

# **MICROPROCESSORS & MICROCONTROLLERS**

## **LABORATORY MANUAL**

**B.TECH**  
**(III YEAR – II SEM)**  
**(2018-19)**

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**MALLA REDDY COLLEGE**  
**OF ENGINEERING & TECHNOLOGY**  
**(Autonomous Institution – UGC, Govt. of India)**

Recognized under 2(f) and 12 (B) of UGC ACT 1956

Affiliated to JNTUH, Hyderabad, Approved by AICTE - Accredited by NBA & NAAC – 'A' Grade - ISO 9001:2015 Certified  
Maisammaguda, Dhulapally (Post Via. Kompally), Secunderabad – 500100, Telangana State, India

## **ELECTRONICS & COMMUNICATION ENGINEERING**

### **VISION**

To evolve into a center of excellence in Engineering Technology through creative and innovative practices in teaching-learning, promoting academic achievement & research excellence to produce internationally accepted competitive and world class professionals.

### **MISSION**

To provide high quality academic programmes, training activities, research facilities and opportunities supported by continuous industry institute interaction aimed at employability, entrepreneurship, leadership and research aptitude among students.

### **QUALITY POLICY**

- ❖ Impart up-to-date knowledge to the students in Electronics & Communication area to make them quality engineers.
- ❖ Make the students experience the applications on quality equipment and tools.
- ❖ Provide systems, resources and training opportunities to achieve continuous improvement.
- ❖ Maintain global standards in education, training and services.



## **PROGRAMME EDUCATIONAL OBJECTIVES (PEOs)**

### **PEO1: PROFESSIONALISM & CITIZENSHIP**

To create and sustain a community of learning in which students acquire knowledge and learn to apply it professionally with due consideration for ethical, ecological and economic issues.

### **PEO2: TECHNICAL ACCOMPLISHMENTS**

To provide knowledge based services to satisfy the needs of society and the industry by providing hands on experience in various technologies in core field.

### **PEO3: INVENTION, INNOVATION AND CREATIVITY**

To make the students to design, experiment, analyze, interpret in the core field with the help of other multi disciplinary concepts wherever applicable.

### **PEO4: PROFESSIONAL DEVELOPMENT**

To educate the students to disseminate research findings with good soft skills and become a successful entrepreneur.

### **PEO5: HUMAN RESOURCE DEVELOPMENT**

To graduate the students in building national capabilities in technology, education and research.

## **PROGRAMME SPECIFIC OBJECTIVES (PSOs)**

### **PSO1**

To develop a student community who acquire knowledge by ethical learning and fulfill the societal and industry needs in various technologies of core field.

### **PSO2**

To nurture the students in designing, analyzing and interpreting required in research and development with exposure in multi disciplinary technologies in order to mould them as successful industry ready engineers/entrepreneurs

### **PSO3**

To empower students with all round capabilities who will be useful in making nation strong in technology, education and research domains.

**PROGRAM OUTCOMES (POs)****Engineering Graduates will be able to:**

1. **Engineering knowledge:** Apply the knowledge of mathematics, science, engineering fundamentals, and an engineering specialization to the solution of complex engineering problems.
2. **Problem analysis:** Identify, formulate, review research literature, and analyze complex engineering problems reaching substantiated conclusions using first principles of mathematics, natural sciences, and engineering sciences.
3. **Design / development of solutions:** Design solutions for complex engineering problems and design system components or processes that meet the specified needs with appropriate consideration for the public health and safety, and the cultural, societal, and environmental considerations.
4. **Conduct investigations of complex problems:** Use research-based knowledge and research methods including design of experiments, analysis and interpretation of data, and synthesis of the information to provide valid conclusions.
5. **Modern tool usage:** Create, select, and apply appropriate techniques, resources, and modern engineering and IT tools including prediction and modeling to complex engineering activities with an understanding of the limitations.
6. **The engineer and society:** Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal and cultural issues and the consequent responsibilities relevant to the professional engineering practice.
7. **Environment and sustainability:** Understand the impact of the professional engineering solutions in societal and environmental contexts, and demonstrate the knowledge of, and need for sustainable development.
8. **Ethics:** Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering practice.
9. **Individual and team work:** Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.
10. **Communication:** Communicate effectively on complex engineering activities with the engineering community and with society at large, such as, being able to comprehend and write effective reports and design documentation, make effective presentations, and give and receive clear instructions.
11. **Project management and finance:** Demonstrate knowledge and understanding of the engineering and management principles and apply these to one's own work, as a member and leader in a team, to manage projects and in multi disciplinary environments.
12. **Life- long learning:** Recognize the need for, and have the preparation and ability to engage in independent and life-long learning in the broadest context of technological change.

## **LABORATORY RULES**

### **General Rules of Conduct in Laboratories:**

1. You are expected to arrive on time and not depart before the end of a laboratory.
2. You must not enter a lab unless you have permission from a technician or lecturer.
3. You are expected to comply with instructions, written or oral, that the laboratory Instructor gives you during the laboratory session.
4. You should behave in an orderly fashion always in the lab.
5. You must not stand on the stools or benches in the laboratory.
6. Keep the workbench tidy and do not place coats and bags on the benches.
7. You must ensure that at the end of the laboratory session all equipment used is stored away where you found it.
8. You must put all rubbish such as paper outside in the corridor bins. Broken components should be returned to the lab technician for safe disposal.
9. You must not remove test equipment, test leads or power cables from any lab without permission.
10. Eating, smoking and drinking in the laboratories are forbidden.
11. The use of mobile phones during laboratory sessions is forbidden.
12. The use of email or messaging software for personal communications during laboratory sessions is forbidden.
13. Playing computer games in laboratories is forbidden.

### **Specific Safety Rules for Laboratories:**

1. You must not damage or tamper with the equipment or leads.
2. You should inspect laboratory equipment for visible damage before using it. If there is a problem with a piece of equipment, report it to the technician or lecturer. **DONOT** return equipment to a storage area
3. You should not work on circuits where the supply voltage exceeds 40 volts without very specific approval from your lab supervisor. If you need to work on such circuits, you should contact your supervisor for approval and instruction on how to do this safely before commencing the work.
4. Always use an appropriate stand for holding your soldering iron.
5. Turn off your soldering iron if it is unlikely to be used for more than 10 minutes.
6. Never leave a hot soldering iron unattended.
7. Never touch a soldering iron element or bit unless the iron has been disconnected from the mains and has had adequate time to cool down.
8. Never strip insulation from a wire with your teeth or a knife, always use an appropriate wire stripping tool.
9. Shield wire with your hands when cutting it with a pliers to prevent bits of wire flying about the bench.

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## **PART-A**

### **1. INTRODUCTION TO MASM**

#### **EDITOR**

An editor is a program, which allows you to create a file containing the assembly language statements for your program. As you type in your program, the editor stores the ASCII codes for the letters and numbers in successive RAM locations. When you have typed in all of your programs, you then save the file on a floppy or hard disk. This file is called source file. The next step is to process the source file with an assembler. In the MASM /TASM assembler, you should give your source file name the extension, .ASM

#### **ASSEMBLER**

An assembler program is used to translate the assembly language mnemonics for instructions to the corresponding binary codes. When you run the assembler, it reads the source file of your program from the disk, where you saved it after editing on the first pass through the source program the assembler determines the displacement of named data items, the offset of labels and pails this information in a symbol table. On the second pass through the source program, the assembler produces the binary code for each instruction and inserts the offset etc that is calculated during the first pass. The assembler generates two files on floppy or hard disk. The first file called the object file is given the extension. OBJ. The object file contains the binary codes for the instructions and information about the addresses of the instructions. The second file generated by the assembler is called assembler list file. The list file contains your assembly language statements, the binary codes for each instructions and the offset for each instruction. In MASM/TASM assembler, MASM/TASM source file name ASM is used to assemble the file. Edit source file name LST is used to view the list file, which is generated, when you assemble the file.

#### **LINKER**

A linker is a program used to join several object files into one large object file and convert to an **exe** file. The linker produces a link file, which contains the binary codes for all the combined modules. The linker however doesn't assign absolute addresses to the program, it assigns is said to

be reloadable because it can be put anywhere in memory to be run. In MASM/TASM, LINK/TLINK source filename is used to link the file.

## **DEBUGGER**

A debugger is a program which allows you to load your object code program into system memory, execute the program and troubleshoot it. The debugger allows you to look at the contents of registers and memory locations after your program runs. It allows you to change the contents of register and memory locations after your program runs. It allows you to change the contents of register and memory locations and return the program. A debugger also allows you to set a break point at any point in the program. If you insert a breakpoint the debugger will run the program up to the instruction where the breakpoint is set and stop execution. You can then examine register and memory contents to see whether the results are correct at that point. In MASM/TASM, `td filename` is issued to debug the file.

### **DEBUGGER FUNCTIONS:**

1. Debugger allows looking at the contents of registers and memory locations.
2. We can extend 8-bit register to 16-bit register with the help of extended register option.
3. Debugger allows setting breakpoints at any point with the program.
4. The debugger will run the program up to the instruction where the breakpoint is set and then stop execution of program. At this point, we can examine registry and memory contents at that point.
5. With the help of dump we can view register contents.
6. We can trace the program step by step with the help of F7.
7. We can execute the program completely at a time using F8

### **The DOS -Debugger:**

The DOS "Debug" program is an example of simple debugger that comes with MS-DOS. Hence it is available on any PC. It was initially designed to give the user the capability to trace logical errors in executable file.



**Below, are summarized the basic DOS - Debugger commands**

<b>COMMAND</b>	<b>SYNTAX</b>
Assemble	A [address]
Compare	C range address
Dump	D [range]
Enter	E address [list]
Fill	F range list
Go	G [=address] [addresses]
Hex	H value1 value2
Input	I port
Load	L[address] [drive][first sector][number]
Move	M range address
Name	N[pathname][argument list]
Output	O port byte
Proceed	P [=address][number]
Quit	Q
Register	R[register]
Search	S range list
Trace	T [=address][value]
Unassembled	u [range]
Write	W[address][drive][first sector][number]

### **MS-MASM:**

Microsoft's Macro Assembler (MASM) is an integrated software package Written by Microsoft Corporation for professional software developers. It consists of an editor, an assembler, a linker and a debugger (Code View). The programmer's workbench combines these four parts into a user-friendly programming environment with built in on line help. The following are the steps used if you are to run MASM from DOS

## MICROPROCESSOR LAB EXECUTION PROCEDURE

### STEP1: Opening the DOS prompt

Click **start** menu button and click on **Run** and then type *cmd at* command prompt immediately DOS window will be appeared

### STEP2: Checking the masm installation

To know MASAM is installed or not simply type **masm** at the command prompt upon that it replies masm version vendor (Microsoft), etc... If you get any error there is no masm in that PC

### STEP3: Directory changing (create a folder with your branch and no in D drive)

Change the current directory to your won directory suppose your folder in **D** drive type the following commands to change the directory at command prompt type **D:** hit enter now you are in **D drive** type **cd folder name** hit the enter

**Example: D cd ece10**

Now we are in folder cse10

### STEP4: writing the program

At the command prompt type the **edit programname.asm**

**Example. Edit add.asm**

Immediately editor window will open and there you have to write the program. Type the program in that window after completion save the Program, to save the program Go to file opt in the menu bar and select save opt now your code is ready to Assemble.

### STEP5: Assembling, Linking and executing the program

Go to *file* opt click *exit* opt now DOS prompt will be displayed to assemble the program type the following commands at the DOS prompt

**Masm Program Name, Program Name, Program Name, Program Name** hit the enter

**Example: Masm add, add, add, add enter**

**OR**

**Example: Masm add.asm**

If there are any errors in the program assembler reports all of them at the command prompt with line no's, if there are now bugs your ready to link the program. To link the program type the following line at command prompt Link program name,,,,, (5 commas)

**Example: Link add,,,,,**

**OR**

**Example: link add.obj**

After linking you are ready to execute the program. To execute the program type the following command

**Debug program name.exe** hit the enter

**Example: Debug add.exe**

Now you entered into the execution part of the program here you have to execute the program instruction by instruction (debugging) first of all press the *r* key(register) hit the enter key it'll displays all the registers and their initial values in HEXDECIMAL note down the values of all the register which are used in the program. To execute the next instruction press *t* key (TRACE) hit the enter it'll execute that instruction and displays the contents of all the register. You have to do this until you reach the last instruction of the program. After execution you have to observe the results (in memory or registers based on what you have written in the program).

### **STEP6: Copying list file (common for all programs):**

A list file contains your code starting address and end address along with your program .For every program assembler generates a list file at your folder, programname.lst (ex. Add.lst) you should copy this to your lab observation Opening a list file

**Edit programname.lst**

**Example. Edit add.lst**

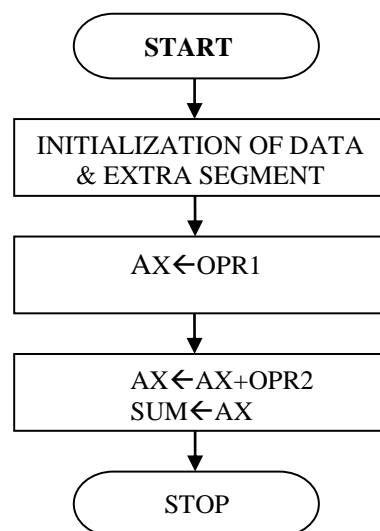
**EXPERIMENT NO.2****16 BIT ARITHMETIC OPERATIONS**

**AIM:** Write an ALP to 8086 to perform 16-bit arithmetic operations in various Addressing Modes

**TOOLS:** PC installed with MASM

**ALGORITHM:**

- Step I** : Initialize the Data segment memory.  
**Step II** : Initialize the Extra segment memory.  
**Step III** : Load the first number into AX register.  
**Step IV** : Add two numbers.  
**Step V** : Store the result in Extra segment.  
**Step VI** : Terminate the program  
**Step VII** : Stop.

**FLOW CHART:**

**PROGRAM:****(A) 16-bit addition using different addressing modes**

```
ASSUME CS: CODE, DS: DATA, ES: EXTRA

DATA SEGMENT
    OPR1 DW 5169H
    OPR2 DW 1000H
DATA ENDS

EXTRA SEGMENT
    SUM DW ?
EXTRA ENDS

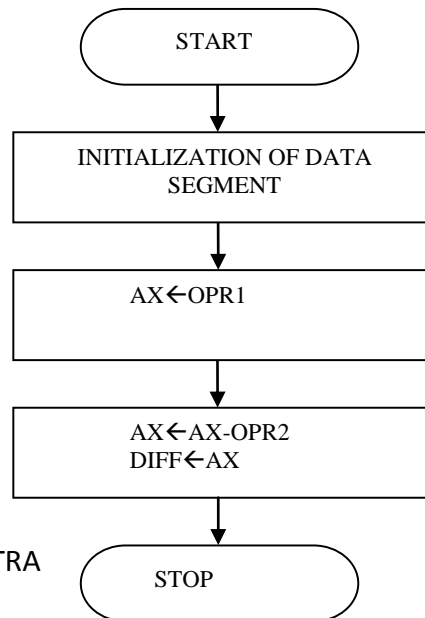
CODE SEGMENT
START: MOV AX, DATA
        MOV DS, AX          ; REGISTER ADDRESSING MODE
        MOV AX, EXTRA
        MOV ES, AX
        MOV AX, OPR1        ; DIRECT ADDRESSING MODE
        ADD AX, OPR2        ; DIRECT ADDRESSING MODE
        MOV SUM, AX        ; DIRECT ADDRESSING MODE
        INT 03H
CODE ENDS
END START
END
```

**(B) 16-bit subtraction using different addressing modes****ALGORITHM:**

- Step I** : Initialize the data & extra segment memory.
- Step II** : Load the first number into AX register.
- Step IV** : Sub AX from OPR2.
- Step V** : Store result in extra segment
- Step VI** : verify the result.

**Step VII** : Stop.

**FLOW CHART:**



**PROGRAM:**

ASSUME CS:CODE, DS: DATA,ES:EXTRA

DATA SEGMENT

OPR1 DW 5169H

OPR2 DW 1000H

DATA ENDS

EXTRA SEGMENT

DIFF DW ?

EXTRA ENDS

CODE SEGMENT

START: MOV AX, DATA

MOV DS, AX ; REGISTER ADDRESSING MODE

MOV AX, EXTRA

MOV ES, AX ; REGISTER ADDRESSING MODE

MOV BX, OFFSET OPR1 ; DIRECT ADDRESSING MODE

MOV AX, [BX] ; BASE ADDRESSING MODE/

SUB AX, OPR2 ; DIRECT ADDRESSING MODE

MOV DIFF, AX ; DIRECT ADDRESSING MODE

INT 03H

CODE ENDS

END START

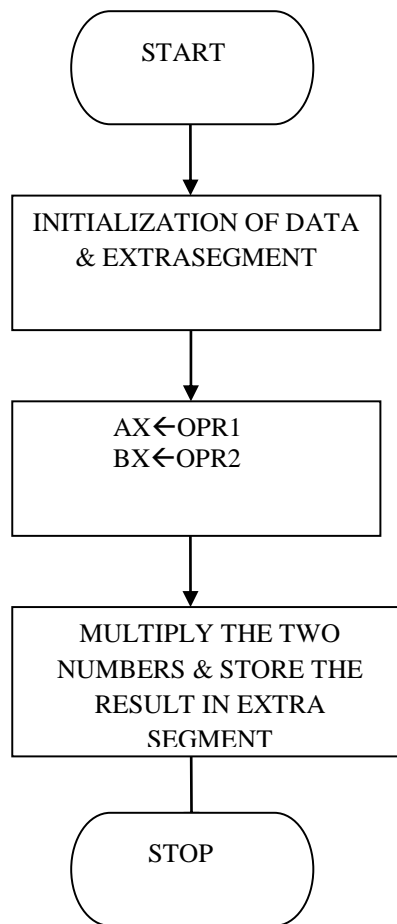
END

### (C)16-bit Multiplication using different addressing modes

#### ALGORITHM:

- Step I** : Initialize the data & extra segment memory.
- Step II** : Load the first number into AX register.
- Step III** : Load the second number into BX register.
- Step IV** : Multiply AX with BX.
- Step V** : store lower word in accumulator into extra segment.
- Step VI** : Store Upper word in DX register into extra segment
- Step VII** : Verify the result.
- Step VIII** : Stop.

