

18. Explain about I/O programming.

» I/O port programming is an essential aspect of working with the 8051 microcontroller.

» The 8051 microcontroller has four ports:

Port 0 (P0)

Port 1 (P1)

Port 2 (P2)

Port 3 (P3)

» These ports can be used for both input and output operations, allowing you to interface with external devices such as sensors, displays, and other peripherals.

Common Operations for I/O port programming:

1. Configuring I/O Ports:

» Before using I/O ports you need to configure it as either input or output.

» Each port pin can be individually configured as input (logic high impedance) or output (logic low impedance) using corresponding bits in port's associated register.

Ex: To configure P1 as output and P2 as input.

```
MOV P1, #0xFF
```

```
MOV P2, #0x00
```



### ii) Reading from Input Ports:

- >> To read status of input pins of a port, you can use port's associated register.
- >> The values read from register indicate logic level of pins.
- >> A logic high(1) indicates pin is receiving high voltage, while a logic low(0) indicates low voltage.

Ex: To read status of P3 and store in accumulator(A).

```
MOVA, P3
```

### iii) Writing to output Ports:

- >> To see the output values of pins in an output port, you can use port's associated register.
- >> Writing a logic high(1) to pin sets it to a high voltage level and logic low(0) indicates it is set to low voltage level.

Ex: To set P0 to high and P1 to low.

```
MOV P0, #0xFF
```

```
MOV P1, #0x00
```

### iv) Manipulating Individual Pins:

- >> Sometimes, we need to manipulate individual pins of ports, while keeping others unchanged.
- >> We can achieve this using bit-wise operations such as AND, OR, XOR, and bit shifting.



Ex: To toggle state pin of P2.3 while keeping other pins of P2 unchanged.

CPL P2.3

vb External Pull-Up/Down Resistors:

- >> The 8051 microcontroller doesn't have internal Pull-Up/Down resistors.
- >> If you want to use external pull-up/down resistors for input pins, you need to connect them externally to the corresponding pins.

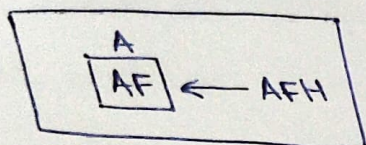
2b Write about addressing modes of 8051.

- >> Addressing modes is defined as way of specifying operand in an instruction.
- >> In 8051 there are 6 types of addressing modes:
  - 1b Immediate addressing mode
  - 1b Register addressing mode
  - 1b Direct addressing mode
  - 1b Register Indirect addressing mode
  - vb Indexed Addressing mode
  - vb Implied addressing mode
- 1b Immediate addressing mode:
  - >> In this, data is provided in instruction itself. The data is provided immediately after opcode. Data constant value.

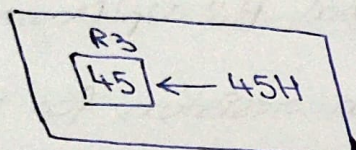


Example:

MOV A, #0AFH



MOV R3, #45H



MOV DPTR, #FE00H

# → Immediate data

DPTR → data pointer points

external data memory location.

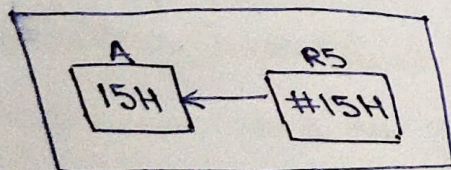
ii) Register addressing mode:

>> In this, source or destination data should be present in register (R0 to R7).

Examples:

1) MOV A, R5;  
MOV R2, #45H  
MOV R0, A

2) MOV A, R5  
MOV R5, #15H



Register to Register transfer.



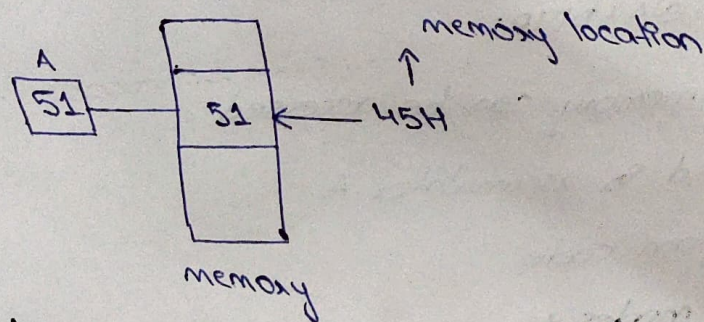
### iii) Direct addressing modes:

- >> In this, source or destination data is specified by 8-bit data instruction.
- >> Only internal memory can be used in this mode.

Example:

```
1) MOV 80H, R6
   MOV R2, 45H
   MOV R0, 05H
```

```
2) MOV R0, 45H
   ADD A, 51H
```



### iv) Register indirect addressing modes:

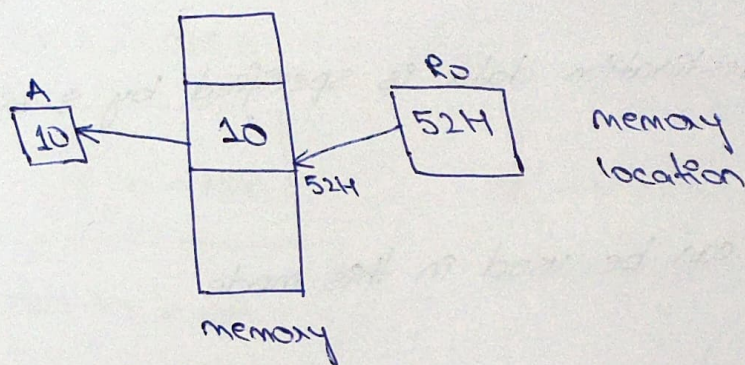
- >> In this, source or destination address is given in register.
- >> By using this, internal or external addresses can be addressed.
- >> The R0 and R1 are used for 8-bit addresses and DPTR is used for 16-bit addresses, no other registers can be used for addressing purposes.

Example:

```
MOV A, @R0
```

@ → points address





### vi) Indexed addressing modes:

- >> In this, source memory can only be accessed by program only.
- >> The destination operand is always register A.

Example: `MOV CA, @A+PC;`  
`MOV CA, @A+DPTR;`

NOTE: Only program memory can be accessed.

- >> Destination operand is accumulator A.
- >> C refers to program code.

### vi) Implied addressing modes:

- >> In this, there will be single operand.
- >> These types of instruction can work on specific registers only.
- >> These type of instructions are also known as register specific instructions.

Example:

`RLA;`  
`SWAPA;`