

```
#####
INDEX                               EXP : 5
#####
```

Name : Rishabh Sarswa
Rollno : 19UELE8030

Experiment : 5

Aim : Subtract the content of memory location 1000H and 1001H
place result in memory location 1002H carry in 1003H

Software Use : GNUSim8085

Program :

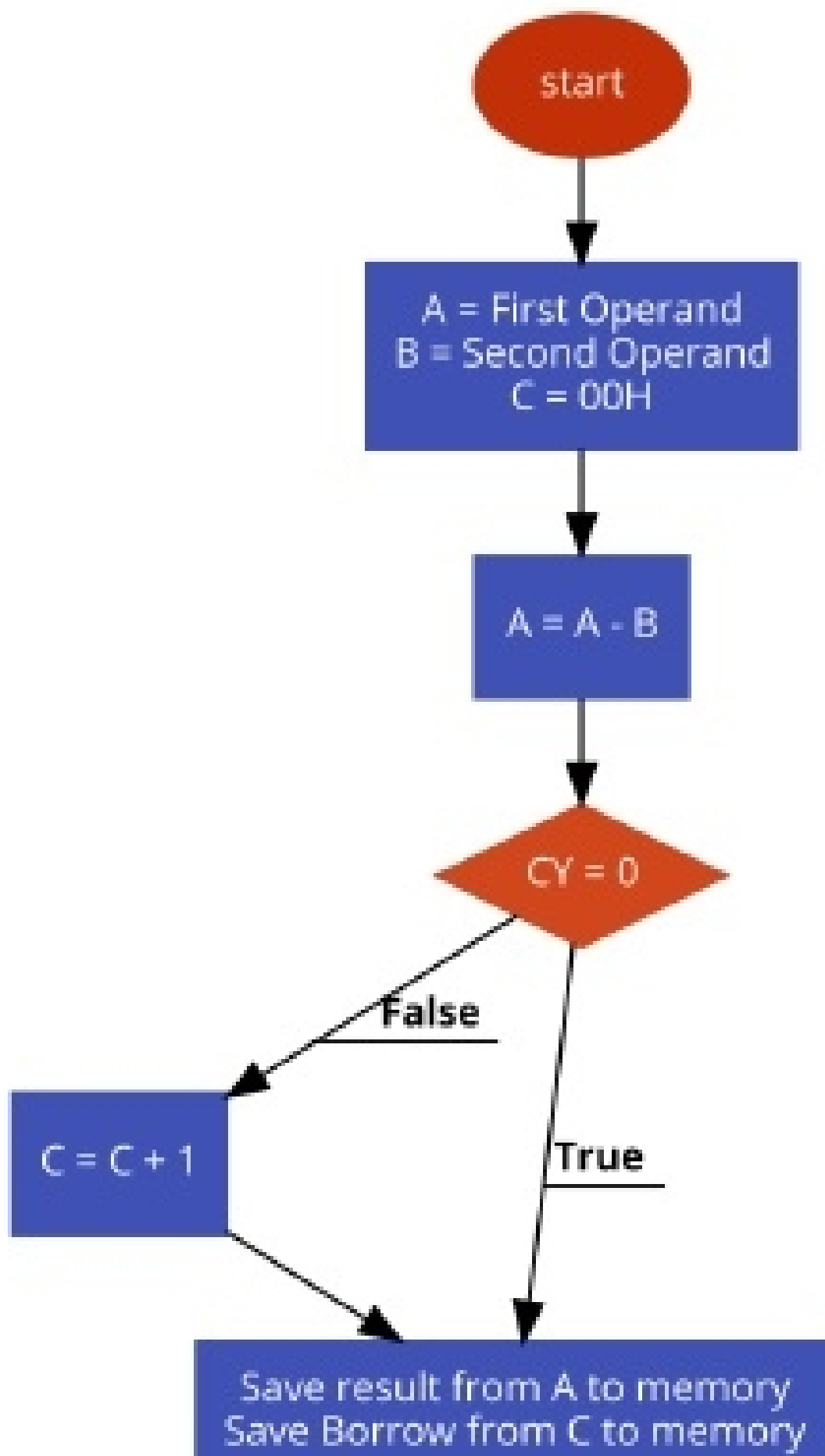
----- Program Table -----

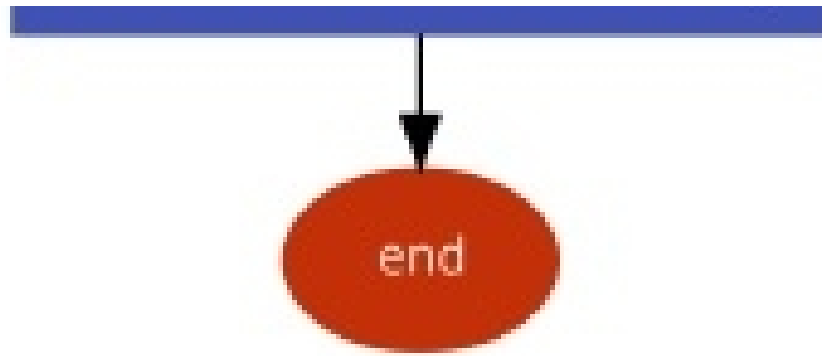
Address	HEX Codes	Labels	Mnemonics	Comments
F000	0E, 00		MVI C,00H	Clear C register
F002	21, 00, 10		LXI H,1000H	Load initial address to get operand
F005	7E		MOV A,M	Load Acc with memory element
F006	23		INX H	Point to next location
F007	46		MOV B,M	Load B with second operand
F008	90		SUB B	Subtract B from A
F009	D2, 0D, F0		JNC STORE	When CY = 0, go to STORE
F00C	0C		INR C	Increase C by 1
F00D	21, 20, 10	STORE	LXI H,1002H	Load the destination address
F010	77		MOV M,A	Store the result
F011	23		INX H	Point to next location
F012	71		MOV M,C	Store the borrow
F013	76		HLT	Terminate the program

----- program in asm -----

```
MVI C,00H           ;Clear C register
LXI H,1000H         ;Load initial address to get operand
MOV A,M             ;Load Acc with memory element
INX H               ;Point to next location
MOV B,M             ;Load B with second operand
SUB B               ;Subtract B from A
JNC STORE           ;When CY = 0, go to STORE
INR C               ;Increase C by 1
STORE: LXI H,1002H   ;Load the destination address