#### FLOW CHART:



**PROGRAM:**

ASSUME CS: CODE, DS: DATA, ES: EXTRA

DATA SEGMENT

    OPR1 DW 5169H

    OPR2 DW 1000H

DATA ENDS

EXTRA SEGMENT

    PROD  DW 2 DUP(0)

EXTRA ENDS

CODE SEGMENT

START:MOV AX,DATA

    MOV DS,AX                  ; REGISTER ADDRESSING MODE

    MOV AX,EXTRA

    MOV ES, AX                 ; REGISTER ADDRESSING MODE

    MOV SI,OFFSET OPR1

    MOV AX,[SI]                ; INDEXED ADDRESSING MODE

    MOV BX,OPR2                ; DIRECT ADDRESSING MODE

    MUL BX                     ; REGISTER ADDRESSING MODE

    MOV PROD, AX                ; DIRECT ADDRESSING MODE

    MOV PROD+2, DX             ; DIRECT ADDRESSING MODE

    INT 03H

CODE ENDS

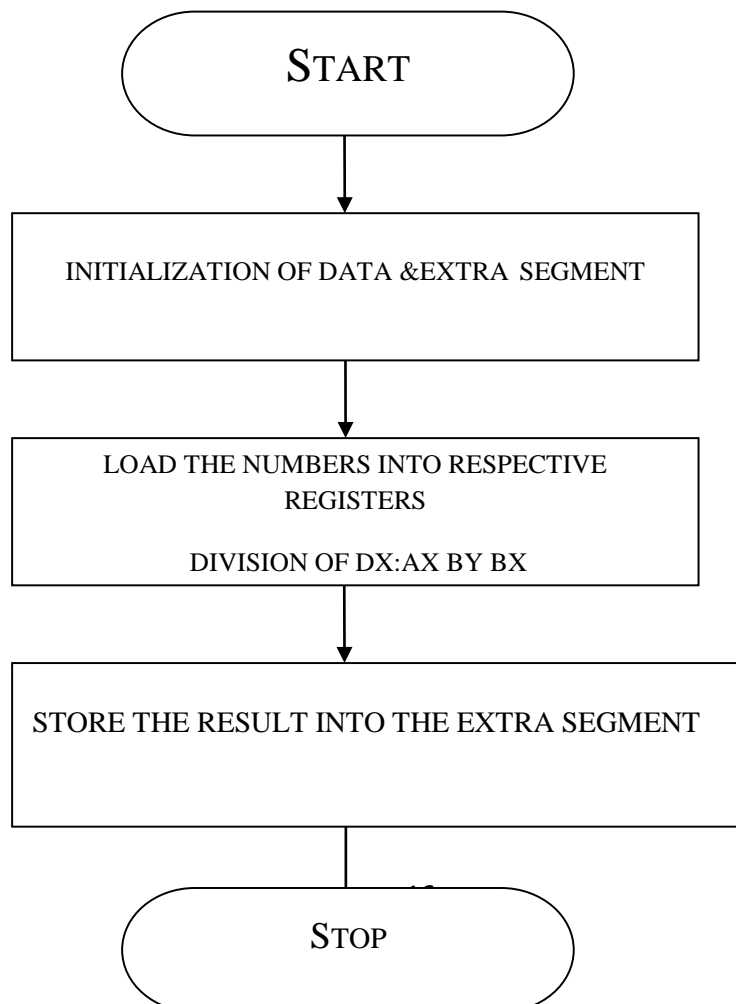
END START

END



**(D)16-bit Division using different addressing modes****ALGORITHM:**

- Step I** : Initialize the data & extra segment memory.  
**Step II** : Load the first number into DX:AX register pair.  
**Step III** : Load the second number into BX register.  
**Step IV** : Divide DX:AX pair by BX.  
**Step V** : store the Quotient in AX register into extra segment.  
**Step VI** : Store the remainder in DX register into extra segment.  
**Step VII** : Verify the result.  
**Step VIII** : Stop.

**FLOW CHART:**

**PROGRAM:**

ASSUME CS: CODE, DS:DATA, ES:EXTRA

DATA SEGMENT

OPR1 DD 74105169H

OPR2 DW 7875H

DATA ENDS

EXTRA SEGMENT

DIVQ DW ?

DIVR DW ?

EXTRA ENDS

CODE SEGMENT

START:MOV AX, DATA

MOV DS, AX ; REGISTER ADDRESSING MODE

MOV AX, EXTRA

MOV ES, AX ; REGISTER ADDRESSING MODE

MOV SI, OFFSET OPR1

MOV AX, [SI] ; INDEXED ADDRESSING MODE/

MOV DX, [SI+2] ; INDEXED ADDRESSING MODE

MOV BX, OPR2 ; DIRECT ADDRESSING MODE

DIV BX ; REGISTER ADDRESSING MODE

MOV DIVQ, AX

MOV DIVR, DX

INT 03H

CODE ENDS

END START

END

**Result:****UNSIGNED NUMBERS****INPUT:** OPR1 =

OPR2 =

**OUTPUT:** ALL RESULTS ARE STORED IN EXTRA SEGMENT (ES)

SUM =

DIFF=

PROD=

PROD+2=

DIVQ=

DIVR=

**Exercise Questions:**

- 1) Write an assembly language program for the expression  $ax+b$
- 2) Write an assembly language program for the squaring of 16 bit Hexa Decimal number.
- 3) Write an assembly language program for the factorial of 8 bit Hexadecimal number.

**Viva Question:**

- 1) What is meant by microprocessor?
- 2) What is meant by accumulator?
- 3) What is meant by assembler directive?
- 4) What are segment Registers?
- 5) What is the use of INT 03H instruction ?

### **EXPERIMENT NO.3**

#### **SORTING AN ARRAY FOR 8086**

**AIM:** Write and execute an ALP to 8086 processor to sort the given 16-bit numbers in Ascending and Descending order.

**TOOLS:** PC installed with MASM 6.11

#### **ALGORITHM:**

**Step I:** Initialize the data segment memory.

**Step II :** Initialize the number of elements counter

**Step III :** Initialize the comparisons counter..

**Step IV:** Load the numbers into respective registers

**Step V:** Compare the elements. If first element < second element goto step **VII**  
Else go to next step.

**Step VI:** Swap the numbers in the memory..

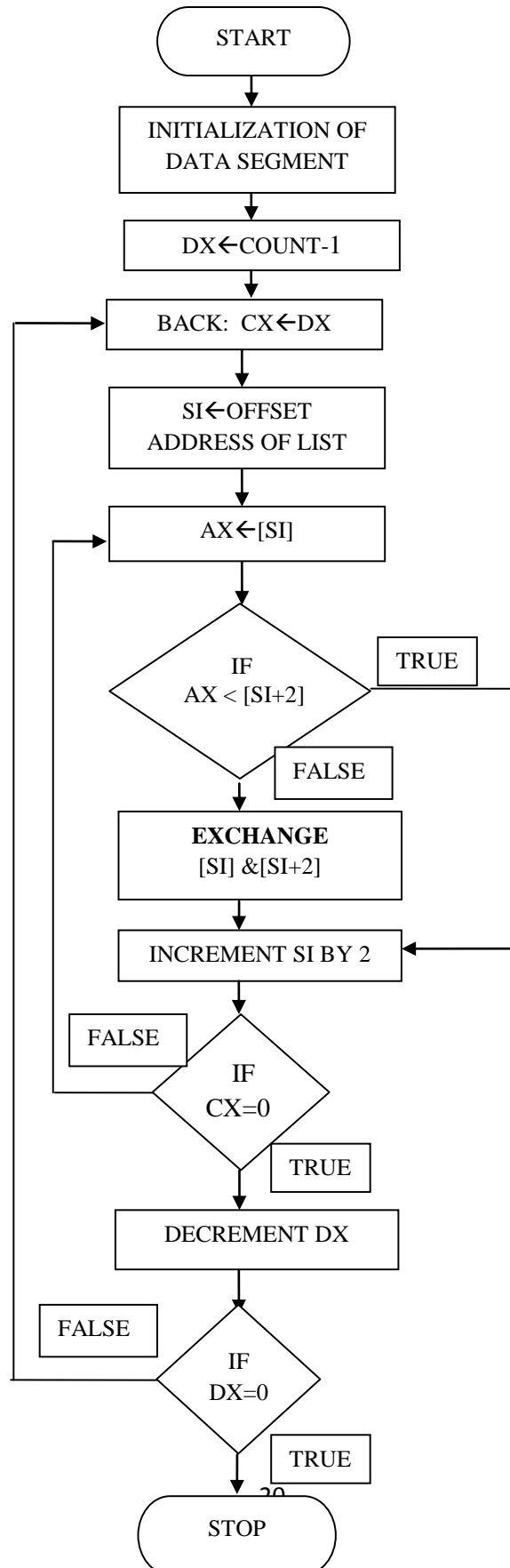
**Step VII:** Increment memory pointer & Decrement the comparison counter.

**Step VIII:** Is count = 0 ? if yes go to next step else go to **step IV**.

**Step IX:** decrement the element counter.

**Step X:** Is count not 0 ? go **Step III** else go to next step

**Step IX:** Stop & terminate the program.

**FLOW CHART:**

**PROGRAM:****ASCENDING ORDER**

ASSUME CS: CODE, DS: DATA

DATA SEGMENT

LIST DW 0125H,0144H,3001H,0003H,0002H

COUNT EQU 05H

DATA ENDS

CODE SEGMENT

START:MOV AX,DATA

MOV DS,AX

MOV DX,COUNT-1

BACK: MOV CX,DX

MOV SI, OFFSET LIST

AGAIN: MOV AX,[SI]

CMP AX,[SI+2]

JC GO

XCHG AX,[SI+2]

XCHG AX,[SI]

GO:INC SI

INC SI

LOOP AGAIN

DEC DX

JNZ BACK

INT 03H

CODE ENDS

END START

END

**Result:**

**INPUT:** (DS: 0000H) = 25H,01H,44H,01H,01H,30H,03H,00H,02H,00H

**OUTPUT:** (DS: 0000H) =

**DESCENDING ORDER****ALGORITHM:**

**Step I:** Initialize the data segment memory.

**Step II :** Initialize the number of elements counter

**Step III :** Initialize the comparisons counter..

**Step IV:** Load the numbers into respective registers

**Step V:** Compare the elements. If first element > second element go to step VII

Else go to next step.

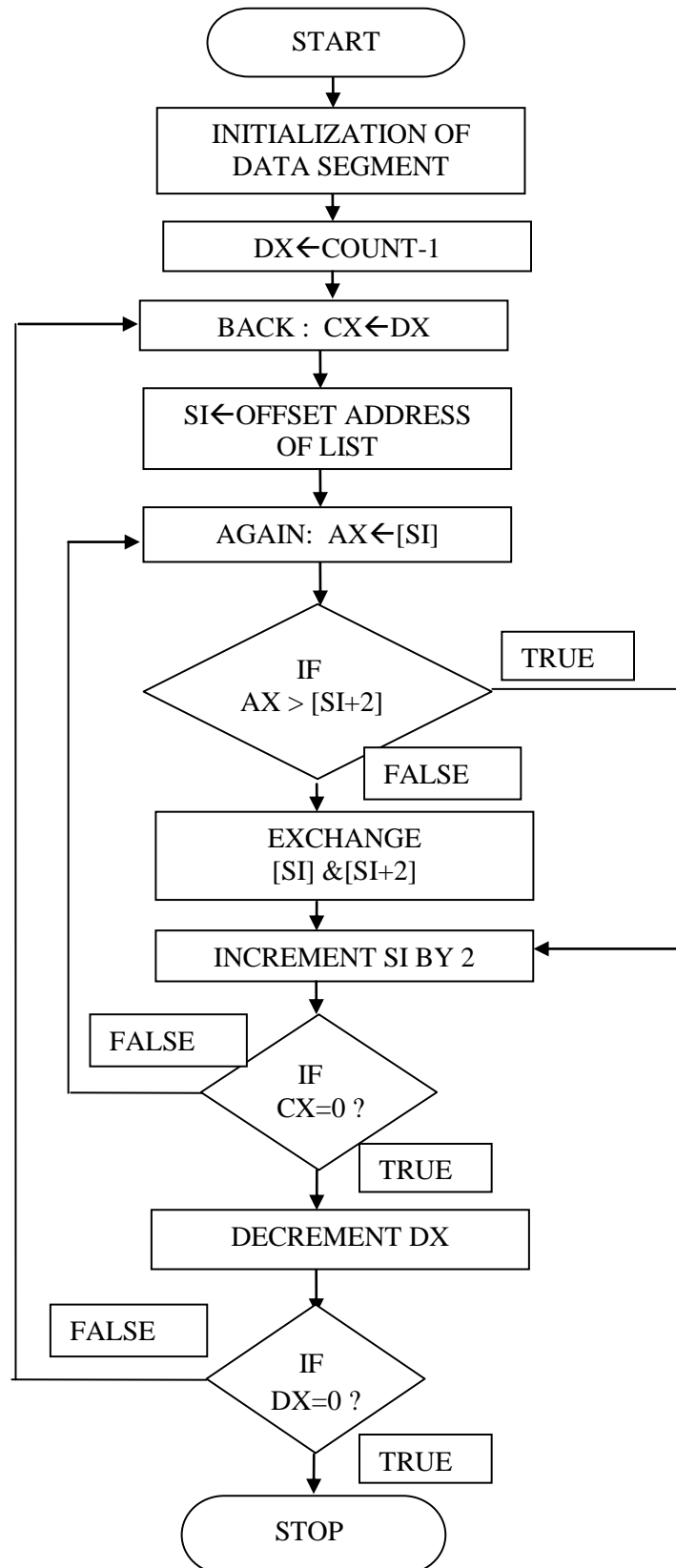
**Step VI:** Swap the numbers in the memory.

**Step VII:** Increment memory pointer & Decrement the comparison counter.

**Step VIII:** Is count = 0? If yes go to next step else go to **step IV**.

**Step IX:** decrement the element counter.

**Step X:** Is count not 0? go **Step III** else go to next step **Step IX:** Stop & terminate the program.

**FLOW CHART:**



**DESCENDING ORDER****PROGRAM:**

ASSUME CS: CODE, DS:DATA

DATA SEGMENT

LIST DW 0125H,0144H,3001H,0003H,0002H

COUNT EQU 05H

DATA ENDS

CODE SEGMENT

START:MOV AX,DATA

MOV DS,AX

MOV DX,COUNT-1

BACK:MOV CX,DX

MOV SI,OFFSET LIST

AGAIN:MOV AX,[SI]

CMP AX,[SI+2]

JAE GO

XCHG AX,[SI+2]

XCHG AX,[SI]

GO:INC SI

INC SI

LOOP AGAIN

DEC DX

JNZ BACK

INT 03H

CODE ENDS

END START

END

**Result:**

**INPUT:** (DS: 0000H) = 25H,01H,44H,01H,01H,30H,03H,00H,02H,00H

**OUTPUT:** (DS: 0000H) =

**Exercise Questions:**

- 1) Write an assembly language program for finding the maximum number in array of five 16 bit hexadecimal numbers?
- 2) Write an assembly language program for finding the minimum number in array of five 16 bit hexadecimal numbers?

**Viva Questions:**

- 1) What is the use of SI Register?
- 2) What is the use of XCHG instruction?
- 3) What is the use of CX Register ?
- 4) What is the use of JNZ instruction?

