EXPERIMENT 5
HEX TO BCD

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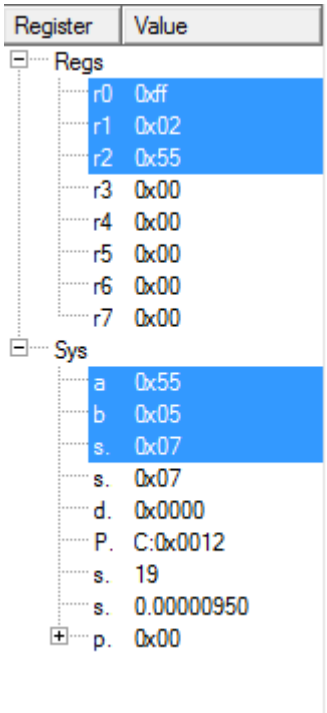
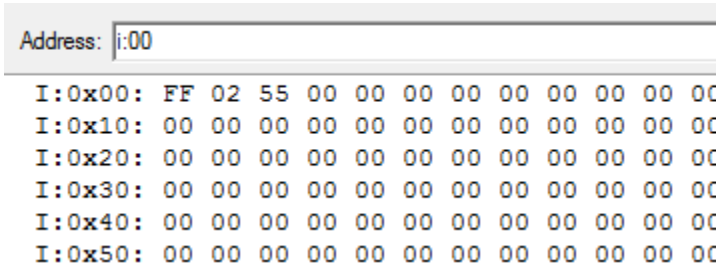
Code:

bcd.asm

```
; HEX TO BCD
        MOV  R0, #0FFH ; value to be coverted
        MOV  A , R0    ; store the value in A
        MOV  B , #64H  ; to be divided for MSB
        DIV  AB        ; divide for 100th place
        MOV  R1, A     ; store MSB in R1
        MOV  A , B     ; load A with remainder
        MOV  B , #0AH  ; 10 is the divider
        DIV  AB        ; divide for tenth place
        SWAP A         ; make it the upper nibble
        ADD  A , B     ; add remainder to oneth place
        MOV  R2, A     ; store in R2
        END            ; result in R1 and R2
```

Output:





input: R0
output: R1 and R2