

Exp 1st

program _

```
LHLD 0000H ; Get 1st 16-bit number in H-L pair
XCHG      ; Save 1st 16-bit number in DE by exchanging with H-L pair
LHLD 0002H ; Get 2nd 16-bit number in H-L
DAD D     ; Add DE and HL
SHLD 0004H ; Store 16-bit result in memory locations 0004H and 0005H
HLT       ; Stop
```

```
LHLD 0000H ; Get 1st 16-bit number in H-L pair
XCHG      ; Save 1st 16-bit number in DE
LHLD 0002H ; Get 2nd 16-bit number in H-L pair
MOV A, E ; Get lower byte of the 1st number
ADD L ; Add lower byte of the 2nd number
MOV L, A ; Store result in L-register
MOV A, D ; Get higher byte of the 1st number
ADC H ; Add higher byte of the 2nd number with CARRY
MOV H, A ; Store result in H-register
SHLD 0004H ; Store 16-bit result in memory locations 0004H and 0005H
HLT ; Stop
```

