

MICROPROCESSOR BASED SYSTEM DESIGN (UCS617)

Lab Activity Based Report

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**Group: 3C63
BE Third Year**

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OF ENGINEERING & TECHNOLOGY
(Deemed to be University)

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THAPAR INSTITUTE OF ENGINEERING AND TECHNOLOGY

PATIALA, PUNJAB (INDIA)

JAN – JUNE 2025

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Program NO: 1

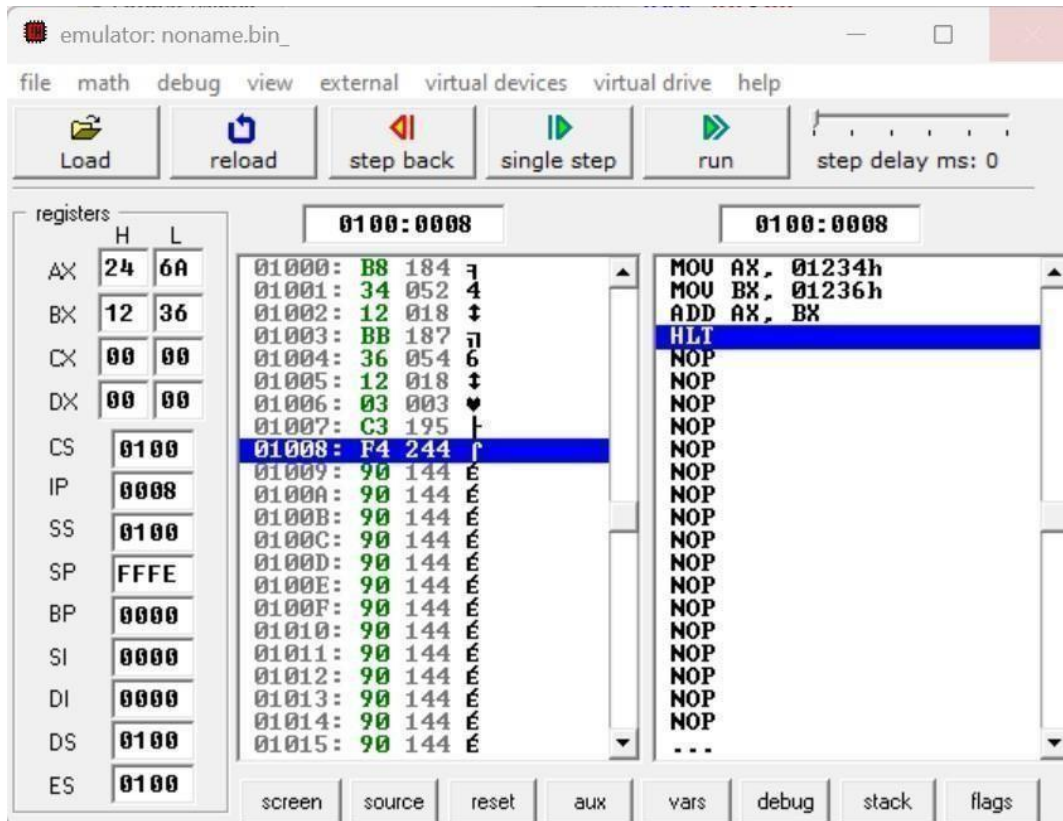
OBJECTIVE:

Write an assembly language program to add two 16-bit numbers in 8086.

CODE:

```
MOV
AX,1234H
MOV BX,1236H
ADD AX,BX
HLT
```

Output:



```
01 MOV AX,1234H
02 MOV BX,1236H
03 ADD AX,BX
04 HLT
05
06
```

Program NO: 2

OBJECTIVE:

Write an assembly language program to subtract two 16-bit numbers in 8086.

CODE:

