

1) WAP an assembly language program to perform arithmetic operation using 8051

ADD

MOV A, #25H ; First number

ADD A, #15H ; Add second number

MOV R0, A ; Store result

END

SUB

MOV A, #45H ; First number

SUBB A, #20H ; Subtract second number

MOV R0, A

END

MUL

MOV A, #12H

MOV B, #05H

MUL AB ; A = low byte, B = high byte

MOV R0, A

MOV R1, B

END

DIV

MOV A, #64H ; Dividend

MOV B, #08H ; Divisor

DIV AB ; A = quotient, B = remainder

MOV R0, A

MOV R1, B

END

2.write assembly language prg to perform logical operation using 8051 microcontroller

AND

MOV A, #55H

ANL A, #0F0H

MOV R0, A

END

OR

MOV A, #22H

ORL A, #11H

MOV R0, A

END

NOT

MOV A, #55H

CPL A

MOV R0, A

END

XOR

MOV A, #5AH

XRL A, #3CH

MOV R0, A

END

3).Write an assembly Language Program to transfer a block of n byte of data from the source (20H) to the destination (40h) using Internal RAM

```
ORG 0000H
MOV R0,#20H
MOV R1,#40H
MOV R2,#05H
HERE: MOV A,@R0
MOV @R1,A
INC R0
INC R1
DJNZ R2, HERE
XRL A,B
MOV R0,A
END
```

4.Write an assembly language program to execute source work starting with address 20h (internal ram) containing n(0.5)

```
ORG 0000H
MOV R0,#20H
MOV R1,#40H
MOV R3,#05H
HERE: MOV A,@R0
XCH A,@R1
MOV @R0,A
INC R0
INC R1
DJNZ R2, HERE
END
```

5.

ORG 0000H

MOV R0,#34H

MOV A,@R0

INC R0

SUBB A,@R0

MOV R5,A

JC DOWN

MOV R6,#01H

SJMP DONE

DOWN:

MOV R6,#00H

DONE: NOP

END

6.

ORG 0000H

MOV R0,#34H

MOV A,@R0

INC R0

SUBB A,@R0

MOV R5,A

JC DOWN

MOV R6,#01H

SJMP DONE

DOWN:

MOV R6,#00H

DONE: NOP

END

7.

ORG 0000H

MOV A,30H

MOV A,31H

MUL AB

MOV 32H,A

MOV 35H,B

END

8. ORG 0000H

MOV A,30H

MOV A,31H

DIV AB

MOV 32H,A

MOV 33H,B

END

9.1

ORG 0000H

MOV R0,#20H

MOV R1,#40H

MOV R2,#05H

BACK:

MOV A,@R0

JB ACC.7,SKIP

MOV @R1,A

INC R1

SKIP:

INC R0

DJNZ R2,BACK

END

9.2

```
ORG 0000H
MOV R0,#20H
MOV R1,#40H
MOV R2,#05H
BACK:
MOV A,@R0
JNB ACC.7,SKIP
MOV @R1,A
INC R1
SKIP:
INC R0
DJNZ R2,BACK
END
```

10.1-2

```
ORG 0000H
MOV R0,#20H
MOV R1,#40H
MOV R2,#05H
BACK:
MOV A,@R0
JNB ACC.0,SKIP
MOV @R1,A
INC R1
SKIP:
INC R0
DJNZ R2,BACK
END
```