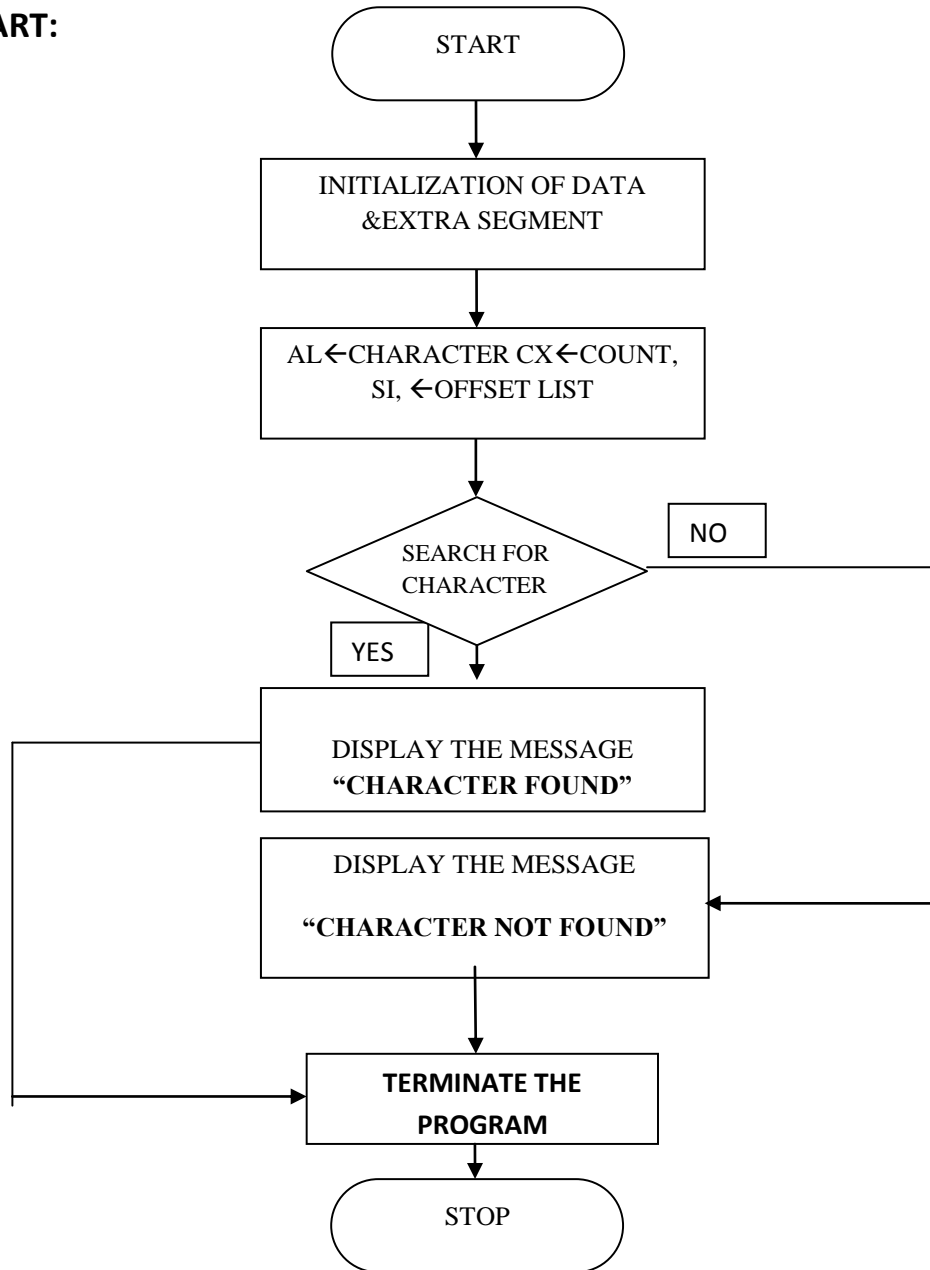
**EXPERIMENT NO: 4****SEARCHING FOR CHARACTER IN A STRING**

**AIM:** Write an ALP for searching for a number or character in a string for 8086.

**TOOLS:** PC installed with MASM 6.11

**ALGORITHM:**

- Step I** : Initialize the Data segment (DS) & Extra segment(ES)
- Step II** : Load the offset address of the string into SI .
- Step III** : Load the number of elements in the string into CX register
- Step IV** : Move the character to be searched into the AL register
- Step V** : Scan for the character in ES. If the character is not found go to step **VII** else go to next step.
- Step VI** : Display the message that character found and go to step **VIII**
- Step VII** : Display the message that character not found
- Step VII** : Stop.& Terminate the program

**FLOW CHART:**

**Program:**

ASSUME CS: CODE, DS: DATA  
DATA SEGMENT

STRING DB 'MRCET\$'

SLEN EQU (\$-STRING)

CHAR DB 'E'

MSG1 DB 'THE CHARACTER IS FOUND\$'

MSG2 DB 'THE CHARACTER IS NOT FOUND\$'

DATA ENDS

CODE SEGMENT

START: MOV AX, DATA

MOV DS, AX

MOV ES, AX

LEA SI, STRING

MOV CX, SLEN

MOV AL, CHAR

CLD

REPNE SCASB

JNZ EXIT

LEA DX, MSG1

MOV AH, 09H

INT 21H

JMP GOTOEND

EXIT: LEA DX, MSG2

MOV AH, 09H

INT 21H

GOTOEND: INT 03H

CODE ENDS

END START

END

**Exercise Questions:**

- 1) Write an assembly language program for the password verification?

**Viva Questions:**

- 1) What is the use of SCASB Register?
- 2) What is the use of REPNE instruction?
- 3) What is the relation of CX Register with REPNE?

## **EXPERIMENT NO.5**

### **STRING MANIPULATIONS FOR 8086**

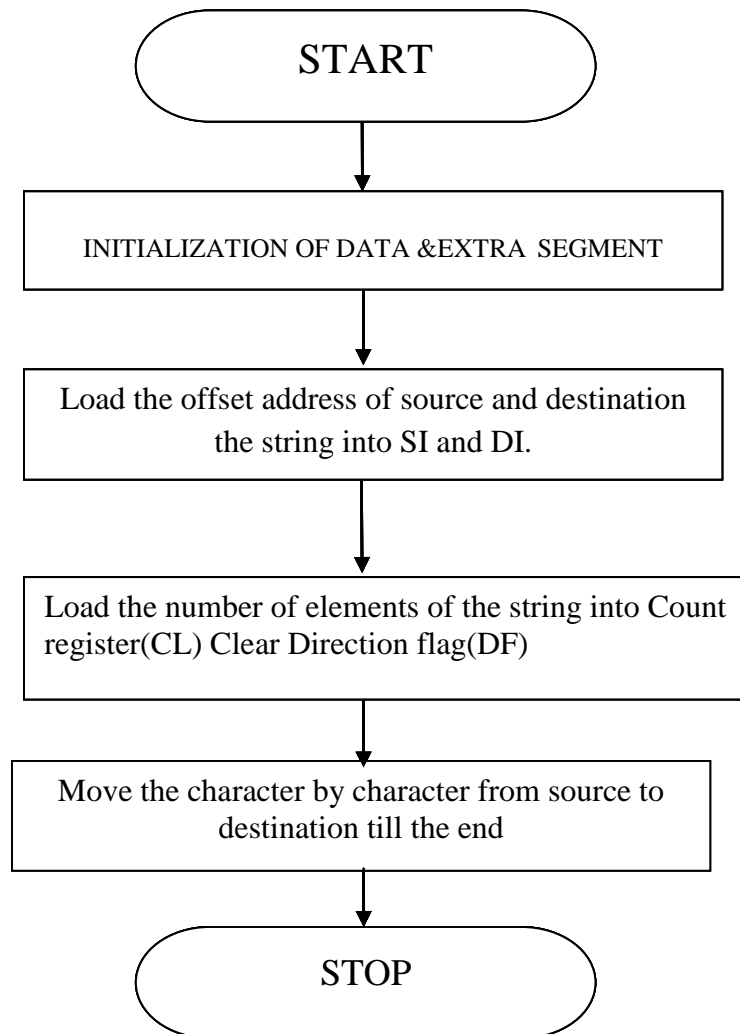
**AIM:** To write an assembly language program to move the block of data from a source BLOCK to the specified destination BLOCK.

**TOOLS:** PC installed with MASM 6.11

#### **A) BLOCK TRANSFER**

#### **ALGORITHM:**

- Step I** : Initialize the Data segment (DS) & Extra segment (ES)
- Step II** : Load the offset address of source and destination the string into SI and DI.
- Step III** : Load the number of elements of the string into Count register(CL)
- Step IV** : Clear Direction flag (DF) to make SI and DI into auto increment mode
- Step V** : move the character by character from source to destination till the end
- Step VI** : Stop & Terminate the program

**FLOW CHART:****PROGRAM:**

```
ASSUME CS: CODE, DS: DATA
DATA SEGMENT
    STRING DB 'MICROPROCESSOR$'
    COUNT EQU ($-STRING)
    ORG 0070H
DATA ENDS
EXTRA SEGMENT
    ORG 0010H
```



```
        STRING1 DB ?  
  
EXTRA ENDS  
  
CODE SEGMENT  
  
START:  
  
        MOV AX,DATA  
        MOV DS,AX  
        MOV AX, EXTRA  
        MOV ES,AX  
        MOV SI,OFFSET STRING  
        MOV DI,OFFSET STRING1  
        MOV CL,COUNT  
        CLD  
        REP MOVSB  
        INT 03H  
  
CODE ENDS  
  
END START  
  
END
```

**RESULT:**

INPUT: (DS: 0000H) = MICROPROCESSOR

OUTPUT: (ES: 0010H) = MICROPROCESSOR

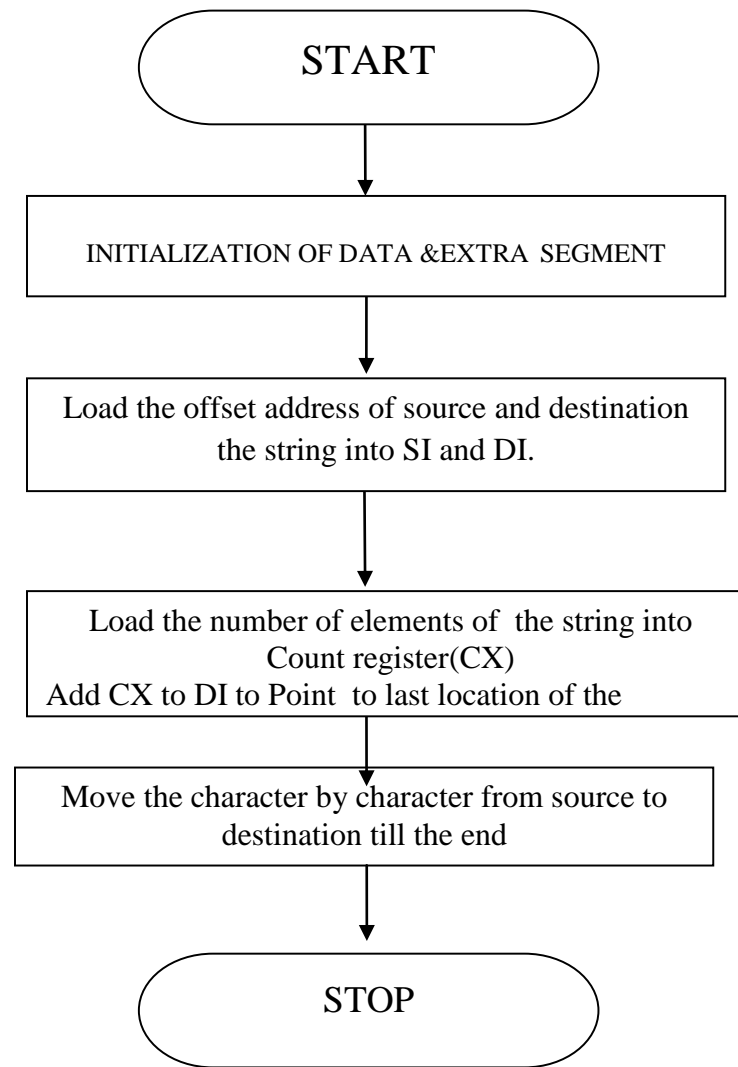
**B) REVERSE STRING**

**AIM:** To write an assembly language program to reverse the given string.

**TOOLS:** PC installed with MASM 6.11

**ALGORITHM:**

- Step I** : Initialize the Data segment (DS) & Extra segment (ES)  
**Step II** : Load the offset address of source and destination the string into SI and DI.  
**Step III** : Load the number of elements of the string into Count Register (CX)  
**Step IV** : Add CX to DI to Point to last location of the memory  
**Step V** : move the character by character from source to destination till the end  
**Step VI** : Stop & Terminate the program

**FLOW CHART:**

**PROGRAM:**

ASSUME CS: CODE, DS: DATA ,ES:EXTRA

DATA SEGMENT

STRING1 DB 'MICROPROCESSOR\$'

STRLEN EQU (\$-STRING1)

DATA ENDS

EXTRA SEGMENT

STRING2 DB ?

EXTRA ENDS

CODE SEGMENT

START: MOV AX, DATA

MOV DS, AX

MOV AX, EXTRA

MOV ES, AX

MOV SI, OFFSET STRING1

MOV DI, OFFSET STRING2

MOV CX, STRLEN-1

ADD DI, CX

MOV DL,'\$'

MOV ES:[DI],DL

AGAIN: DEC DI

MOV AL,DS:[SI]

MOV ES:[DI],AL

INC SI

DEC CX

JNZ AGAIN

INT 3H

**RESULT:**

INPUT: ' MICROPROCESSOR'

OUTPUT: 'ROSSECORPORCIM'

### C) LENGTH OF THE STRING

**AIM:** To write an assembly language program to find the length of the given string.

**TOOLS:** PC installed with MASM 6.11

#### ALGORITHM:

**Step I** : Initialize the data segment (DS)

**Step II** : Initialize the counter CL with 0

**Step III** : Move starting address of the string to SI register

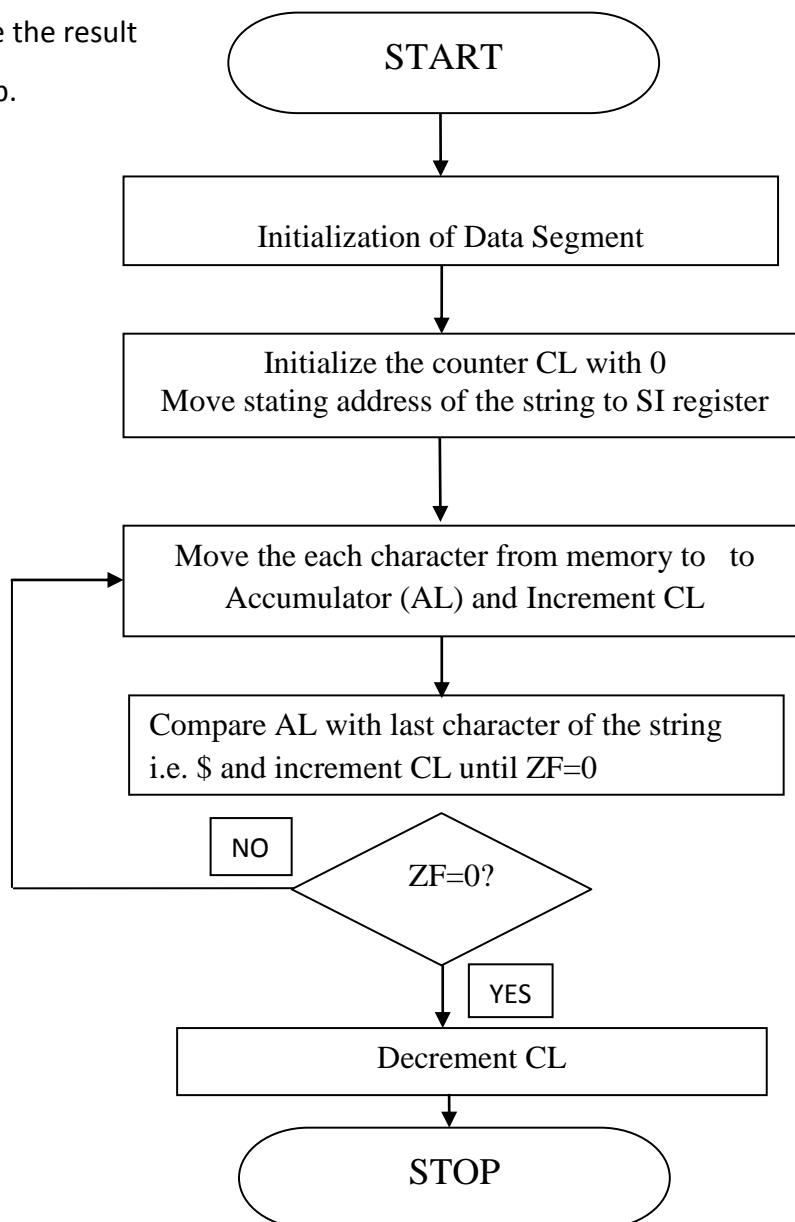
**Step IV** : Move the each character from memory to Accumulator (AL)

**Step V** : Compare AL with last character of the string i.e \$ and increment CL until ZF=0

**Step VII** : Store the result

**Step VIII** : Stop.

#### FLOW CHART:



**Program:**

ASSUME CS:CODE, DS:DATA

DATA SEGMENT

    STRING1 DB 'MICROPROCESSOR AND INTERFACING LAB\$'

    SLENGTH DB 0

DATA ENDS

CODE SEGMENT

START:    MOV AX, DATA

          MOV DS, AX

          SUB CL, CL

          MOV SI, OFFSET STRING1

          CLD

BACK: LODSB

          INC CL

          CMP AL, '\$'

          JNZ BACK

          DEC CL

          MOV SLENGTH, CL

          INT 03H

CODE ENDS

END START

**RESULT:** INPUT: 'MICROPROCESSOR AND INTERFACING LAB

OUTPUT:

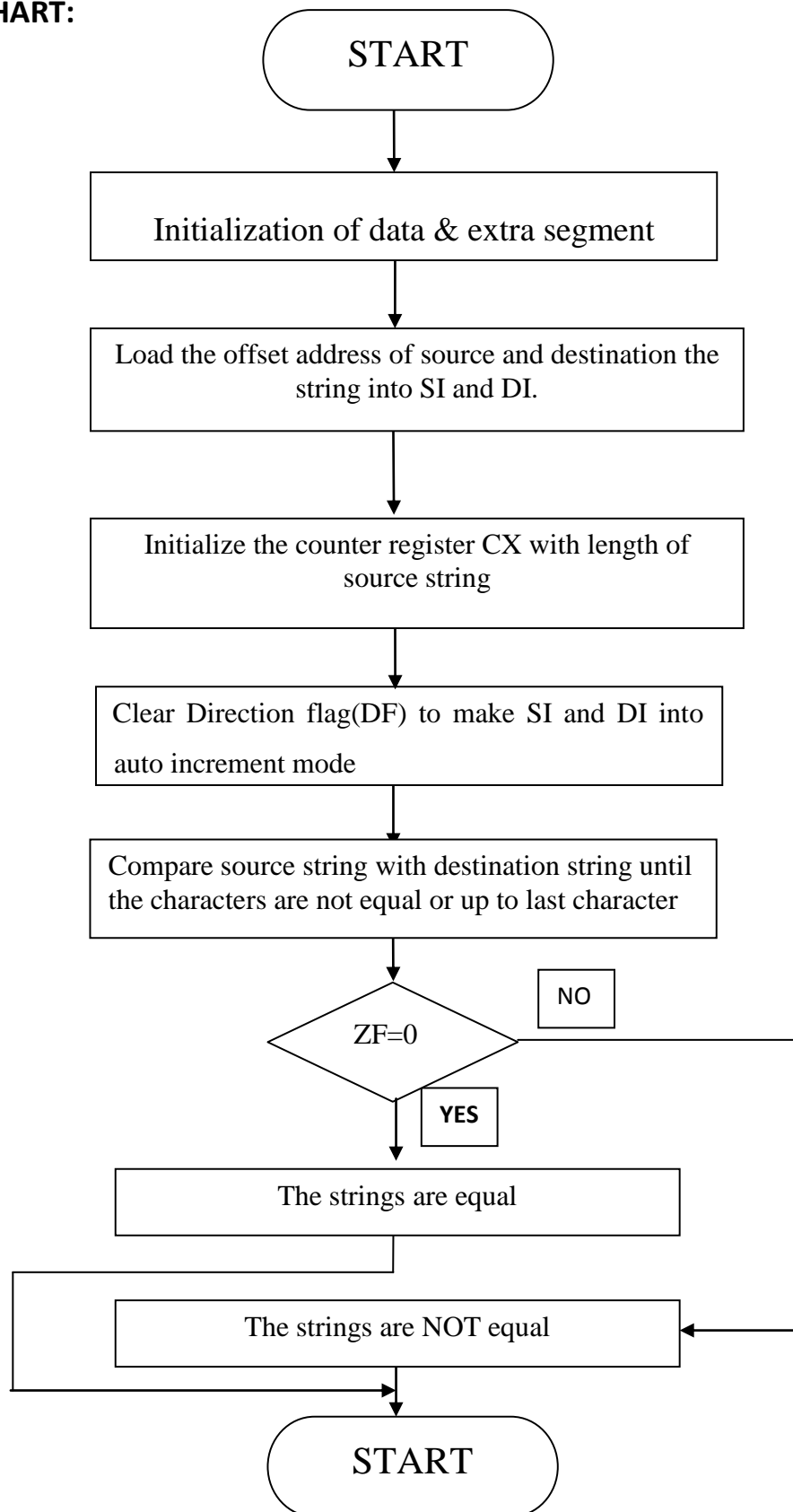
**D) STRING COMPARISON**

**AIM:** Write an ALP to 8086 to compare the given strings.

**TOOLS:** PC installed with MASM 6.11

**ALGORITHM:**

- Step I** : Initialize the data segment (DS) & extra Segment as per requirement
- Step II** : Load the offset address of source and destination of the string into SI and DI.
- Step III** : Initialize the counter register CX with length of source string
- Step IV** : Clear Direction flag (DF) to make SI and DI into auto increment mode
- Step V** : Compare source string with destination string until the characters are not equal or up to last last character
- Step VII** : If ZF=0 the strings are equal or otherwise the strings are not equal
- Step VIII** : Stop.

**FLOW CHART:**

**Program:**

ASSUME CS: CODE, DS:DATA, ES:EXTRA

DATA SEGMENT

STRING1 DB 'MRCET'

STRLEN EQU (\$-STRING1)

SNOTEQUAL DB 'STRINGS ARE UNEQUAL\$'

SEQUAL DB 'STRINGS ARE EQUAL\$'

DATA ENDS

EXTRA SEGMENT

STRING2 DB 'MRCET'

EXTRA ENDS

CODE SEGMENT

START: MOV AX,DATA

MOV DS,AX

MOV AX,EXTRA

MOV ES,AX

MOV SI,OFFSET STRING1

MOV DI,OFFSET STRING2

CLD

MOV CX,STRLEN

REPZ CMPSB

JZ FORW

MOV AH, 09H

MOV DX, OFFSET SNOTEQUAL

INT 21H

JMP EXITP

FORW: MOV AH,09H

MOV DX, OFFSET SEQUAL

INT 21H

EXITP: INT 03H

CODE ENDS

END START

**RESULT:** INPUT: OUTPUT:



**(E) STRING INSERTION**

**AIM:** To Write and execute an Assembly language Program (ALP) to 8086 processor to insert or delete a character/ number from the given string.

**TOOLS:** PC installed with MASM 6.11

**ALGORITHM:**

**Step I** :Initialize the data segment (DS) & extra segment (ES)

**Step II** :Load the offset address of source and destination of the string into SI and DI.

**Step III** :Initialize the counter register CX with length of first part of source string

**Step IV** : Copy the first part of STRING1 in to STRING3 of extra segment

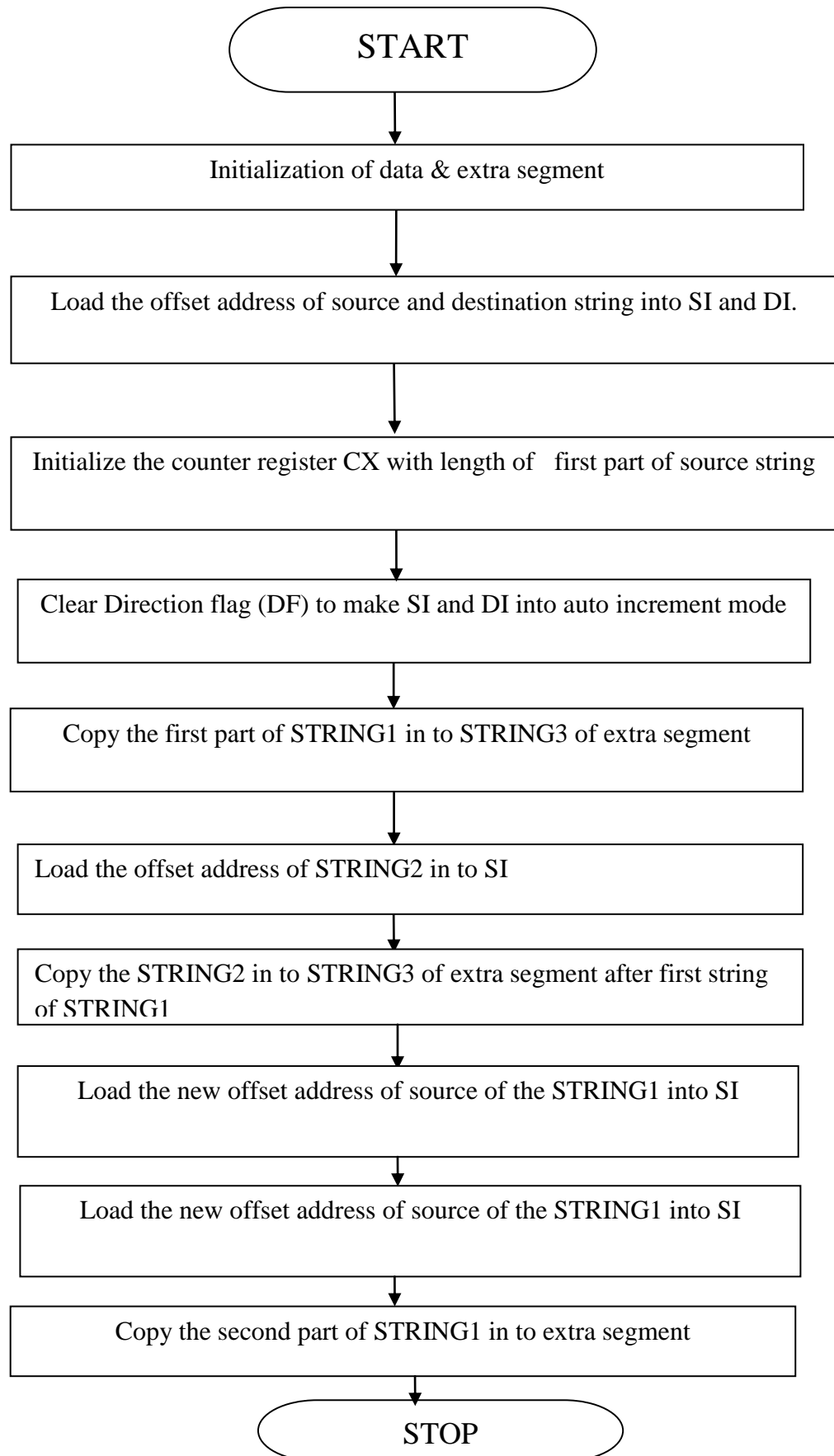
**Step V** : Load the offset address of STRING2 in to SI

**Step VI** : Copy the STRING2 in to STRING3 of extra segment after first string of STRING1

**Step VII:** Load the new offset address of source of the STRING1 into SI

**Step VIII:** Copy the second part of STRING1 in to extra segment

**Step IX:** Stop

**FLOW CHART:**

**Program:**

```
ASSUME CS:CODE,DS:DATA,ES:EXTRA
```

```
DATA SEGMENT
```

```
    STRING1 DB 'MICROPROCESSOR INTERFACING LAB$'
```

```
    STRING2 DB 'AND '
```

```
    STRLEN EQU ($-STRING1)
```

```
    ORG 0070H
```

```
DATA ENDS
```

```
EXTRA SEGMENT
```

```
    ORG 0010H
```

```
    STRING3 DB 38 DUP(0)
```

```
EXTRA ENDS
```

```
CODE SEGMENT
```

```
    START: MOV AX, DATA
```

```
        MOV DS, AX
```

```
        MOV AX, EXTRA
```

```
        MOV ES, AX
```

```
        MOV SI, OFFSET STRING1
```

```
        MOV DI, OFFSET STRING3
```

```
        CLD
```

```
        MOV CX, 15
```

```
    REP MOVSB
```

```
        CLD
```

```
        MOV SI, OFFSET STRING2
```

```
        MOV CX,4
```

```
    REP MOVSB
```

```
        MOV SI, OFFSET STRING1
```

```
        ADD SI,15
```

```
        MOV CX, 15
```

```
    REP MOVSB
```

```
        INT 03H
```

CODE ENDS

END START

**RESULT:**

INPUT:           **STRING1:** 'MICROPROCESSOR INTERFACING LAB'

**STRING2:** 'AND '

OUTPUT:          **STRING3:** 'MICROPROCESSOR AND INTERFACING LAB'

**(F) STRING DELETION**

ASSUME CS: CODE, DS:DATA, ES:EXTRA

DATA SEGMENT

    STRING1 DB 'MICROPROCESSOR AND INTERFACING LAB\$'

    ORG 0070

DATA ENDS

EXTRA SEGMENT

    ORG 0010H

    STRING2 DB 40 DUP (0)

EXTRA ENDS

CODE SEGMENT

START:           MOV AX, DATA  
                  MOV DS, AX  
                  MOV AX, EXTRA  
                  MOV ES, AX  
                  MOV SI, OFFSET STRING1  
                  MOV DI, OFFSET STRING2  
                  CLD  
                  MOV CX, 15  
                  REP MOVSB  
                  CLD  
                  MOV SI, OFFSET STRING1  
                  ADD SI, 19

```
MOV CX, 15
```

```
REP MOVSB
```

```
INT 03H
```

```
CODE ENDS
```

```
END START
```

**RESULT:**

INPUT:           **STRING1:** MICROPROCESSOR AND INTERFACING LAB'

OUTPUT:          **STRING2:** 'MICROPROCESSOR INTERFACING LAB'

**Exercise Questions:**

- 1) Write an assembly language program for the palindrome of a given string?
- 2) Write an assembly language program for the display of given string?

**Viva Questions:**

- 1) What are the string manipulation instructions?
- 2) What are the repeat instructions?
- 3) What is the use of DUP instruction?
- 4) What is the meaning of ORG assembler Directive?

**PART-B****INTRODUCTION TO HARDWARE EXPERIMENTS**

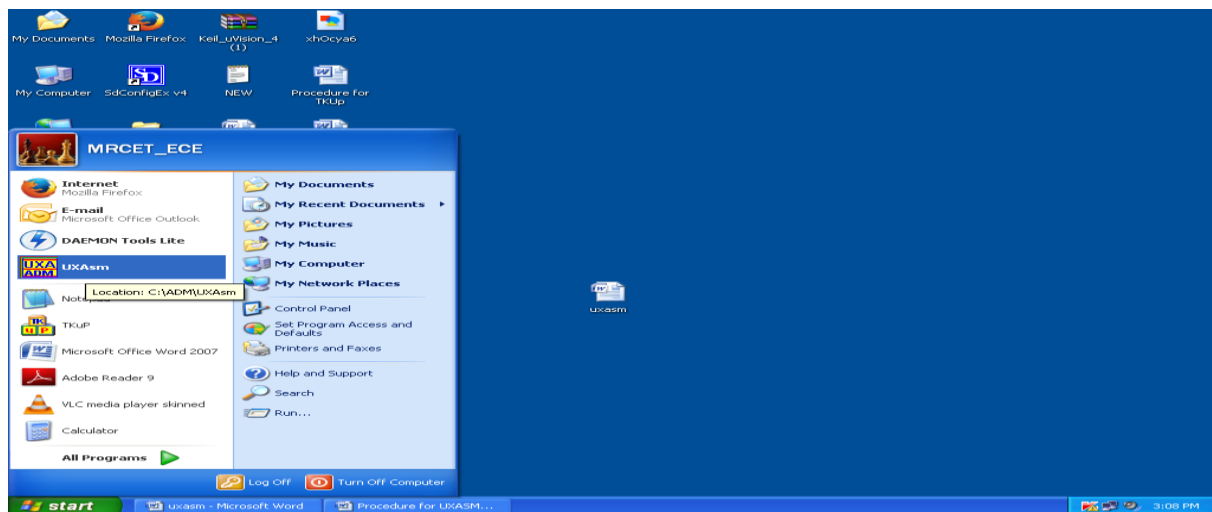
8086 Programs can also be executed by using ADM TK<sub>μ</sub>P Trainer kits. The Assembly language programs (ALP) can be executed by the following steps

1. UxAsm
2. TK<sub>μ</sub>P

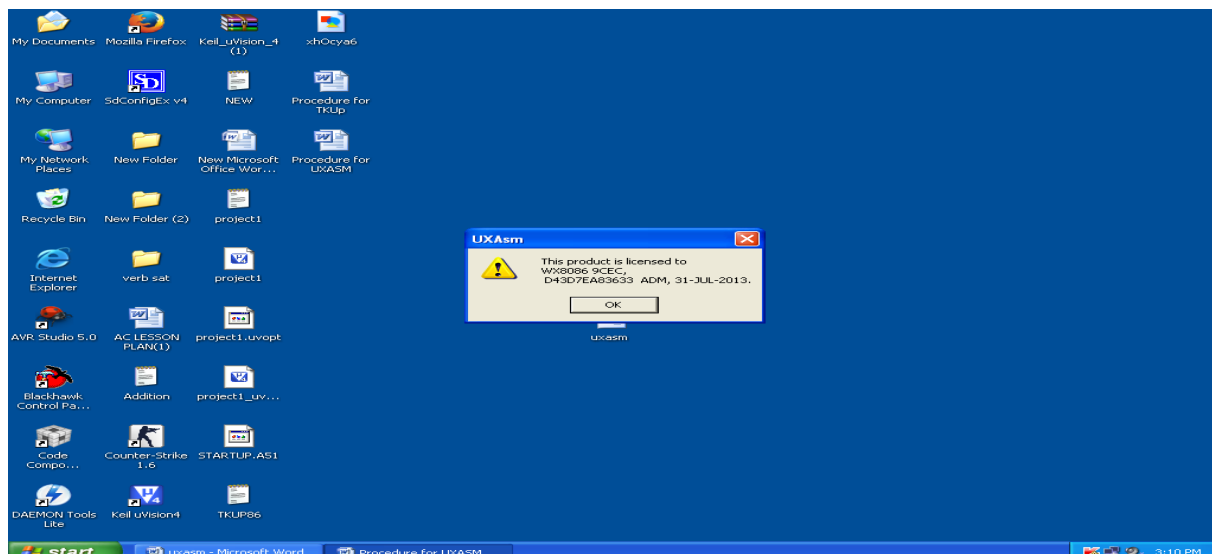
1. UxAsm: It is used to translate the Assembly language program into Machine language (Hex File). The input file to the UxAsm is .asm and one of the output files is hex file

Procedure for UXASM:

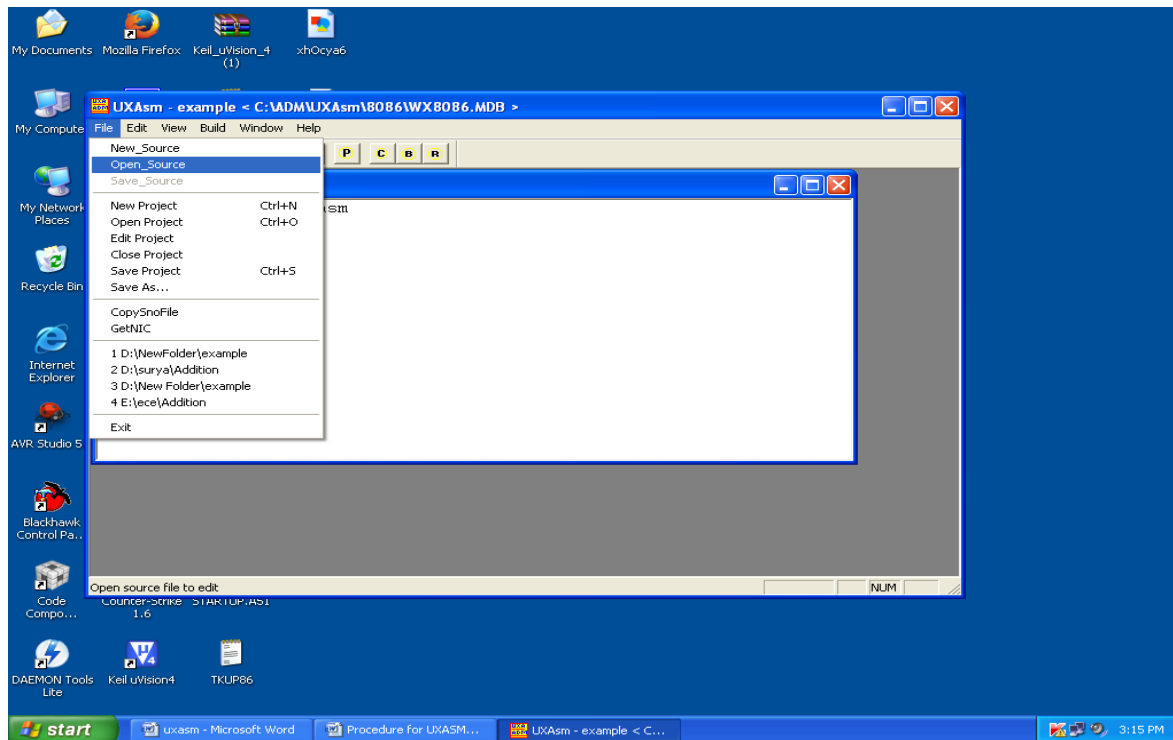
**1. Go to start and select UXAsm**



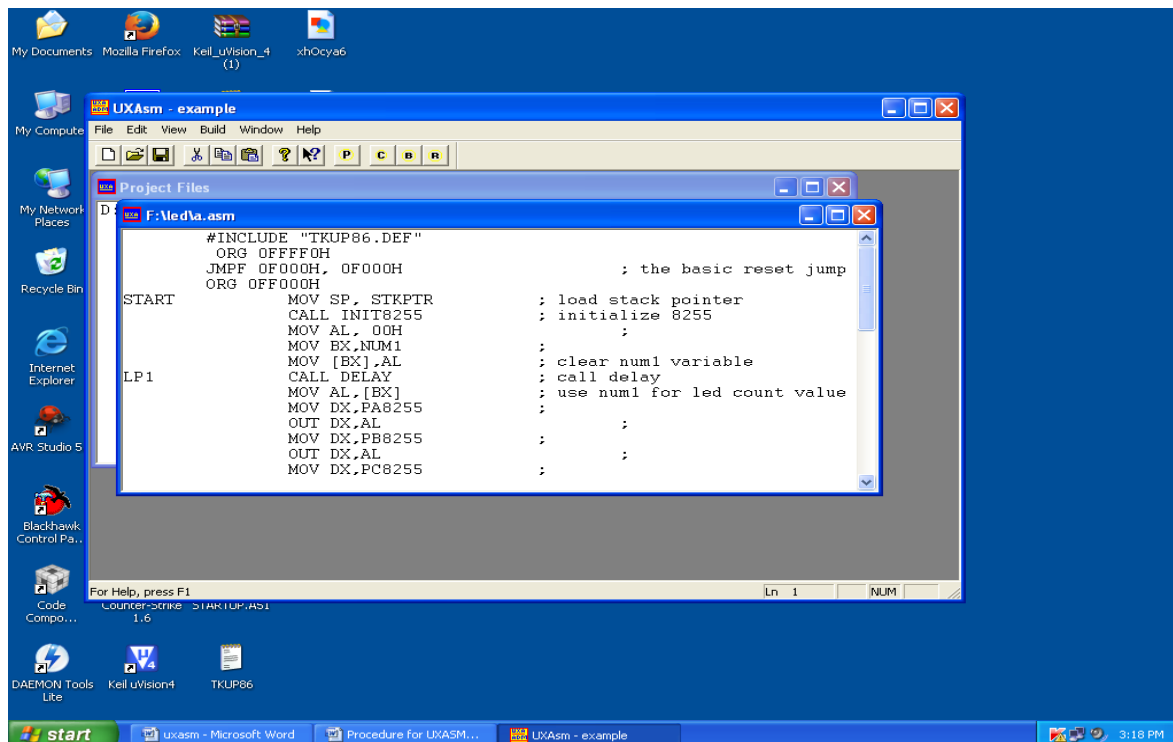
**2. Verify the license by observing the following window and click “OK”**



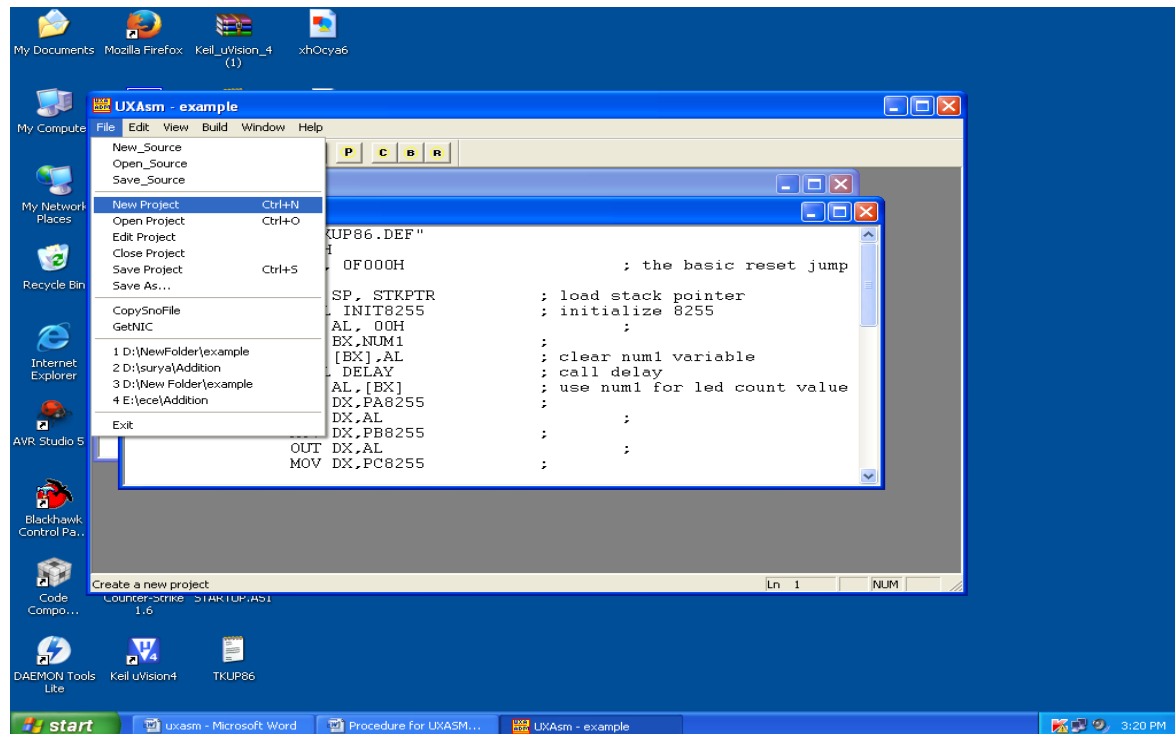
### 3. Go to file and select "open source" and browse the source file(.ASM file)



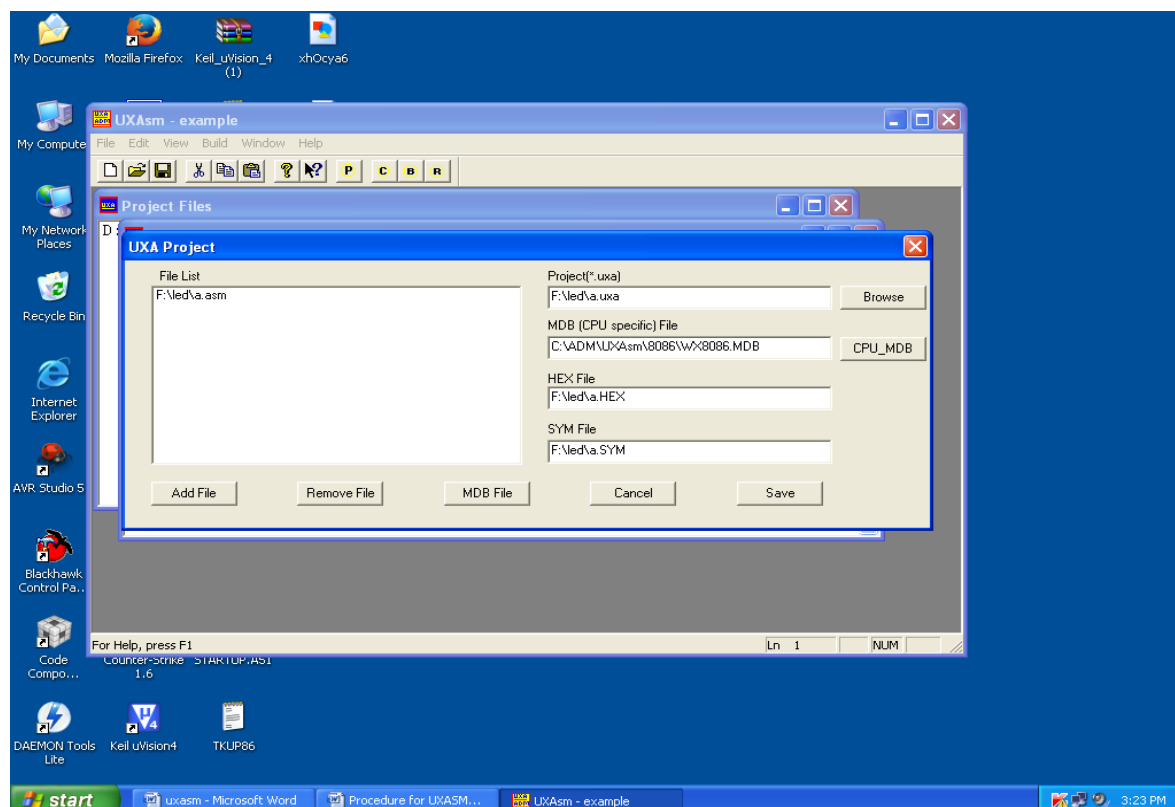
### 4. Observe the following window which shows the source code.



### 5. Again go to file select "New Project"

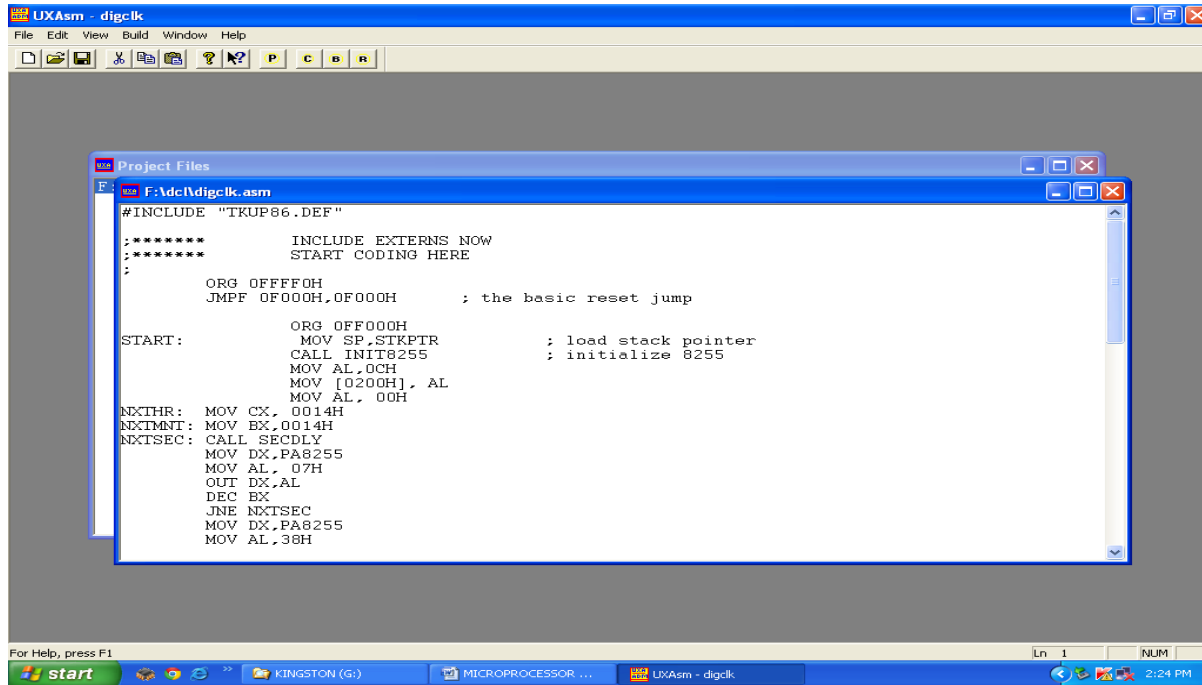


### 6. To add source file click on "Add File" and browse the source file and provide the source file path with .Uxa extension in the Project and press Tab and Press "Save" and click on "OK"

