

## MPL assignment 2

1

Q 1 List and explain the string instruction of 8086.  
Write 8086 Assembly Language program to display the given string in reverse order.

Ans 1) REP / REPE / REPNE / REPZ instructions

- Syntax: REP <other string instruction>

REP is a prefix syntax which is written before one of the string instruction of 8086. These instructions repeat until specified condition exists

instruction code

condition for Exit

REP

$CX = 0$

REPE / REPZ

$CX = 0$  or  $ZF = 0$

REPNE / REPNZ

$CX = 0$  or  $ZF = 0$

## Examples

REPZ CMP SB : ; compare string bytes until  
;  $CX = 0$  or until string  
; byte not equal

2) MOVSB / MOVSW instruction:

- This instruction copies a byte or word from a location in the data segment to a location in the extra segment.

- The offset of the source byte or word in the data segment must be in SI register.

- The offset of the destination in extra segment must be contained in DI register.



- For multiple byte or multiple word moves the number of elements to be moved input in the CX register so that it can function as a counter
- After the byte word SI and DI are automatically adjusted to point to the next source and the next destination
- If the direction flag is 0, then SI and DI will be incremented by 1 after a word move
- Movs affect no flags
- The way to tell the assembler whether to code the instruction for a byte or word move is to add a 'b' or a 'w' to the movs mnemonic
- Movsb for example, says move a string as byte
- Movsw says move a string as word

Example : REP MOVSB.

### 3) CMPS / CMPSB / CMPSW instruction

- A string instruction in 8086 is a series of the same type of data items in sequential memory locations
- The CMPS instruction can be used to compare a byte in one string with a byte in another string or to compare a word in one string with a word in another string
- SI is used to hold the offset of a byte or word in the source string and DI is used to hold the offset of a byte or word in the other string



- The comparison done by subtraction the byte or word pointer by DI from byte or word pointer to by SI
- The AF, CF, OF, PF, SF and ZF flags are affected by the comparison, but neither operand is affected
- After the comparison SI and DI will be automatically incremented or decremented
- According to direction flag to point to next element in the two strings (if DF=0, SI and DI (+ function as a counter which is decremented after each comparison
- this will go on CX=c

Example : REPE CMPS

Syntax : < REP instruction > CMPSB.

- 9) SCAS / SCASB / SCASW translation:
- SCAS compares a string byte with a byte in AL or a string word with word in AX
  - the instruction affects the operand in AL (AX) or the operand in the string instruction in 8086
  - the string to be scanned must be in the extra segment and DI will be automatically incremented and decremented according to direction flag to point to the next element in the two strings (if DF=0, SI and DI ↑) CX functions as a counter which is decremented after each comparison



This will go on until  $CX=0$   
- SCAS affects the AF, CF, OF, PF, SF, and ZF flags.

Syntax: <REP instruction> SCAS

Example: REPNE SCASB

- 5) LODS / LODSB / LODSW instructions.
- This instruction copies a byte from AX or a word from AX memory location in the extra segment.
  - DI is used to hold the offset of the memory location in the extra segment. After the copy DI is automatically incremented or decremented to point the next string element in memory.
  - If the direction flag DF is clear then DI will be automatically be incremented by one for byte string or incremented by two for a word string instruction in 8086.
  - If the direction flag is set, DI will be automatically decremented by one for byte string or decremented by two for a word string.
  - STOS does not affect any flags.
  - STOSB copies bytes and STOSW copies a word.

Syntax: STOS <String>

Example: STOSB SD - String.

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Program for reversing a given string:

Code:

Assume DS: data CS: code

Data segment

```
m1 db 0AH, 0DH, 'Enter string: $'
m2 db 0AH, 0DH, 'Reverse of string: $'
buff db 80H
      db 00H
      db 80H dup (00H)
```

data ends

Print Macro MSG

MOV AH, 09H

LEA DX, MSG

INT 21H

ENDM

Code segment

start: MOV AX, Data

MOV DS, AX

Print m1

MOV AH, 0AH

LEA DX, buff

int 21H

Print m2

~~09~~



```

LEA Bx, buf
INC Bx
MOV [H], 000H
MOV CL, 0buff+1
MOV DI, CX

```

```

Back: MOV DL [Bx + DI]
      MOV AH, 002H
      INT 21H
      DEC DI
      JNZ BACK

```

```

MOV AH, 4CH
INT 21H

```

Code ENDS

End: starts.