MOV

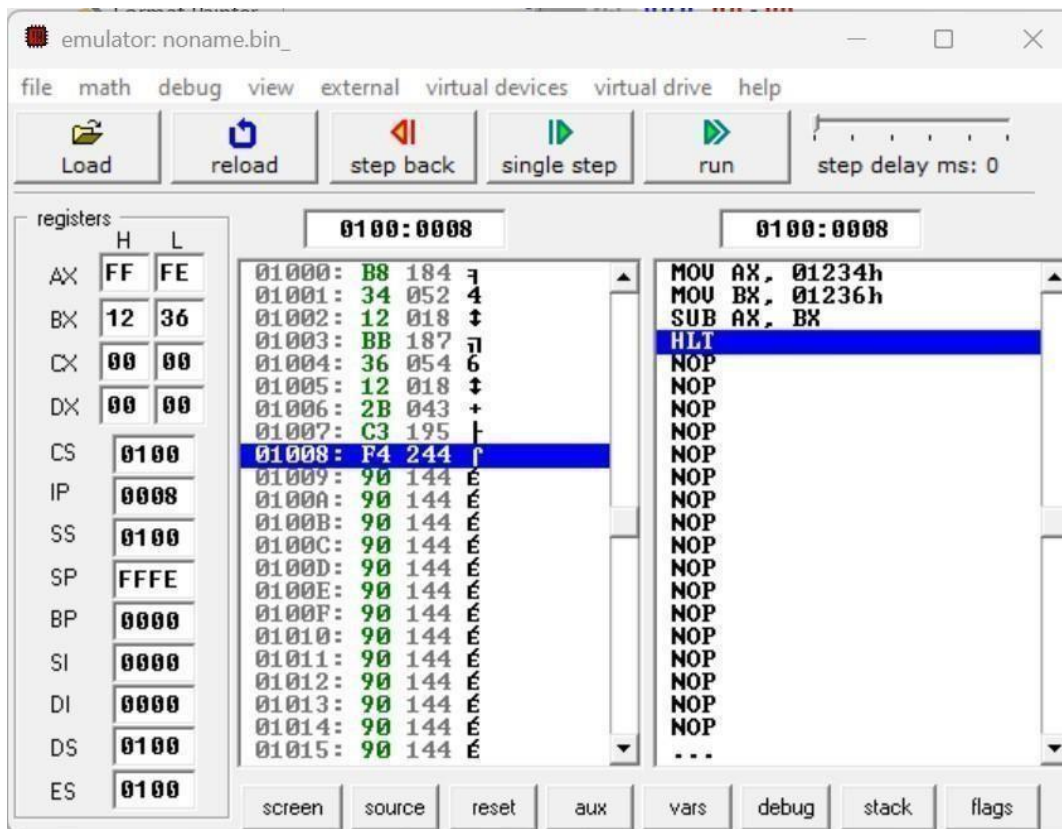
AX,1234H

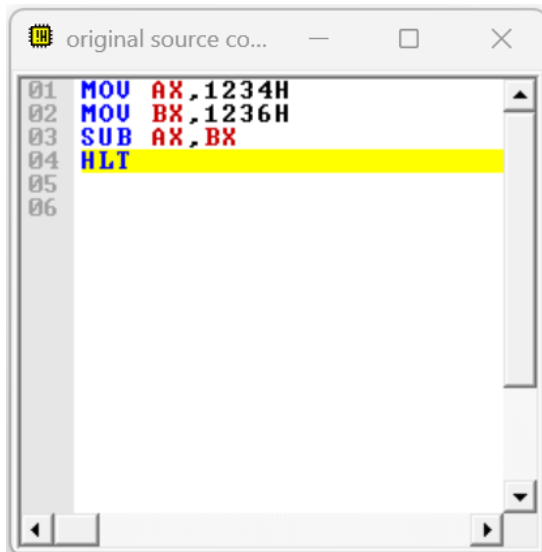
MOV BX,1236H

SUB AX,BX

HLT

Output:





```
01 MOV AX,1234H
02 MOV BX,1236H
03 SUB AX,BX
04 HLT
05
06
```

Program NO: 3

OBJECTIVE:

Write an assembly language program to multiply two 16-bit numbers in 8086.

CODE:

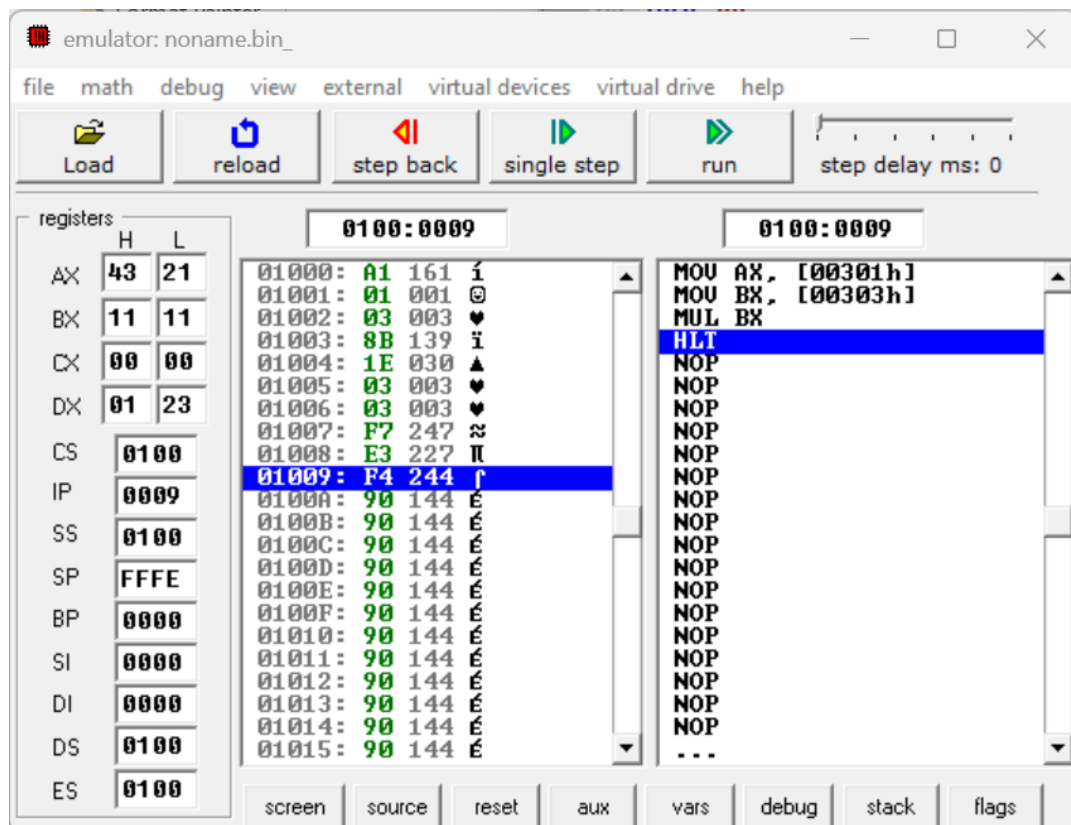
```
MOV AX,[0301H]
```

```
MOV BX,[0303H]
```

```
MUL BX
```

```
HLT
```

Output:



Random Access Memory

0100:0301

update

☒ table

☐ list

0100:0301	11	11	11	11	00	00	00	00-00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00</
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```

