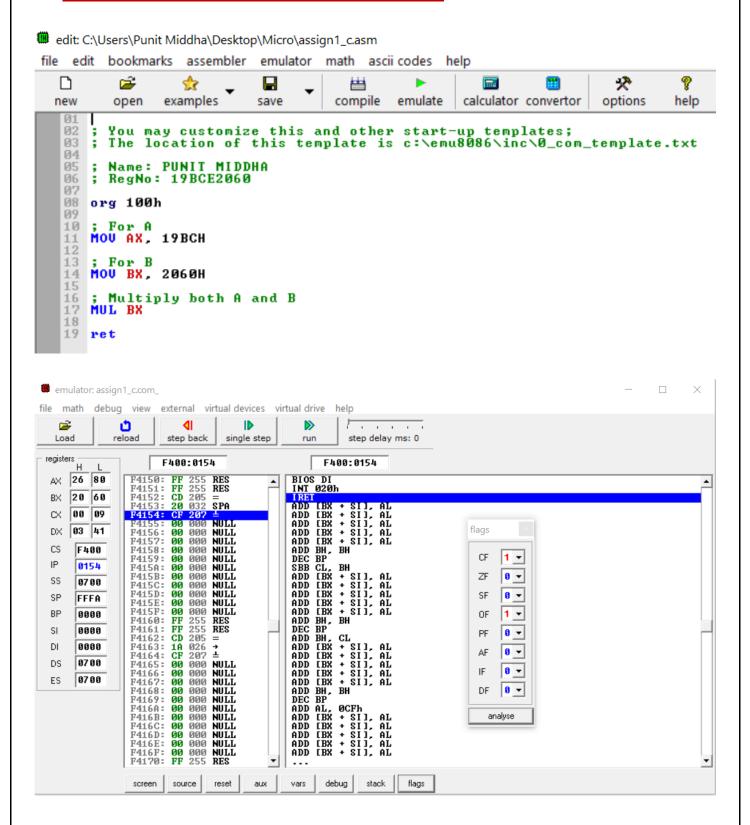
; For A

MOV AX, 19BCH

MOV BX, 2060H ; Multiply both A and B MUL BX



Snapshots of typed program and Output:



Inference:

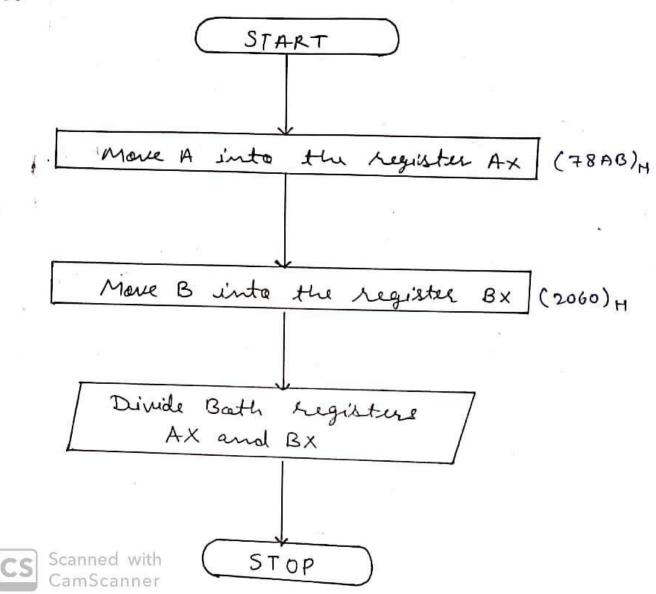
- The result of multiplication of A and B will be stored in 2 registers as it would be 32 bits long. The msb bits in DX and lsb in AX.
- Hence, $A \times B = 0341 \ 2680$

2) Find (78AB)H ÷ (last 4 digits of your Roll no)H

Aim:

Calculate Division(A \div B) where A=(78AB)H and B=(2060)H.

Handwritten Flow chart:



2.

Division (A/B)

where

A = (78AB)H

B = (2060) H

CODE:-

org 100 h

jΑ

MOV AX, 78ABH

; B

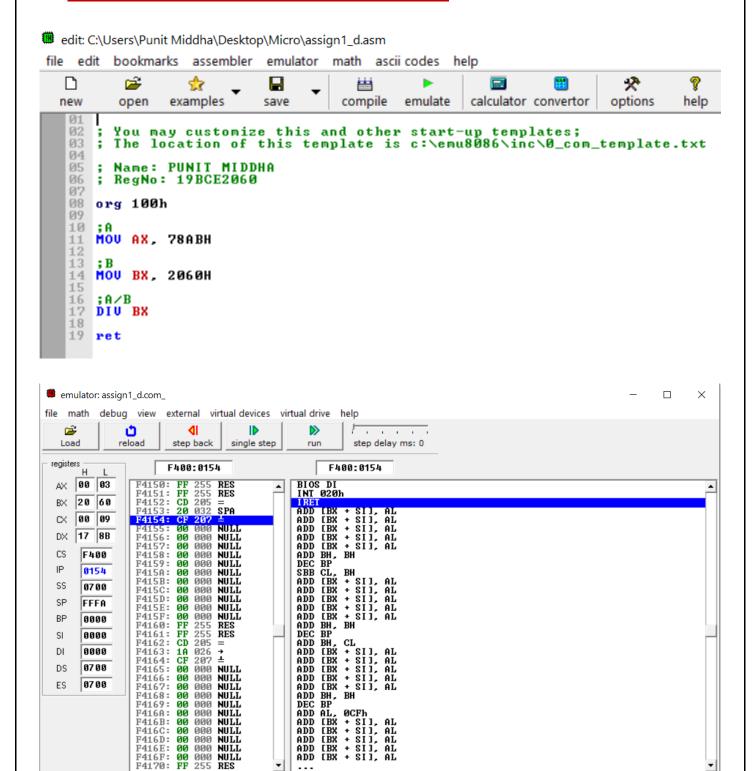
MOV BX, 2060 H

) A/B

DIV BX



Snapshots of typed program and Output:



Inference:

F416F: F4170:

screen

source

The result of division of A and B is stored in 2 registers AX and DX. The quotient in AX and the remainder in DX.

stack

Hence, A/B = 3 with remainder = 178B

NULL 000

NULL

reset

ADD

ADD

vars

debug