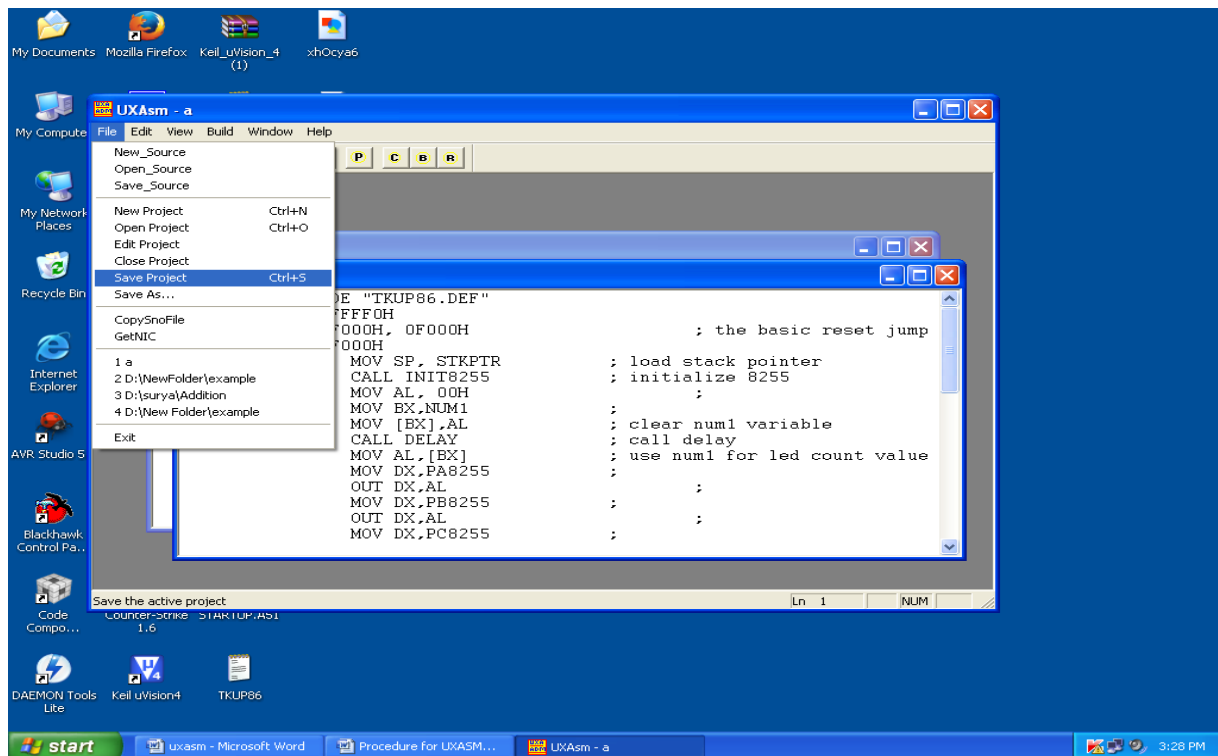


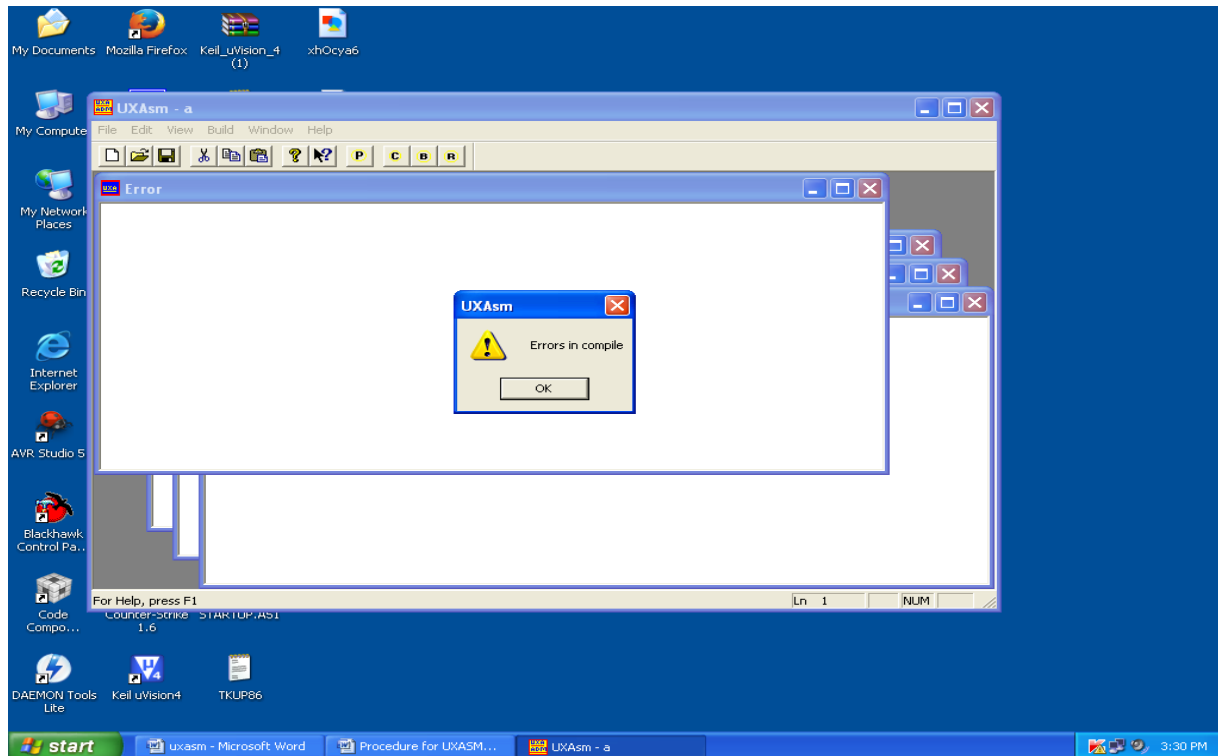
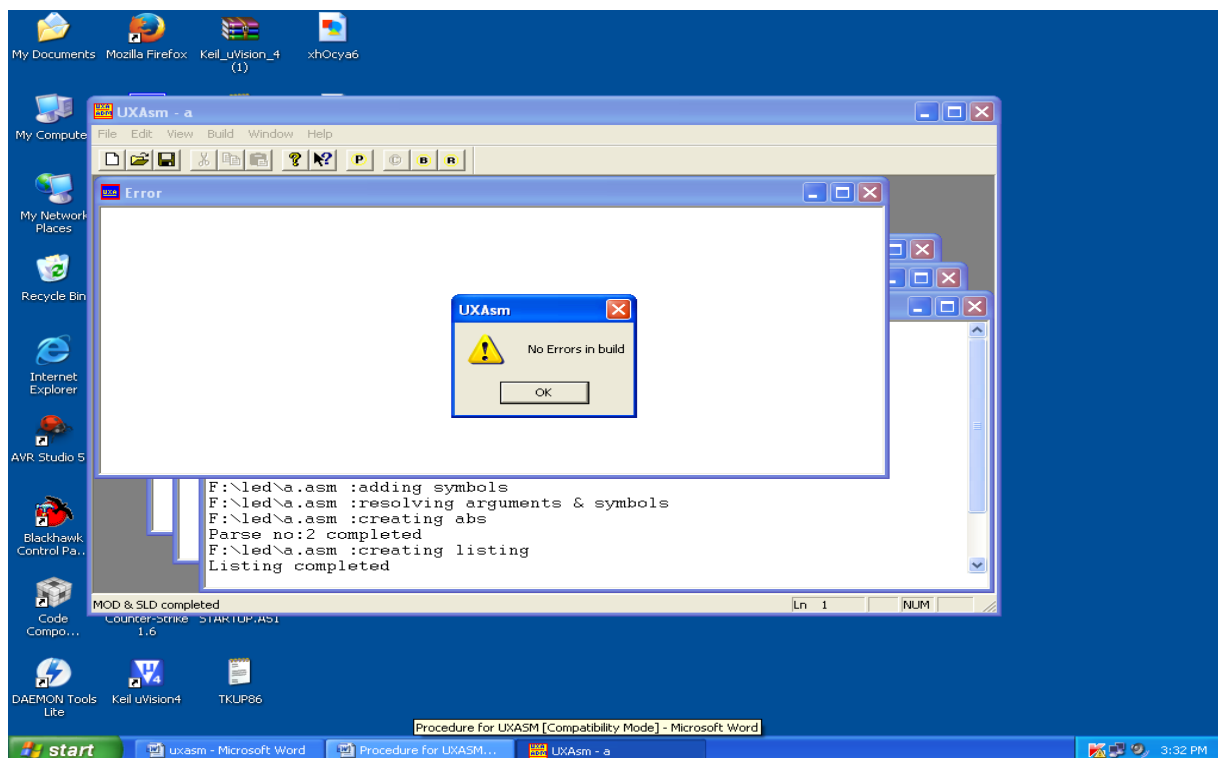


## 7. Observe the following window and double click on path of the File to view the program



## 8. To save the project go to File select "save project"



**9. To compile the program, click on “C” and observe the following window****10. If any errors, Fix the errors, click on “OK” and click on “B” to build the program**

## TK $\mu$ P

### INTRODUCTION:

TK $\mu$ P is an ideal trainer cum development boards for Microprocessors like Z80, 8032, 8085, 8088 and 8086. All interface is provided through 10 pin polarized Box Headers. TK $\mu$ P user interface software communicates with the TK $\mu$ P hardware through PC parallel port LPT1 and provides fast download of hex files. The PC user interface can open multiple windows for memory Dump and List. Multiple dump windows is also useful to study memory move operations and programs.

TK $\mu$ P is made up of three sections:

#### 1. CPU specific daughter board.

#### 2. Base board section: It has following features

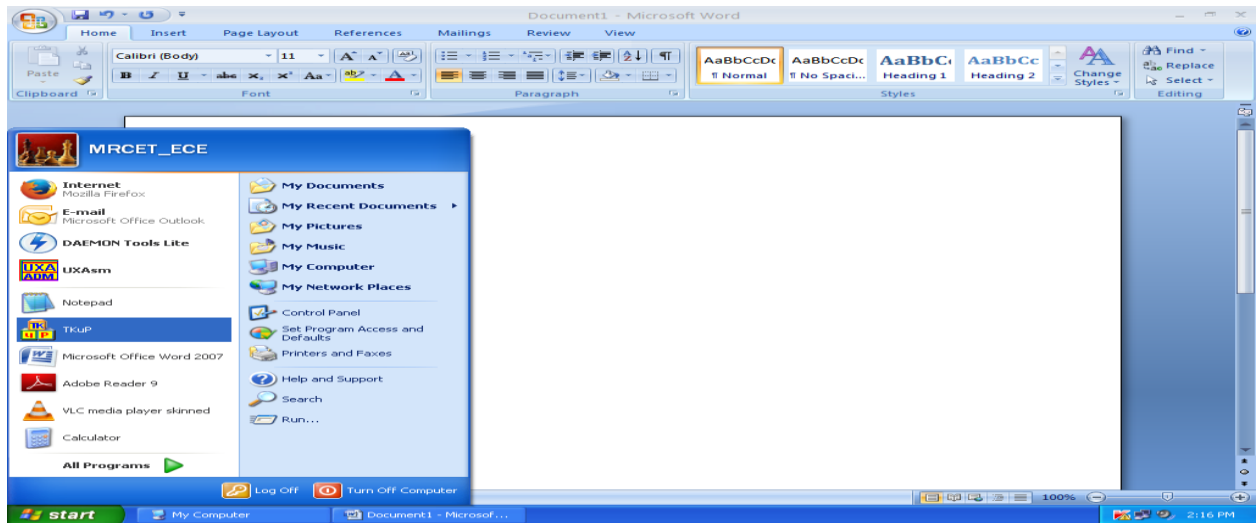
- Four sockets for memory which can accommodate maximum 4x128KB.
- 8279 key board display controller.
- 8255 IO expander.
- 8155 IO expander with timer counter.
- 8251 Asynchronous serial Transmitter and Receiver.

#### 3. User interface section: It has following features

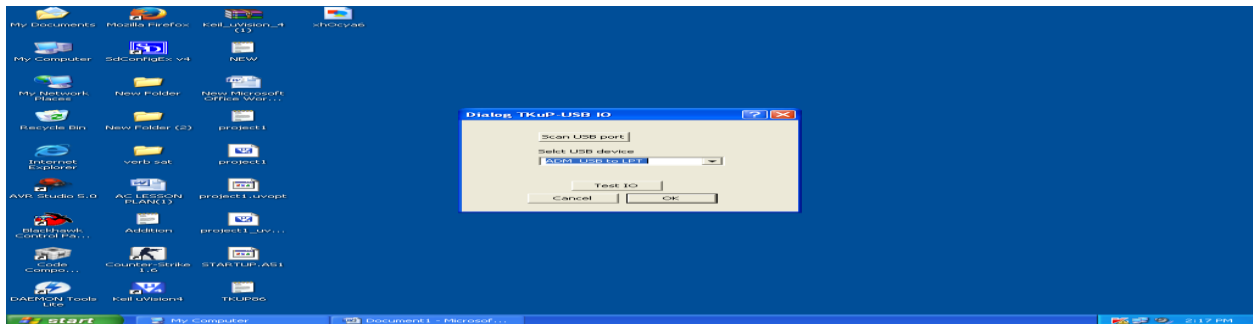
- Hex keypad.
- 8-Leds indicator.
- Four multiplexed 7-Segment displays.
- LCD 16 characters x 2 lines.
- I2C NVRAM 24C1024.
- I2C RTC PCF8583.
- I2C ADC/DAC PCF8591.
- Serial port interface through MAX232.

## Procedure for TKμP

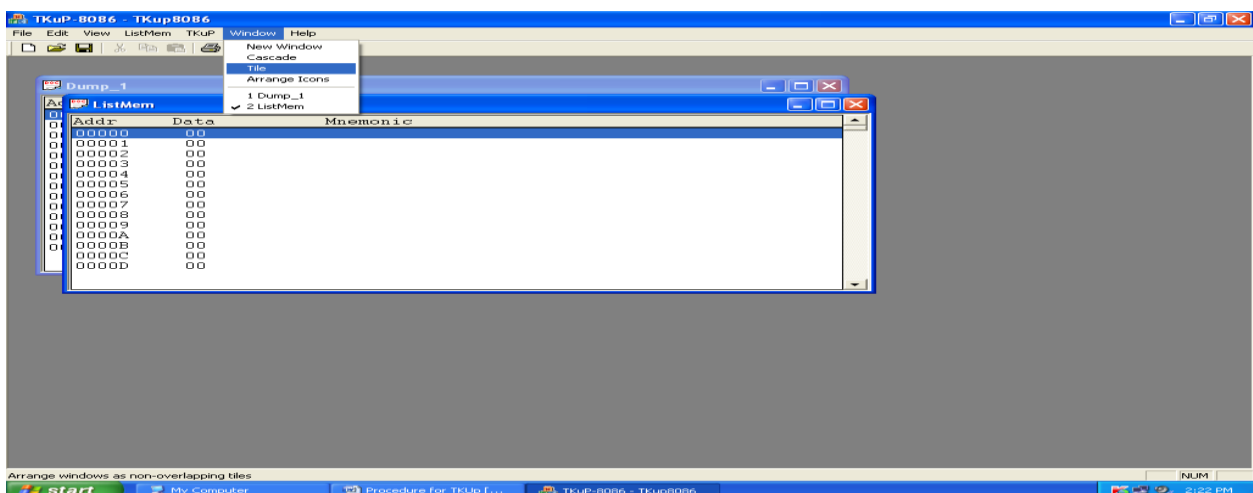
### 1. Go to start and select TKμP



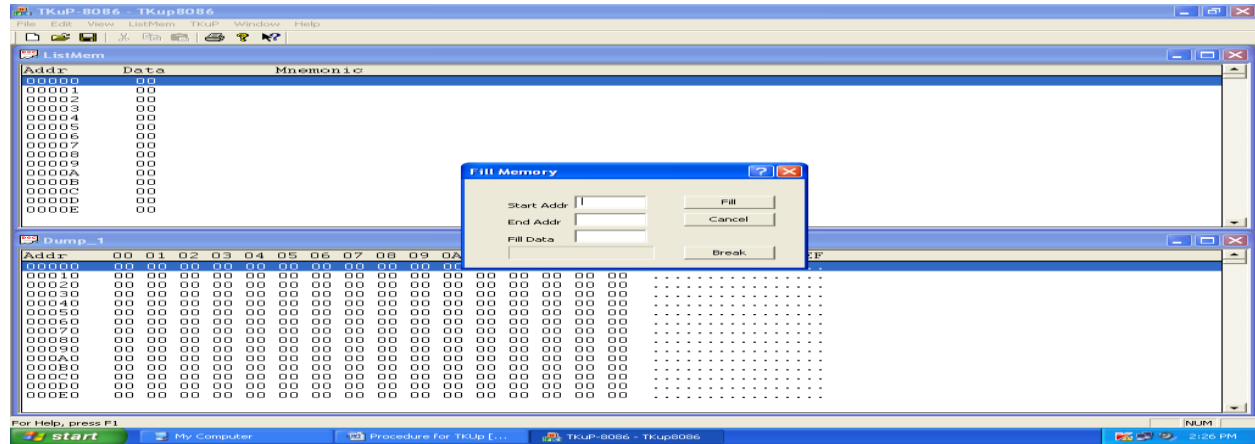
### 2. To Test the I/O connection clicks on Test I/O and click on OK



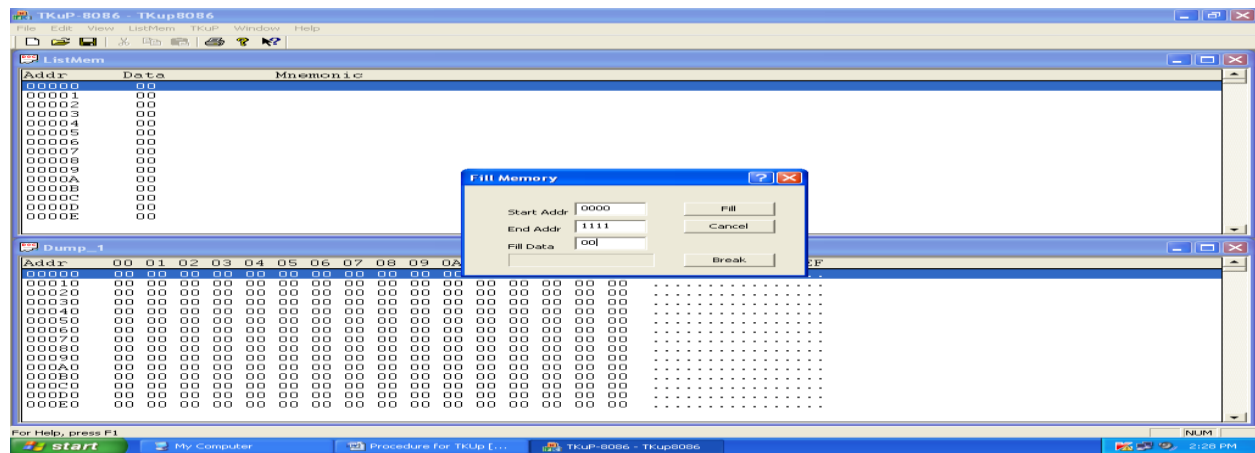
### 3. The following window will be displayed and go to window, select tile to avoid the overlap of windows



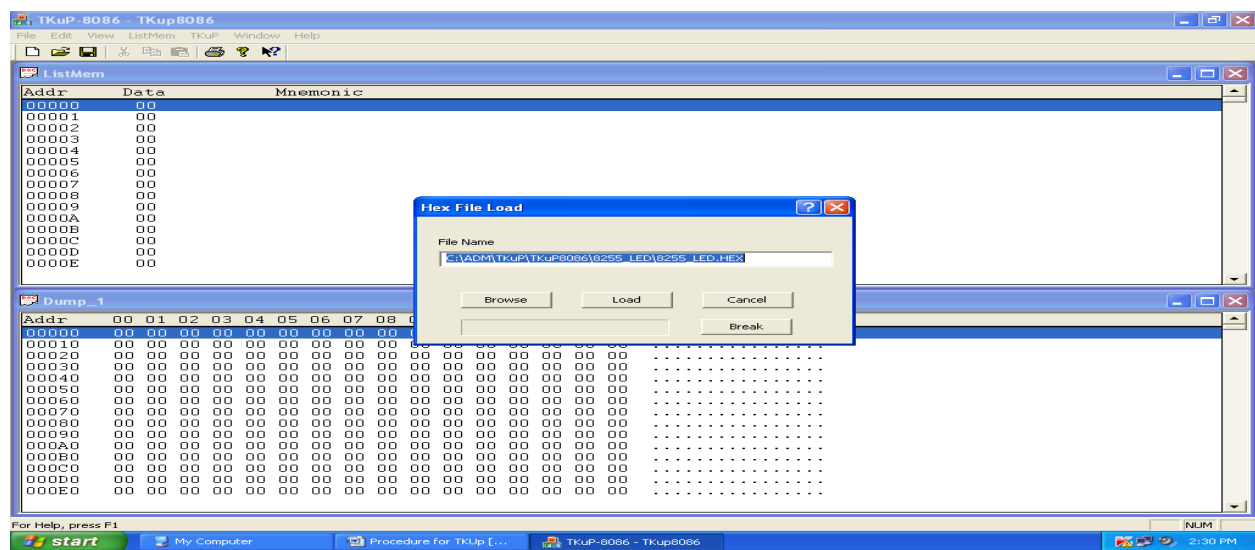
#### 4 .To clear the garbage data from dump window, go to Listmem and select fillmem