01 MOV AX,[0301H]
02 MOV BX,[0303H]
03 MUL BX
04 HLT
05
06
07

```


Program NO: 4

OBJECTIVE:

Write an assembly language program to divide two 16-bit numbers in 8086.

CODE:

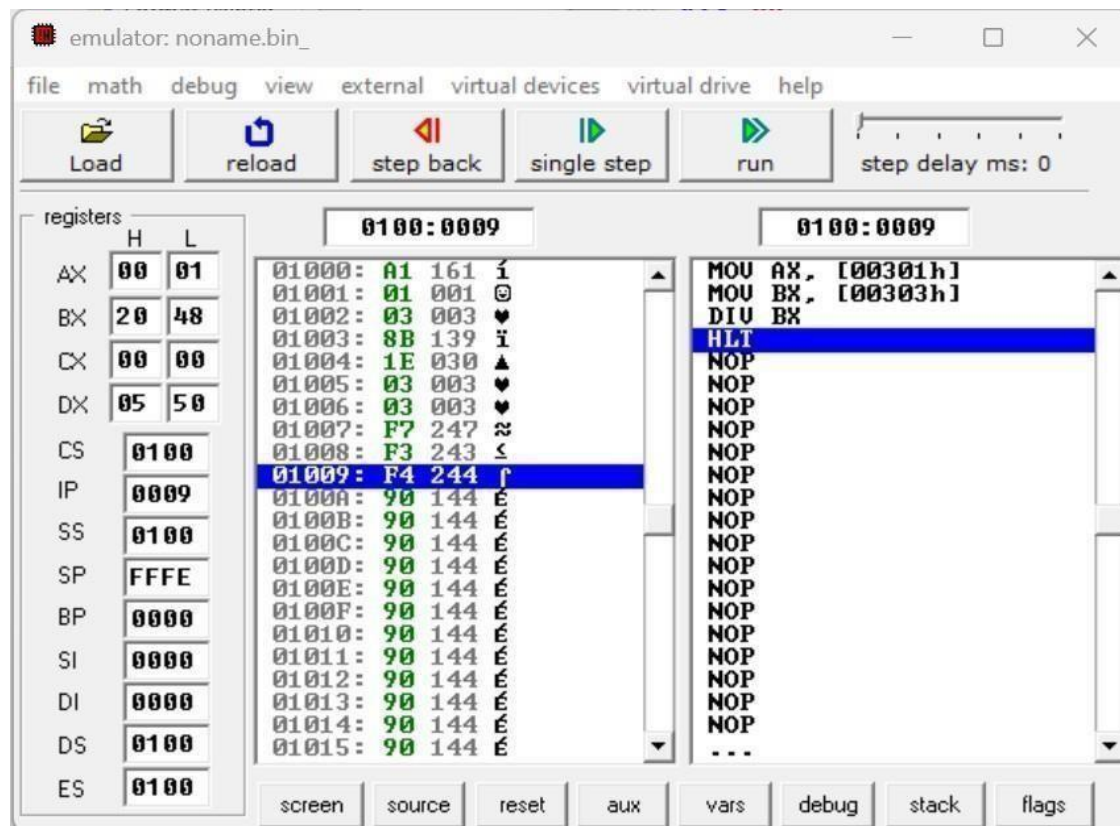
```
MOV AX,[0301H]
```

```
MOV BX,[0303H]
```

```
DIV BX
```

```
HLT
```

Output:



Random Access Memory

0100:0301

update

☒ table
☐ list

0100:0301	98	25	48	20	00	00	00	00	00	00	00	00	00	00	00	ijxH
0100:0311	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0100:0321	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0100:0331	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0100:0341	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0100:0351	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0100:0361	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0100:0371	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	