Q2 Explain pin diagram of ADC 0808/0809 and Design its interfacing to 8086 with suitable example.

Ans	Signals	Description
	IN0 - IN7	Eight single ended analog input to select ADC
	A, B, C	3 bit binary input to select one of the eight analog signals for conversion. at any one time.
	ALE	Address Latch enable used to latch the 3 bit address input to an internal latch

Start

Start of conversion at pulse input to start ADC process. This signal should be asserted high and then low signal should remain high atleast for 100 ns.

Clock

Clock input and frequency of clock can be in the range of 10 KHz to 1280 KHz. Typical clock input is 640 KHz.

$V_{REF} (+)$

Reference voltage input. positive reference voltage can be less than or equal to  $V_{EE}$  and the negative reference voltage can be greater than or equal to ground.

$D_0 - D_7$

The 8-bit digital output the reference voltage will decide the mapping of analog input to digital data.

$E_{OC}$

End of conversion

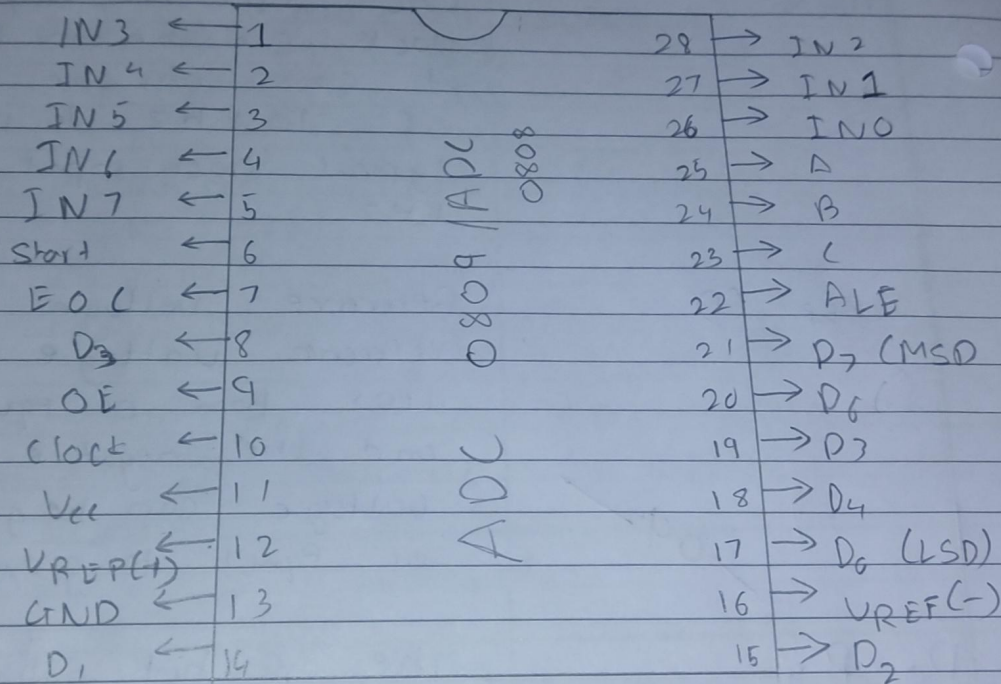
$OE$

Output buffer Enable. The signal is used to read the digital data from output buffer after a valid  $E_{OC}$ .