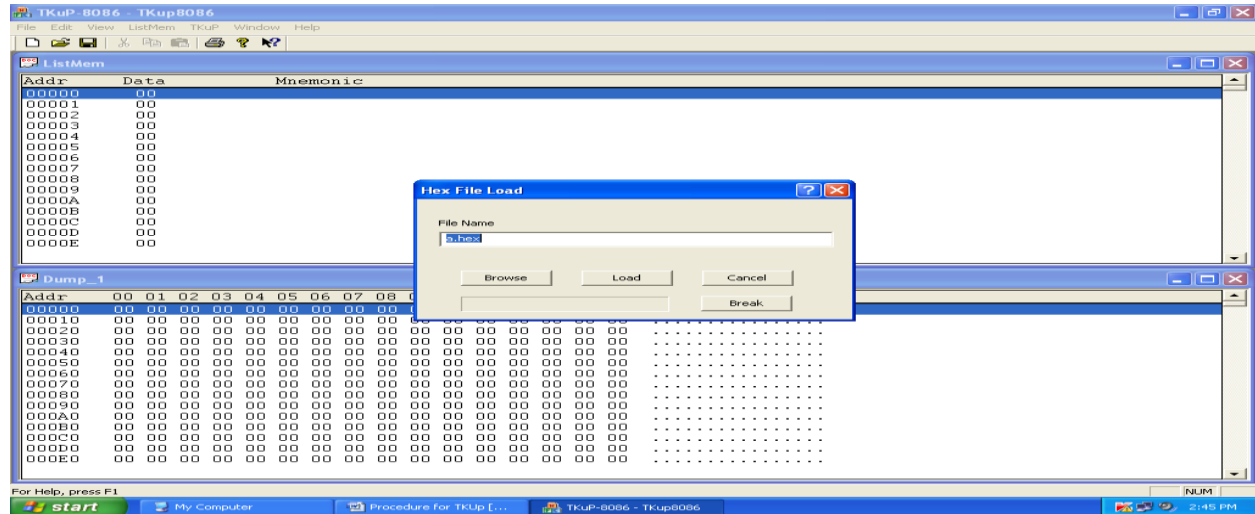
#### 5. To clear the data from dump window, enter start and, end address and fill the data with 00



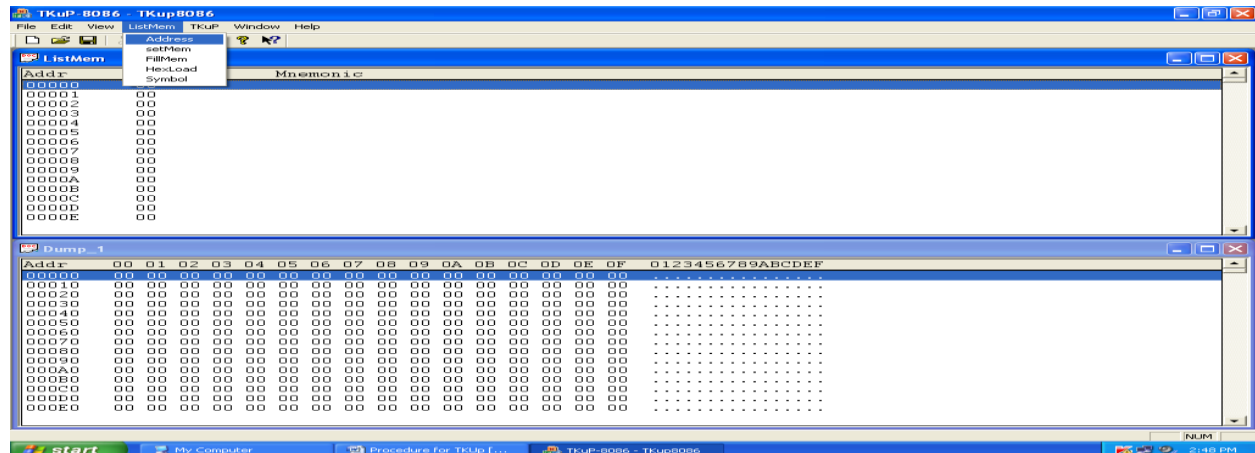
#### 6. To load the hex file ,go to “Listmem” and select “HexLoad”



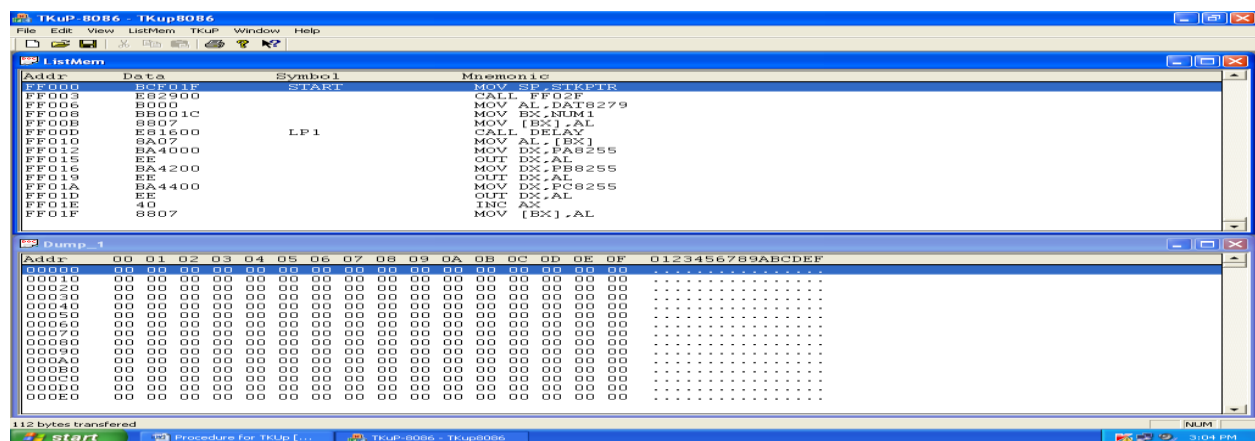
### 7. Browse the hex file from the source and click on “Load”



### 8. To view the program on the window, go to “Listmem” and select address



### 9. Enter the starting address of the program click “OK”



### 10. To verify the output, change the “SW-PP PROGRAM” switch to execution mode and verify output

## EXPERIMENT NO: 6

### DIGITAL CLOCK DESIGN USING 8086

**AIM:** Write an ALP for digital clock design using 8086

**TOOLS:**

- i. UXASM
- ii. TKUP
- iii. TKUP86 KIT
- iv. FRC CABLE

**PROGRAM:**

**; CONNECT BH4 (PORT A) TO CNLED**

```
#INCLUDE "TKUP86.DEF"
```

```
,*****      INCLUDE EXTERNS NOW
```

```
,*****      START CODING HERE
```

```
    ORG 0FFFF0H
```

```
    JMPF 0F000H,0F000H ; the basic reset jump
```

```
    ORG 0FF000H
```

```
START:    MOV SP,STKPTR          ; load stack pointer
```

```
    CALL INIT8255          ; initialize 8255
```

```
    MOV AL,0CH
```

```
    MOV [0200H], AL
```

```
    MOV AL, 00H
```

```
NXTHR:    MOV CX, 003CH
```

```
NXTMNT:    MOV BX,003CH
```

```
NXTSEC:    CALL SECDLY
```

```
    MOV DX,PA8255
```

```
    MOV AL, 07H
```

```
    OUT DX,AL
```

```
    DEC BX
```

```
    JNE NXTSEC
```

```
        MOV DX,PA8255
        MOV AL,38H
        OUT DX,AL
        DEC CX
        JNE NXTMNT
        MOV DX, PA8255
        MOV AL, 0C0H
        OUT DX, AL
        MOV AX,[0200H]
        DEC AX
        MOV [0200H], AX
        JNE NXTHR
SECDLY:  PUSH AX
        PUSH BX
        PUSH CX
        PUSH DX
        MOV CX, 1234H
DLY:     NOP
        NOP
        LOOP DLY
        POP DX
        POP CX
        POP BX
        POP AX
        RET
,***** initialize 8255
INIT8255
        MOV AL,080H
        MOV DX, CMD8255
        OUT DX,AL
        MOV AL,00H
```



```
MOV DX,PA8255
OUT DX,AL
MOV DX,PB8255
OUT DX,AL
MOV DX,PC8255
OUT DX,AL
RET
```

**RESULT:** INPUT:

OUTPUT:

**Exercise Questions:**

- 1) Write an assembly language program for the different clock rates to display the clock on the LCD.

**Viva Questions:**

- 1) What is the use of IN and OUT instructions?
- 2) What is meant by procedure?
- 3) What is meant by PPI?
- 4) What are the modes of 8255?

**EXPERIMENT NO: 7****PROGRAM FOR INTERFACING ADC&DAC TO 8086**

**AIM:** Write an ALP for interfacing ADC to 8086

**TOOLS:**

- i. UXASM
- ii. TKUP
- iii. TKUP86 KIT
- iv. FRC CABLE
- v. ADC KIT

**PROGRAM:**

; CONNECT BH4 (PORT A) TO DAC BH1A

; CONNECT BH5 (PORTB) TO DAC BH2B

; CONNECT CRO PROBES TO CND1\_1 OF DAC

#INCLUDE "TKUP86.DEF"

DATA SEGMENT

PORTA EQU 9000H

PORTC EQU 9004H

CNTLPRT EQU 9006H

MEM DW 2000H

DATA ENDS

CODE SEGMENT

ASSUME CS: CODE, DS: DATA

START: MOV AX, DATA

MOV DS, AX

MOV DX, CNTLPRT

MOV AL, 98H

OUT DX, AL

MOV AL, 01H

OUT DX, AL

```

        MOV AL, 00
        OUT DX, AL
        MOV DX, PORTC
CHK:    IN AL, DX
        AND AL, 80H
        JZ CHK
        MOV DX, PORTA
        IN AL, DX
        MOV MEM, AL
        INT 03H

CODE ENDS
END START

```

**RESULT:**    INPUT    :

                OUTPUT :

### INTERFACING DAC TO 8086

**AIM:** Write an ALP for interfacing DAC to 8086

**TOOLS:**

- i.    UXASM
- ii.   TKUP
- iii.   TKUP86 KIT
- iv.   FRC CABLE

**PROGRAM:**

```

; CONNECT BH4 (PORT A) TO DAC BH1A
; CONNECT BH5 (PORTB) TO DAC BH2B
; CONNECT CRO PROBES TO CND1_1 OF DAC

```

```
#INCLUDE "TKUP86.DEF"
```

```
ORG 0FFFF0H
```

```
JMPF 0F000H,0F000H
```

```
    ORG 0FF000H
    MOV AL,080H
    MOV DX,CMD8255
    OUT DX,AL
    MOV AL,00H
    MOV DX,PA8255
    OUT DX,AL
    MOV DX,PB8255
    OUT DX,AL
    MOV DX,PC8255
    OUT DX,AL
RPT:  MOV AL,00H
      MOV AL,0FFH
AGAIN: MOV DX, PA8255
      OUT DX, AL
      CALL DELAY
      CALL DELAY
      CALL DELAY
      CALL DELAY
      CALL DELAY
      CALL DELAY
      CALL DELAY
      INC AX
      JNE AGAIN
      JMP RPT
DELAY: MOV CX, 0FF00H
NXT2:  MOV BX, 1234H
NXT:   NOP
      NOP
      NOP
      NOP
      NOP
```

DEC BX

JNE NXT

RET

**RESULT:** INPUT :

OUTPUT :

### **Exercise Questions:**

- 1) Write an assembly language program to convert a saw tooth wave into digital.
- 2) Write an assembly language program for the generation of triangular wave

### **Viva Questions:**

- 1) What is the function of INC Instruction?
- 2) What is the function of NOP Instruction?
- 3) What is the size of the ports of 8255?
- 4) What is the function of the control word register of 8255?

**EXPERIMENT NO: 8**  
**PARALLEL COMMUNICATION BETWEEN TWO MICROPROCESSORS**  
**USING 8255**

**AIM:** Write an ALP for parallel communication between two microprocessors using 8255

**TOOLS:**

- i. UXASM
- ii. TKUP
- iii. TKUP86 KIT
- iv. FRC CABLE

**PROGRAM: FOR DATA IN KIT**

```
#INCLUDE "TKUP86.DEF"

    ORG 0FFFF0H
    JMPF 0F000H,0F000H

    ORG 0FF000H
    MOV AL,080H
    MOV DX,CMD8255
    OUT DX,AL
    MOV AL,00H
    MOV DX,PA8255
    OUT DX,AL
    MOV DX,PB8255
    OUT DX,AL
    MOV DX,PC8255
    OUT DX,AL
RPT:  MOV AL,47H
    MOV DX,PA8255
    OUT DX,AL
    MOV DX,PB8255
    OUT DX,AL
    MOV DX,PC8255
    OUT DX,AL
    JMP RPT
```

**PROGRAM: FOR DATA OUT KIT**

```
#INCLUDE "TKUP86.DEF"
ORG 0FFFF0H
JMPF 0F000H,0F000H
ORG 0FF000H
MOV AL,090H
MOV DX,CMD8255
OUT DX,AL
MOV AL,00H
MOV DX,PA8255
OUT DX,AL
MOV DX,PB8255
OUT DX,AL
MOV DX,PC8255
OUT DX,AL
RPT: MOV DX,PA8255
      IN AL,DX
      MOV [0200H],AL
      MOV DX,PB8255
      OUT DX,AL
      MOV DX,PC8255
      OUT DX,AL
      JMP RPT
```

**RESULT:****Exercise Questions:**

- 1) Write an assembly language program to transfer MRCET string in between two 8255 kits.

**Viva Questions:**

- 1) What is the function of IN Instruction?
- 2) What is the function of OUT Instruction?
- 3) What is the size of the ports of 8255?
- 4) What is the function of the control word register of 8255?

## EXPERIMENT NO: 9

### PROGRAM FOR INTERFACING STEPPER TO 8086

#### (A) ROTATE THE STEPPER MOTOR IN ANTICLOCKWISE DIRECTION

; Connect 8255 Ports A to CNLED

```
,**** INCLUDE DEFINATION FILES NOW
#include "TKUP86.DEF"
```

```
,****START CODING HERE
```

```

    ORG 0FFFF0H
    JMPF 0F000H,0F000H ; the basic reset jump
    ORG 0FF000H
START MOV SP,STKPTR      ; load stack pointer
      CALL INIT8255      ; initialize 8255
LP1   MOV AL,01H         ; use num1 for led count value
      MOV DX,PA8255
      OUT DX,AL          ;
      CALL DELAY         ; call delay
      MOV AL,02H         ; use num1 for led count value
      MOV DX,PA8255
      OUT DX,AL
      CALL DELAY         ; call delay
      MOV AL,04H         ; use num1 for led count value
      MOV DX,PA8255
      OUT DX,AL
      CALL DELAY         ; call delay
      MOV AL,08H         ; use num1 for led count value
      MOV DX,PA8255
      OUT DX,AL
      CALL DELAY         ; call delay
      JMP START         ; restart again

,***** Delay module

DELAY NOP                ;
      MOV CX,03500H      ; load Delay count = 0x3500
      NOP                ;
DLY1  NOP                ;
      LOOP DLY1          ;
      RET                ; end of delay

,***** initialize 8255
```



```

INIT8255
    MOV AL,080H      ; make all ports output
    MOV DX, CMD8255
    OUT DX,AL        ; write to command register
    MOV AL,00H       ; clear all ports
    MOV DX,PA8255
    OUT DX,AL        ;
    MOV DX,PB8255
    OUT DX,AL        ;
    MOV DX,PC8255
    OUT DX,AL        ;
    RET              ;

```

### (B) ROTATE THE STEPPER MOTOR IN CLOCKWISE DIRECTION

,\*\*\*\*\* START CODING HERE

```

    ORG 0FFFF0H
    JMPF 0F000H,0F000H ; the basic reset jump

    ORG 0FF000H
START MOV SP,STKPTR    ; load stack pointer
    CALL INIT8255      ; initialize 8255
LP1  MOV AL,08H        ; use num1 for led count value
    MOV DX,PA8255
    OUT DX,AL
    CALL DELAY         ; call delay
    MOV AL,04H        ; use num1 for led count value
    MOV DX,PA8255
    OUT DX,AL
    CALL DELAY         ; call delay
    MOV AL,02H        ; use num1 for led count value
    MOV DX,PA8255
    OUT DX,AL
    CALL DELAY         ; call delay
    MOV AL,01H        ; use num1 for led count value
    MOV DX,PA8255
    OUT DX,AL
    CALL DELAY         ; call delay
    JMP START          ; restart again

```

,\*\*\*\*\* Delay module

DELAY NOP

```

        MOV CX,03500H    ; load Delay count = 0x3500
        NOP
DLY1    NOP
        LOOP DLY1
        RET              ; end of delay

;***** initialize 8255
INIT8255
        MOV AL,080H      ; make all ports output
        MOV DX, CMD8255
        OUT DX,AL        ; write to command register
        MOV AL,00H       ; clear all ports
        MOV DX,PA8255
        OUT DX,AL
        MOV DX,PB8255
        OUT DX,AL
        MOV DX,PC8255
        OUT DX,AL
        RET

```

**RESULT: INPUT:**

**OUTPUT:**

### Exercise Questions:

- 1) Write an assembly language program to rotate a stepper motor for 20 steps in clockwise direction?