```

01 MOV AX,[0301H]
02 MOV BX,[0303H]
03 DIV BX
04 HLT
05
06
07

```

Program NO: 5

OBJECTIVE:

Write an assembly language program to demonstrate AAA, AAS, AAM, AAD, DAA and DAS in 8086.

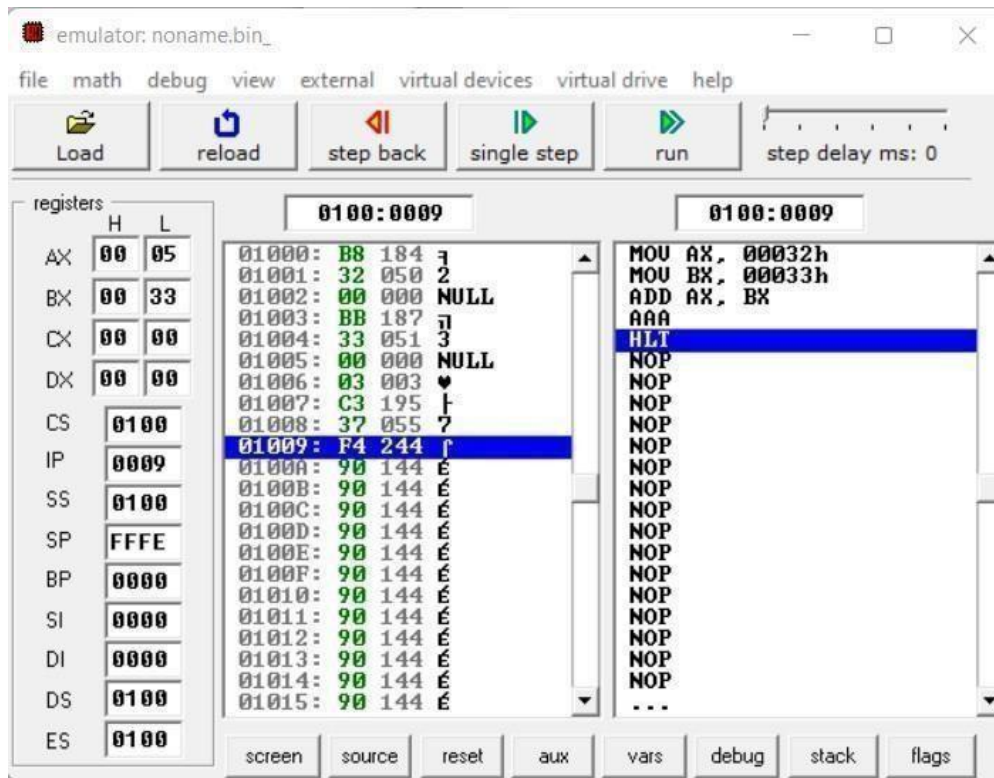
CODE:

AAA	AAS
MOV AX,0032H	MOV AL,33H
MOV BX,0033H	SUB AL,39H
ADD AX,BX	AAS
AAA	OR AL,30H
HLT	HLT

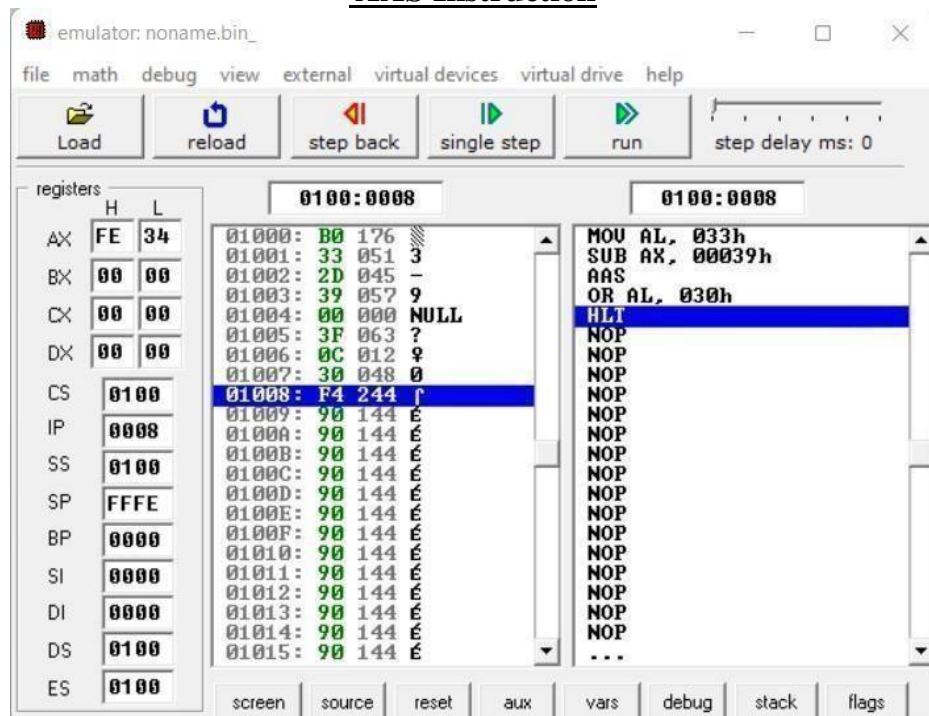
AAM	AAD
MOV AL,03H	MOV AX,0033H
MOV BL,09H	MOV BX,0032H
MUL BL	AAD
AAM	DIV BX
OR AX,3030H	HLT
HLT	

DAA	DAS
MOV AL,71H	MOV AL,71H
ADD AL,43H	SUB AL,43H
DAA	DAS
HLT	HLT

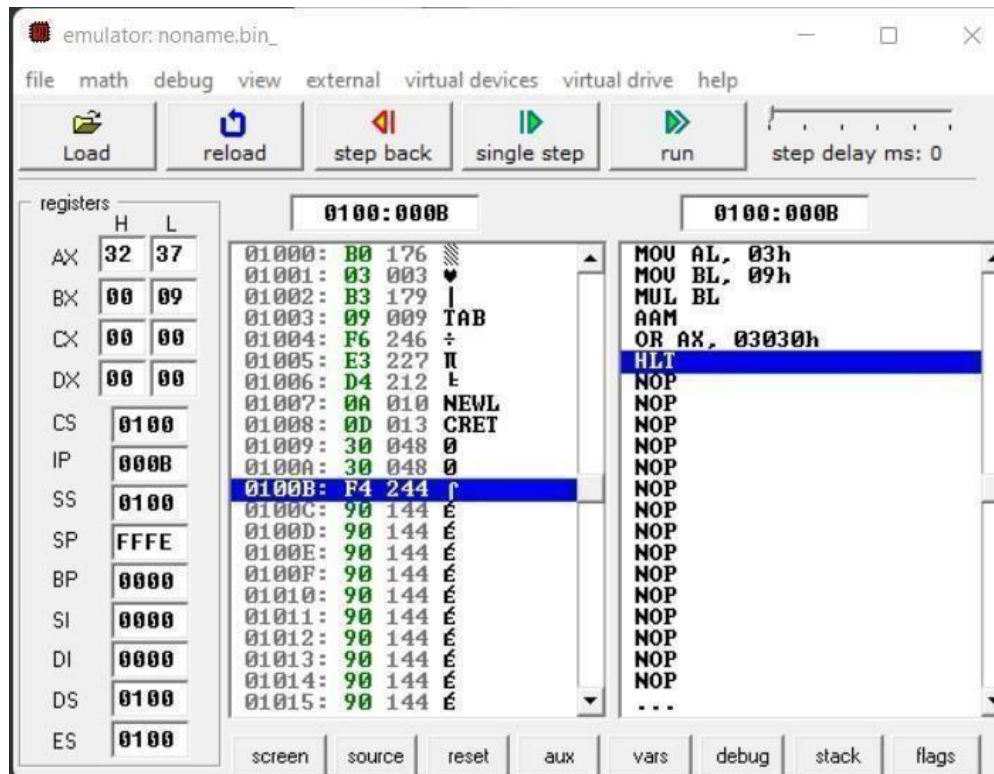
AAA Instruction



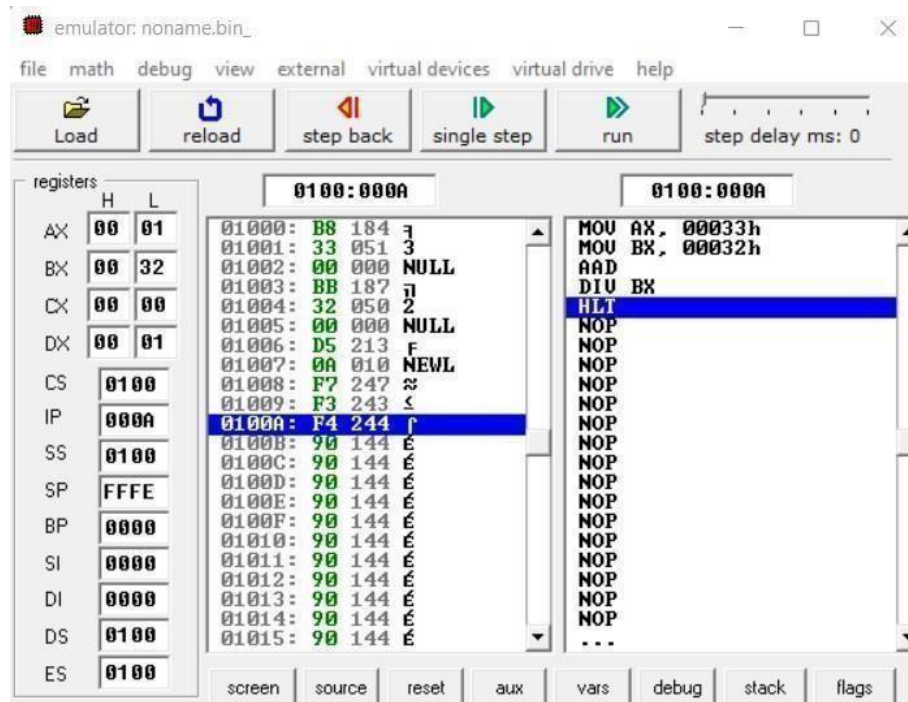
AAS Instruction



AAM Instruction



AAD Instruction



DAA Instruction

The screenshot shows an 8086 emulator window titled "emulator: noname.bin_". The menu bar includes file, math, debug, view, external, virtual devices, virtual drive, and help. The toolbar contains buttons for Load, reload, step back, single step, run, and a step delay slider set to 0 ms. The registers panel on the left shows the following values: AX=0014, BX=0000, CX=0000, DX=0000, CS=0100, IP=0005, SS=0100, SP=FFFE, BP=0000, SI=0000, DI=0000, DS=0100, ES=0100. The instruction list is divided into two panes. The left pane shows memory addresses from 01000 to 01015 with their corresponding hex values and ASCII characters. The right pane shows the instruction stream: MOV AL, 071h; ADD AL, 043h; DAA; HLT (highlighted in blue); followed by several NOP instructions. The status bar at the bottom contains buttons for screen, source, reset, aux, vars, debug, stack, and flags.

registers	H	L
AX	00	14
BX	00	00
CX	00	00
DX	00	00
CS	0100	
IP	0005	
SS	0100	
SP	FFFE	