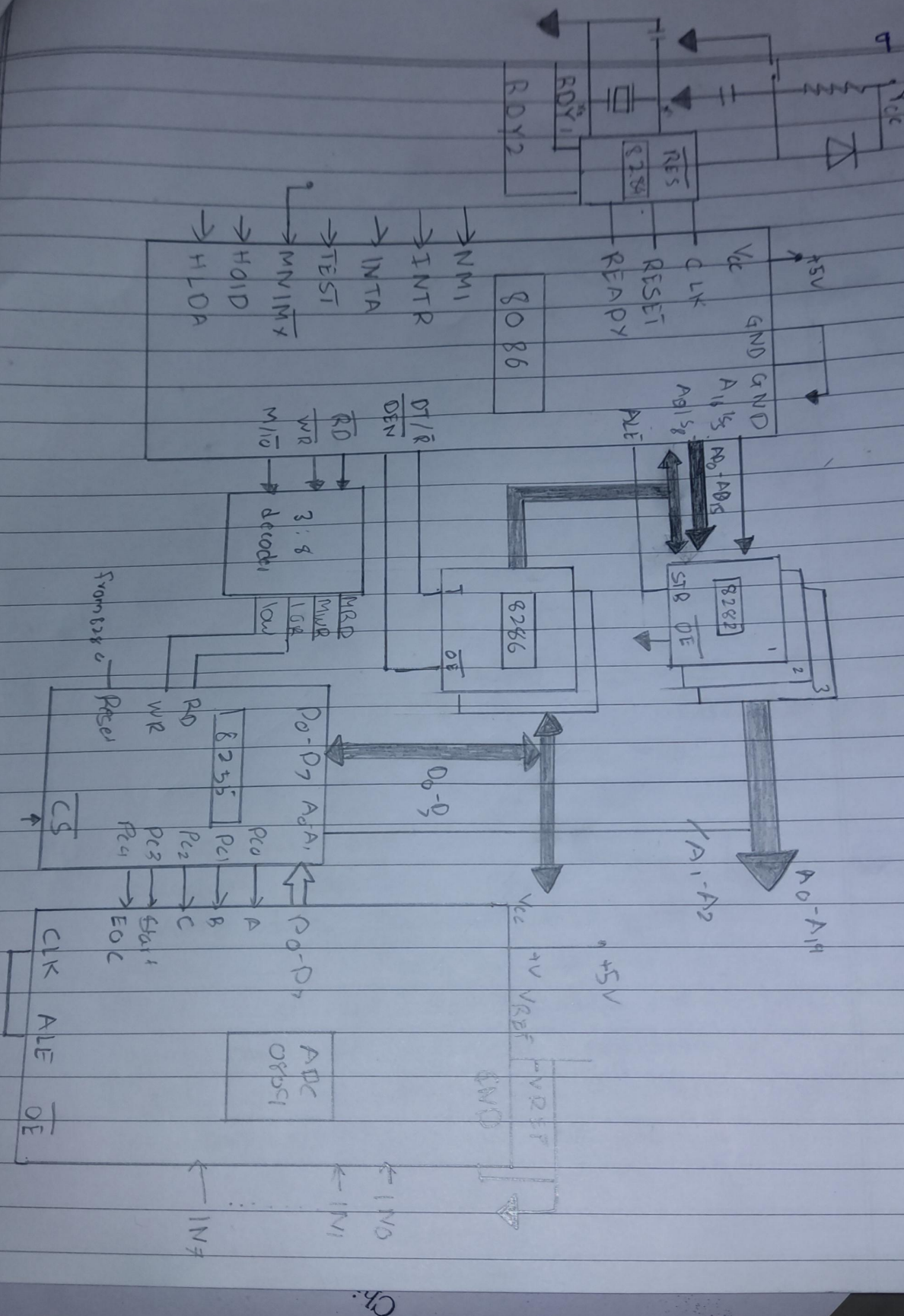
$V_{CC}$  Power supply +5V  
 GND Power supply ground, 0V

### Pin Diagram



LSD - Least significant Digit  
 MSD - Most significant Digit





77.929  
 69.126  
 60.39  
 51.  
 32  
 357  
 4.433  
 16.79  
 16.  
 9  
 198  
 1.5  
 10  
 4  
 43  
 8

Ch.