### Viva Questions:

1. Explain the principle of stepper motor.
2. How to calculate step angle?
3. What are the applications of stepper motor

**EXPERIMENT NO: 10****ARITHMETIC, LOGICAL AND BIT MANIPULATION INSTRUCTIONS OF 8051**

**AIM:** Write an ALP for Arithmetic, logical and bit manipulation operations in 8051

**TOOLS:**

- i. UXASM
- ii. TKUP
- iii. TKUP86 KIT
- iv. FRC CABLE

**A) PROGRAM: FOR ARITHMETIC INSTRUCTIONS OF 8051**

**;Connect P1 to CNLED1**

```
#INCLUDE "TKUP52.DEF"
```

```
ORG 0000H
```

```
START: LJMP MAIN
```

```
ORG 0150H
```

```
MAIN MOV SP,#50H
```

```
MOV R0,#20H
```

```
MOV R1,#07H
```

```
MOV A,R0
```

```
ADD A,R1
```

```
MOV P1,A
```

```
LCALL DELAY
```

```
MOV A,R0
```

```
SUBB A,R1
```

```
MOV P1,A
```

```
LCALL DELAY
```

```
MOV A,R0
```

```
MOV 0F0H,R1
```

```
MUL AB
```

```
MOV P1,A
```

```

    LCALL DELAY
    MOV P1,0F0H
    LCALL DELAY
    MOV A,R0
    MOV 0F0H,R1
    DIV AB
    MOV P1,A
    LCALL DELAY
    MOV P1,0F0H
    LCALL DELAY
    LJP MAIN
DELAY NOP
    MOV R4,#020H
DLY3 MOV R3,#0FFH
DLY2 MOV R2,#0FFH
    NOP
DLY1 NOP
    NOP
    NOP
    DJNZ R2,DLY1
    DJNZ R3,DLY2
    DJNZ R4,DLY3
    RET ;

```

### **B) PROGRAM: FOR LOGICAL INSTRUCTIONS OF 8051**

i) ;Connect P1 to CNLED1

```

    #INCLUDE "TKUP52.DEF"
    ORG 0000H
START: LJP MAIN
    ORG 0150H
MAIN MOV SP,#50H

```

```
    MOV A,#35H
    ANL A,#0FH
    MOV P1,A
    ACALL DLY
    MOV A,#04H
    ORL A,#30H
    MOV P1,A
    ACALL DLY
    MOV A,#54H
    XRL A,#78H
    MOV P1,A
    ACALL DLY
    MOV A,#55H
    CPL A
    MOV P1,A
    ACALL DLY
DLY  NOP
    NOP
    MOV R4,#020H
DLY3 MOV R3,#0FFH
DLY2 MOV R2,#0FFH
    NOP
DLY1 NOP
    NOP
    NOP
    NOP
    DJNZ R2,DLY1
    DJNZ R3,DLY2
    DJNZ R4,DLY3
    RET
```

**ii) ;Connect P1 to CNLED1**

```
#INCLUDE "TKUP52.DEF"

        ORG 0000H
START:   LJMPL MAIN
        ORG 0150H
MAIN:    MOV SP,#060H
        MOV A,#0A5H
        MOV P1,A
        LCALL SFTDL
        RR A
        MOV P1,A
        LCALL SFTDL
        SWAP A
        MOV P1,A
        LCALL SFTDL
        RL A
        MOV P1,A
        LCALL SFTDL
        SETB C
        RLC A
        MOV P1,A
        LCALL SFTDL
        RRC A
        MOV P1,A
        LCALL SFTDL
        LJMPL MAIN

SFTDL    MOV R4,#50H
DL3      MOV R5,#0FFH
DL2      MOV R6,#0FFH
DL1      DJNZ R6,DL1
        DJNZ R5,DL2
```

DJNZ R4,DL3

RET

**C) PROGRAM: FOR BIT MANIPULATION INSTRUCTIONS OF 8051  
; Connect P1 to CNLED1**

#INCLUDE "TKUP52.DEF"

ORG 0000H

START: LJMP MAIN

ORG 0150H

MAIN MOV SP,#50H

MOV P1,#00H

MOV C,00H

SETB C

MOV P1\_7,C

LCALL SFTDL

CLR C

ANL C,00H

MOV P1\_7,C

LCALL SFTDL

CPL C

MOV P1\_3,C

LCALL SFTDL

ORL C,00H

MOV P1\_7,C

LCALL SFTDL

LJMP MAIN

SFTDL MOV R4,#50H

DL3 MOV R5,#0FFH

DL2 MOV R6,#0FFH

DL1 DJNZ R6,DL1

DJNZ R5,DL2

DJNZ R4,DL3

RET

**RESULT:**      **INPUT:**

**OUTPUT:**

**Exercise Questions:**

- 1) Write an assembly language program for the addition of 012H and 376H in 8051?

**Viva Questions:**

- 1) What are the ports of 8051?
- 2) What is the use of DJNZ instruction?
- 3) What are the bit manipulation instructions of 8051?
- 4) What are the flags of 8051?



**EXPERIMENT NO: 11**  
**TIMER/COUNTERS IN 8051**

**AIM:** Write an ALP to verify timer/counter operation in 8051

**TOOLS:** i) UXASM  
          ii) TKUP  
          iii) TKUP86 KIT  
          IV) FRC CABLE

**PROGRAM:**

**; Connect P1 to CNLED1**

```
#INCLUDE "TKUP52.DEF"

        ORG 0000H
START:   LJMP MAIN

        ORG 0150H
MAIN:    MOV SP,#060H
        MOV TMOD,#01H
BACK:    MOV TL0,#075H
        MOV TH0,#0B8H
        MOV P1,#0AAH
        LCALL SFTDL
        ACALL DELAY
        MOV TL0,#00H
        MOV TH0,#00H
        MOV P1,#055H
        ACALL DELAY
        LCALL SFTDL
        SJMP BACK

        ORG 300H
DELAY:   SETB TCON4
AGAIN:   JNB TCON5,AGAIN
```

CLR TCON4

CLR TCON5

RET

SFTDL        MOV R4,#10H

DL3         MOV R5,#0FFH

DL2         MOV R6,#0FFH

DL1         DJNZ R6,DL1

             DJNZ R5,DL2

             DJNZ R4,DL3

             RET

**RESULT:**

**INPUT:**

**OUTPUT:**

### Exercise Questions:

- 1) Write an assembly language program for counting number of 1's and 0's in 34H?

### Viva Questions:

- 1) What are timer/counter registers in 8051?
- 2) What is the size of timer/Counter?
- 3) When timer overflow occurs?
- 4) What are special function registers of 8051?

## EXPERIMENT NO: 12

### INTERRUPT HANDLING IN 8051

**AIM:** Write an ALP to verify the interrupt handling in 8051

**TOOLS**

- i) UXASM
- ii) TKUP
- iii) TKUP86 KIT
- iv) FRC CABLE

**PROGRAM:**

```
#INCLUDE "TKUP52.DEF"

        ORG 0000H

START:  LJMP MAIN

        ORG 0150H

MAIN    MOV SP,#50H
        MOV IE,#85H

HERE    MOV P1,#7EH
        SJMP HERE

        ORG 0003H      ; INTO ISR

        MOV P1,#0AAH
        LCALL DELAY
        LCALL DELAY
        LCALL DELAY
        RETI

        ORG 0013H      ; INT1 ISR

        MOV P1,#0A5H
        LCALL DELAY
        LCALL DELAY
        RETI

DELAY   NOP

        MOV R4,#020H

DLY3    MOV R3,#0FFH
```

```
DLY2      MOV R2,#0FFH
DLY1      NOP
          NOP
          DJNZ R2,DLY1
          DJNZ R3,DLY2
          DJNZ R4,DLY3
          RET
```

**RESULT:**            **INPUT:**  
  
                 **OUTPUT:**

### Exercise Questions:

- 1) Write the program for interrupt handling of 8051 using PORT 0?

### Viva Questions:

- 1) What are the interrupts of 8051?
- 2) What is the Priority among 8051 interrupts?
- 3) What are the interrupt registers of 8051?
- 4) What is the size of the interrupt registers of 8051?

**EXPERIMENT NO: 13**  
**UART OPERATION IN 8051**

**AIM:** To observe the UART operation in 8051

**TOOLS:** i) UXASM

ii) TKUP

iii) TKUP86 KIT

iv) FRC CABLE

**PROGRAM:**

**; CONNECT THE RS232 FROM PC TO TKUP51 KIT**

**; CONNECT THE Tx PIN OF 8051 TO Rx OF MAX232 AND VICE VERSA**

**; CONNECT PORT1 TO CNLED**

#INCLUDE "TKUP52.DEF"

ORG 0000H

START: LJMP MAIN

ORG 0150H

MAIN: MOV SP,#060H

MOV IE,#85H

MOV TMOD,#20H

MOV TH1,#0FAH

MOV SCON,#50H

SETB TCON6

RPT: MOV SBUF,#'Y'

HERE: JNB SCON1,HERE

CLR SCON1

MOV A,#'A'

MOV P1,A

SJMP RPT

**RESULT:** INPUT:

OUTPUT:

**Exercise Questions:**

- 1) Where do we prefer the serial communication & Why?

**Viva Questions:**

- 1) What is the full form of UART?
- 2) What is meant by Synchronous and Asynchronous communication?
- 3) What is the serial communication registers in 8051?
- 4) Which data communication method is supported by 8051?

## EXPERIMENT NO: 14

### INTERFACING LCD TO 8051

**AIM:** Write an ALP for interfacing LCD to 8051

**TOOLS:**

- I) UXASM
- II) TKUP
- III) TKUP86 KIT
- IV) FRC CABLE

**PROGRAM:**

```
;CONNECT BH4 TO CNLCDC
;CONNECT BH6 TO CNLCDD

#include "TKUP52.DEF"

ORG 0000H

START: Ljmp MAIN

ORG 0150H

MAIN MOV SP,#060H

LCALL INIT8255

LOOP MOV DPTR,#CMDTBL

LCALL INIT_LCD

MOV DPTR,#STRTBL

LP1 MOV A,#0

MOVC A,@A+DPTR

CJNE A,#00,LP2

LCALL DELAY

LCALL DELAY

LCALL DELAY

LJMP MAIN

LP2 LCALL WR_DAT
```

```

        INC DPTR
        LCALL SDELAY
        LJMPL LP1
;*****LCD init module
INIT_LCD
        MOV A,#0
        MOVC A,@A+DPTR
        CJNE A,#00,IL2
        RET
IL2      LCALL WR_CMD
        INC DPTR
        LJMPL INIT_LCD
;*****      LCD Write CMD module
WR_CMDPUSH DPH
        PUSH DPL
        MOV DPTR,#PB8255
        LCALL WRPORT
        LCALL SDELAY
        MOV A,#04
        MOV DPTR,#PA8255
        LCALL WRPORT
        LCALL SDELAY
        MOV A, #00
        MOV DPTR,#PA8255
        LCALL WRPORT
        LCALL SDELAY
        POP DPL
        POP DPH
        RET
;*****      LCD Write Data module
WR_DAT      PUSH DPH

```



```

PUSH DPL
MOV DPTR,#PB8255
LCALL WRPORT
LCALL SDELAY
MOV A,#05H
MOV DPTR,#PA8255
LCALL WRPORT
LCALL SDELAY
MOV A,#01H
MOV DPTR,#PA8255
LCALL WRPORT
LCALL SDELAY
POP DPL
POP DPH
RET

```

```

;*****Write Port

```

```

WRPORT    CLR P1_7
          MOVX @DPTR,A
          SETB P1_7
          RET

```

```

;*****          Read Port

```

```

RDPORT    CLR P1_7
          MOVX A,@DPTR
          SETB P1_7
          RET

```

```

;*****          Delay module

```

```

SDELAY    NOP
          MOV R0,#0FFH
          MOV R1,#01H
          LJMP DLY1

```

```

        NOP
DELAY  NOP
        MOV R0,#0FFH
        MOV R1,#055H
        NOP
DLY1   DJNZ R0,DLY1
        MOV R0,#0FFH
        DJNZ R1,DLY1
        RET
;*****      initialize 8255
INIT8255
        MOV A,#080H
        MOV DPTR,#CMD8255
        LCALL WRPORT
        RET
        ORG 0500H
;*****      initialize seven segment table
CMDTBL HEX  38,0E,02,01,00
STRTBL ASCII "HELLO ADM - TKUP"
ENDTBL HEX  00,00

```

**RESULT:**            INPUT :

                      OUTPUT :

### Viva Questions:

- 1) What are the special function register of 8051?
- 2) What is the function of accumulator register?
- 3) What is the function of CJNE instruction?
- 4) What is the function of MOVX instruction?

## EXPERIMENT NO: 15

### INTERFACING MATRIX/KEYBOARD TO 8051

**AIM:** Write an ALP for interfacing Matrix/keyboard to 8051

**TOOLS:** i) UXASM

ii) TKUP

iii) TKUP86 KIT

iv) FRC CABLE

**PROGRAM:**

```

*****      8255_KBD
,
*****      INCLUDE DEFINATION FILES NOW

;      1. Connect 8255 PA0-7 to CNMUX of L1C peripheral board
;      2. Connect 8255 PC0-7 to CNKEY of L1C peripheral board
;      3. Connect 8255 PB0-7 to CNSEG of L1C peripheral board
;      4. Motor one segment showing 0000->0001->....->000F->0000 (key press)

#include "TKUP52.DEF"

      ORG 0000H

START: LJMP MAIN

      ORG 0150H

MAIN  MOV SP,#060H
      LCALL INIT8255
      MOV DPTR,#NUM1
      LCALL CLRMEM
      MOV DPTR,#NUM2
      LCALL CLRMEM
      MOV DPTR,#NUM3
      LCALL CLRMEM
      NOP

LOOP  LCALL SCANKBD

```

```

MOV DPTR,#NUM3
MOVX A,@DPTR
MOV DPTR,#SEGTBL
MOVC A,@A+DPTR
MOV DPTR,#PB8255
LCALL WRPORT
MOV A,#070H
MOV DPTR,#PA8255
LCALL WRPORT
LJMP LOOP

```

```

,*****      MATRIX KBD SCAN module
,*****      Output either E0,D0,B0,70 for Row 1,2,3,4
,*****      Read PC port ended with 0x0F, expect 0F,0E,0D,0B,07

```

```

SCANKBD      MOV A,#00H
SKLOOP       MOV DPTR,#NUM1
              MOVX @DPTR,A
              MOV DPTR,#KBDTBL
              MOVC A,@A+DPTR
              CJNE A,#00,SKL1
              RET
SKL1         MOV DPTR,#PC8255
              LCALL WRPORT
              MOV DPTR,#PC8255
              LCALL RDPORT
              ANL A,#0FH
              CJNE A,#0FH,SKL2
              MOV DPTR,#NUM1
              MOVX A,@DPTR
              INC A

```

## LJMP SKLOOP

SKL2 LJMP GETKEY

,\*\*\*\*\* GETKEY module

GETKEY MOV DPTR,#NUM2

MOVX @DPTR,A

MOV DPTR,#RETTBL

MOVC A,@A+DPTR

MOV R0,A

MOV DPTR,#NUM1

MOVX A,@DPTR

MOV DPTR,#ROWTBL

MOVC A,@A+DPTR

ADD A,R0

MOV DPTR,#NUM3

MOVX @DPTR,A

RET

,\*\*\*\*\* Clear memory location

CLRMEM MOV A,#0

MOVX @DPTR,A

RET

WRPORT CLR P1\_7

MOVX @DPTR,A

SETB P1\_7

RET

,\*\*\*\*\* Read Port

RDPORT CLR P1\_7

MOVX A,@DPTR

SETB P1\_7

RET

,\*\*\*\*\* Delay module

SDELAY        NOP

MOV R0,#0FFH

MOV R1,#01H

LJMP DLY1

NOP

DELAY NOP

MOV R0,#0FFH                    ; load lsb of delay=0x34FF

MOV R1,#055H                   ; load msb

NOP

DLY1    DJNZ R0,DLY1

MOV R0,#0FFH                   ; decrement msb count

DJNZ R1,DLY1

RET                               ; end of delay

,\*\*\*\*\*        initialize 8255

INIT8255

MOV A,#081H                   ; make all ports output

MOV DPTR,#CMD8255            ; write to command register

LCALL WRPORT

RET

ORG 0500H

,\*\*\*\*\*        initialize seven segment table

SEGTBL        HEX    3F,06,5B,4F,66,6D,7D,07,7F,6F,77,7C,39,5E,79,71,00

KBDTBL        HEX    E0,D0,B0,70,00

RETTBLHEX    00,00,00,00,00,00,00,03,00,00,00,02,00,01,00,00,00

ROWTBL        HEX    00, 04, 08, 0C, 00

**RESULT:**        INPUT:

OUTPUT:

**Exercise Question:**

- 1) Write an assembly language program for the display of MRCET string on LCD by using 8051

**Viva Questions:**

- 1) What are the special function register of 8051?
- 2) What is the function of accumulator register?
- 3) How many no. of pins available for 8051?
- 4) What is the function of SP register