MOV M,A             ;Store the result
INX H               ;Point to next location
MOV M,C             ;Store the borrow
HLT                 ;Terminate the program
```

----- end program -----





Applications Experiment 5.pd... exp5micro.txt (... GNUSim8085 - 8... [rishu@localhost: ~ rishu@localhost: ~ 21:49 Rishabh Sarswa

GNUSim8085 - 8085 Microprocessor Simulator

File Reset Assembler Debug Help

Registers Flag

Register	Value	Flag	Value
A	FB	S	0
BC	08 01	Z	0
DE	00 00	AC	0
HL	10 03	P	0
PSW	00 00	C	1
PC	42 14		
SP	FF FF		
Int-Reg	00		

Load me at

```
1
2 MVI C,00H ;Clear C register
3 LXI H,1000H ;Load initial address to get operand
4 MOV A,M ;Load Acc with memory element
5 INX H ;Point to next location
6 MOV B,M ;Load B with second operand
7 SUB B ;Subtract B from A
8 JNC STORE ;When CY = 0, go to STORE
9 INR C ;Increase C by 1
10 STORE: LXI H,1002H ;Load the destination address
11 MOV M,A ;Store the result
12 INX H ;Point to next location
13 MOV M,C ;Store the borrow
14 HLT ;Terminate the program
15
```

Decimal - Hex Conversion

Decimal	Hex
0	0

I/O Ports

Port	Value
0	00

Memory

Address (Hex)	Address	Data
1000	4096	3
1001	4097	8
1002	4098	251
1003	4099	1
1004	4100	0
1005	4101	0
1006	4102	0
1007	4103	0
1008	4104	0
1009	4105	0
100A	4106	0

Line No Assembler Message

0	Program assembled successfully
---	--------------------------------

Simulator: Idle