BP	0000	
SI	0000	
DI	0000	
DS	0100	
ES	0100	

0100:0005	0100:0005
01000: B0 176	MOV AL, 071h
01001: 71 113 q	ADD AL, 043h
01002: 04 004	DAA
01003: 43 067 C	HLT
01004: 27 039 ' r	NOP
01005: F4 244	NOP
01006: 90 144 E	NOP
01007: 90 144 E	NOP
01008: 90 144 E	NOP
01009: 90 144 E	NOP
0100A: 90 144 E	NOP
0100B: 90 144 E	NOP
0100C: 90 144 E	NOP
0100D: 90 144 E	NOP
0100E: 90 144 E	NOP
0100F: 90 144 E	NOP
01010: 90 144 E	NOP
01011: 90 144 E	NOP
01012: 90 144 E	NOP
01013: 90 144 E	NOP
01014: 90 144 E	NOP
01015: 90 144 E	...

DAS Instruction

The screenshot shows the same 8086 emulator window. The registers panel now shows AX=0028, while all other registers remain the same. The instruction list in the right pane is updated: MOV AL, 071h; SUB AL, 043h; DAS; HLT (highlighted in blue); followed by several NOP instructions. The status bar at the bottom remains the same.

registers	H	L
AX	00	28
BX	00	00
CX	00	00
DX	00	00
CS	0100	
IP	0005	
SS	0100	
SP	FFFE	
BP	0000	
SI	0000	
DI	0000	
DS	0100	
ES	0100	

0100:0005	0100:0005
01000: B0 176	MOV AL, 071h
01001: 71 113 q	SUB AL, 043h
01002: 2C 044	DAS
01003: 43 067 C	HLT
01004: 2F 047 /	NOP
01005: F4 244	NOP
01006: 90 144 E	NOP
01007: 90 144 E	NOP
01008: 90 144 E	NOP
01009: 90 144 E	NOP
0100A: 90 144 E	NOP
0100B: 90 144 E	NOP
0100C: 90 144 E	NOP
0100D: 90 144 E	NOP
0100E: 90 144 E	NOP
0100F: 90 144 E	NOP
01010: 90 144 E	NOP
01011: 90 144 E	NOP
01012: 90 144 E	NOP
01013: 90 144 E	NOP
01014: 90 144 E	NOP
01015: 90 144 E	...

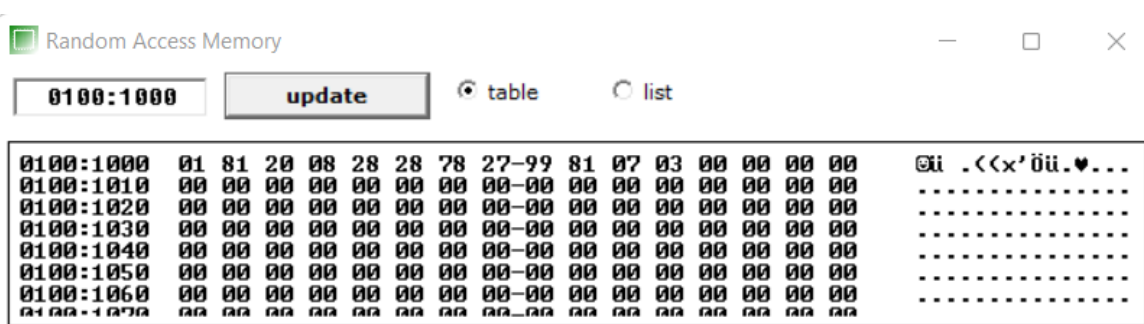
Program NO: 6

OBJECTIVE:

Write an assembly language program to find out the count of positive numbers and negative numbers from a series of signed numbers in 8086.

CODE:

```
MOV CL,0AH
MOV BL,00H
MOV DL,00H
LEA SI, [1000H]
L1: MOV AL, [SI]
SHL AL, 01
JNC L2
INC DL
JMP L3
L2:
INC BL
L3:
INC SI
DEC CL
JNZ L1
MOV [100AH], BL
MOV [100BH], DL
HLT
```



0100:1000	01	81	20	08	28	28	78	27	99	81	07	03	00	00	00	00	Gi .<<x'üü.♥...
0100:1010	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0100:1020	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0100:1030	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0100:1040	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0100:1050	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0100:1060	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0100:1070	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00

original source co...

```

01 MOV CL,0AH
02 MOV BL,00H
03 MOV DL,00H
04 LEA SI,[1000H]
05 L1: MOV AL,[SI]
06 SHL AL,01
07 JNC L2
08 INC DL
09 JMP L3
10 L2: INC BL
11 L3: INC SI
12 DEC CL
13 JNZ L1
14 MOV [100AH],BL
15 MOV [100BH],DL
16 HLT
17
18
19

```

emulator: noname.bin_

file math debug view external virtual devices virtual drive help

Load reload step back single step run step delay ms: 0

registers		0100:0022		0100:001E	
	H	L			
AX	00	02	01022: F4 244 r		INC SI
BX	00	07	01023: 90 144 e		DEC CL
CX	00	00	01024: 90 144 e		JNE 0109h
DX	00	03	01025: 90 144 e		MOV [0100Ah], BL
CS	0100		01026: 90 144 e		MOV [0100Bh], DL
IP	0022		01027: 90 144 e		HLT
SS	0100		01028: 90 144 e		NOP
SP	FFFE		01029: 90 144 e		NOP
BP	0000		0102A: 90 144 e		NOP
SI	100A		0102B: 90 144 e		NOP
DI	0000		0102C: 90 144 e		NOP
DS	0100		0102D: 90 144 e		NOP
ES	0100		0102E: 90 144 e		NOP
			0102F: 90 144 e		NOP
			01030: 90 144 e		NOP
			01031: 90 144 e		NOP
			01032: 90 144 e		NOP
			01033: 90 144 e		NOP
			01034: 90 144 e		NOP
			01035: 90 144 e		NOP
			01036: 90 144 e		NOP
			01037: F4 244 r		...

screen source reset aux vars debug stack flags

Program NO: 7

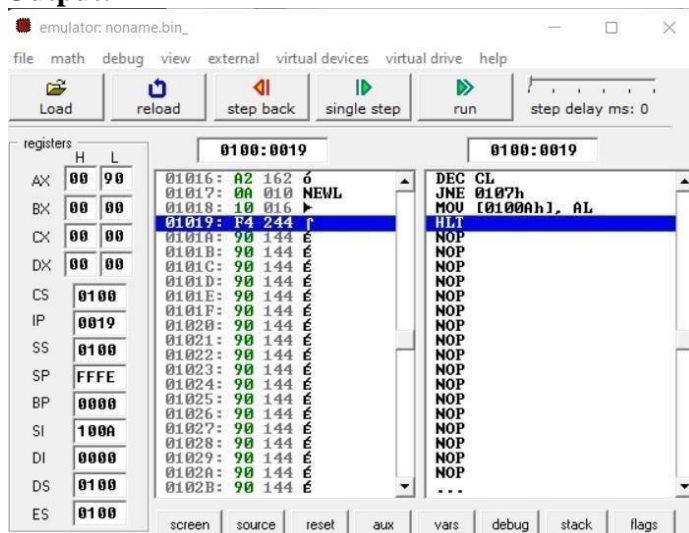
OBJECTIVE:

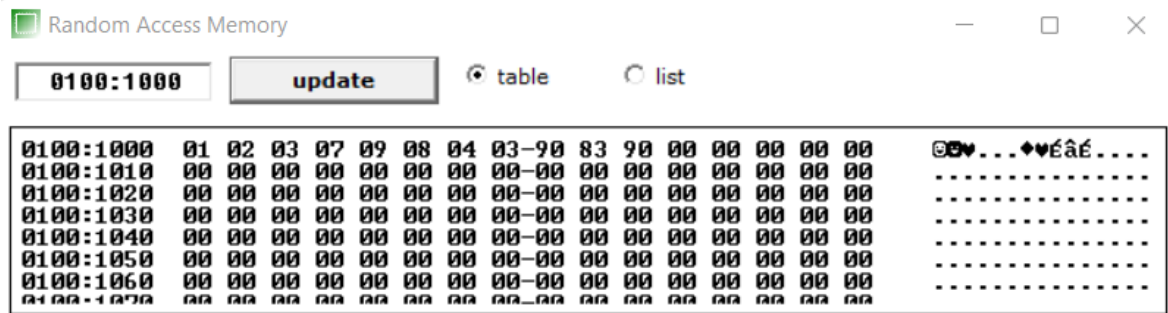
Write an assembly language program to convert to find out the largest number from a given unordered array of 8-bit numbers, stored in the locations starting from a known address in 8086.

CODE:

```
MOV CL, 0AH
LEA SI,
[1000H]
MOV AL, [SI]
L1: INC SI
MOV BL, [SI]
CMP AL, BL
JC L2 JMP L3
L2: MOV AL,
BL L3: DEC CL
JNZ L1
MOV [100AH], AL
HLT
```

Output:-





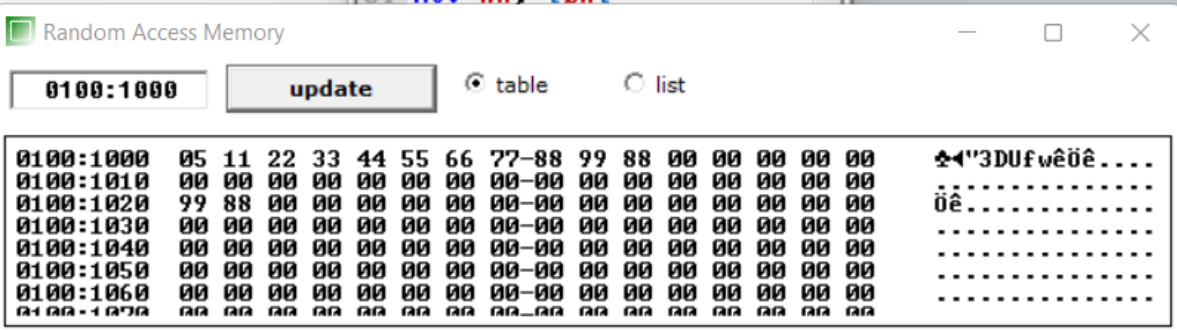
Program NO: 8

OBJECTIVE:

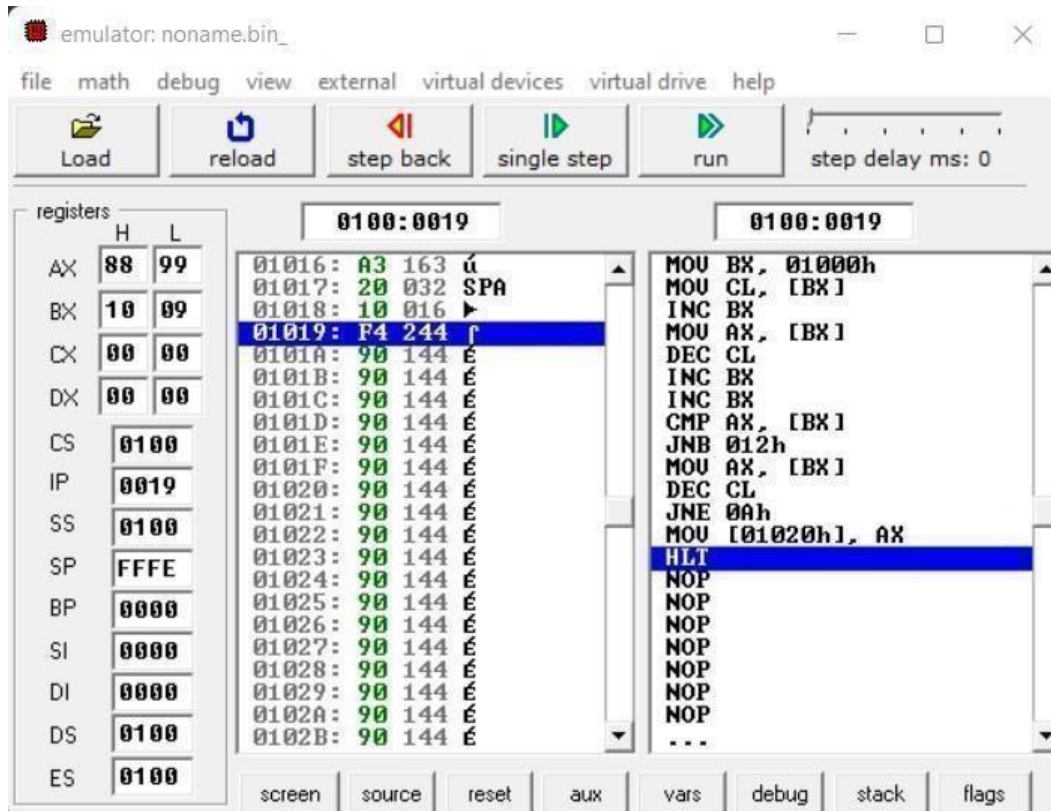
Write an assembly language program to find out the largest number from a given unordered array of 16-bit numbers, stored in the locations starting from a known address in 8086.

CODE:

```
MOV BX,
1000H
MOV C L, [BX]
INC BX
MOV AX,
[BX] DEC CL
Back: INC
BX INC BX
CMP AX, [BX]
JNC Next
MOV AX,
[BX] Next:
DEC CL JNZ
Back
MOV [1020H], AX
HLT
```



Address	Hex Values	ASCII Values
0100:1000	05 11 22 33 44 55 66 77-88 99 88 00 00 00 00 00	3Dufwêüê....
0100:1010	00 00 00 00 00 00 00 00-00 00 00 00 00 00 00	üê.....
0100:1020	99 88 00 00 00 00 00 00-00 00 00 00 00 00 00
0100:1030	00 00 00 00 00 00 00 00-00 00 00 00 00 00 00
0100:1040	00 00 00 00 00 00 00 00-00 00 00 00 00 00 00
0100:1050	00 00 00 00 00 00 00 00-00 00 00 00 00 00 00
0100:1060	00 00 00 00 00 00 00 00-00 00 00 00 00 00 00
0100:1070	00 00 00 00 00 00 00 00-00 00 00 00 00 00 00



Program NO: 9

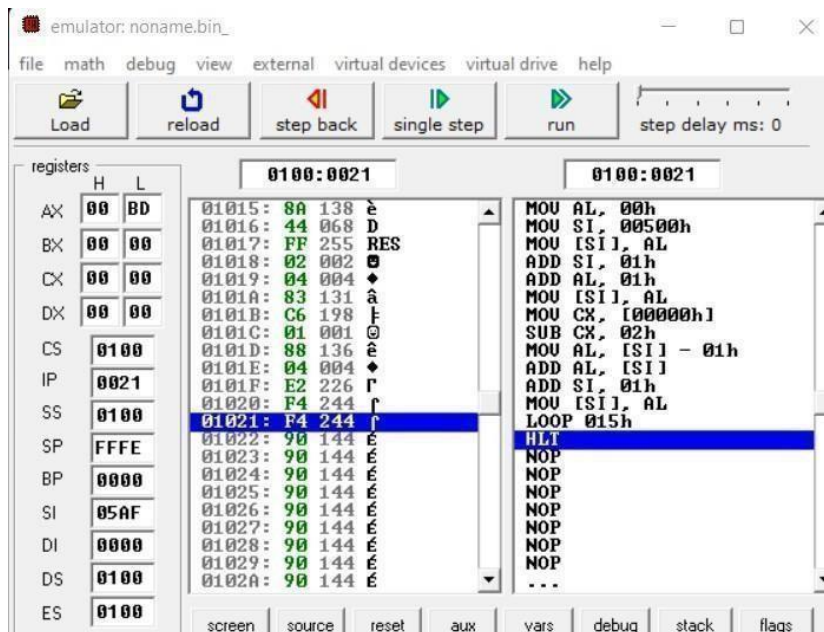
OBJECTIVE:

Write an assembly language program to print Fibonacci series in 8086.

CODE:

```
MOV AL,00H
MOV SI,500H
MOV [SI],AL
ADD SI,01H
ADD AL,01H
MOV [SI],AL
MOV CX,[0000H]
SUB CX,0002H
L1:MOV
AL,[SI-1]
ADD
AL,[SI]
ADD
SI,01H
MOV
[SI],AL
LOOP L1
HLT
```

Output:



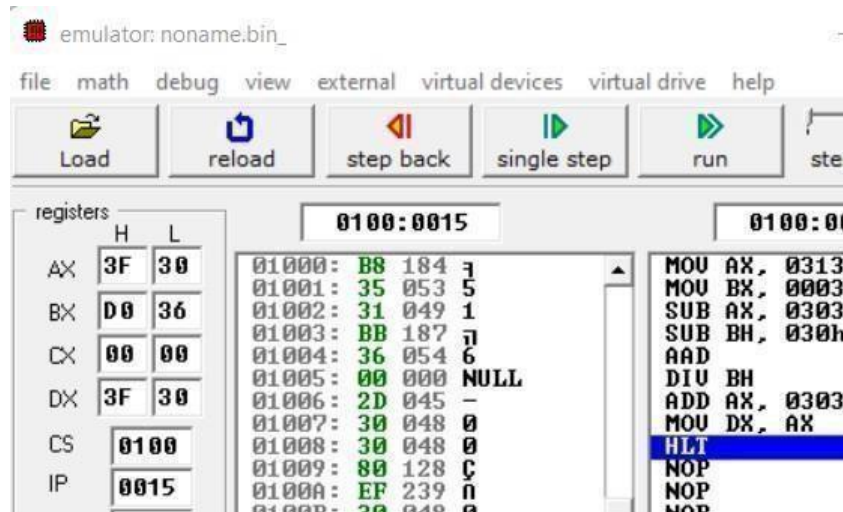
Program NO: 10

OBJECTIVE:

Write an assembly language program to perform the division 15/6 using the ASCII codes. Store the ASCII codes of the result in register DX.

CODE:

```
MOV AX,"15"  
MOV BX,,"6"  
SUB AX,  
3030H SUB  
BH,30H AAD  
DIV BH  
ADD AX,3030H  
MOV [SI],AX  
HLT
```



Experiment 11

Steps for execution on the 8086 kit:

1. Press Reset
2. Press E from the keyboard
3. Press Enter
4. Write A1000:1000 (Assembly language Segment Address : Offset Address)
5. Press Enter
6. Now write your code line by line
7. In the last line of code write INT A5. INT A5 is similar to RST 5 in 8085 microprocessor.
8. Press Enter
9. Press Reset
10. Press G
11. Press Enter
12. It will show Burst mode it means that compile runs the code in one turn.
13. Press Enter
14. Now it will asks the segment address i.e. 1000
15. Press Enter
16. Now it will asks the offset address i.e. 1000
17. Press Enter
18. Now it has executed the program
19. It will show Cmd_word
20. Press S
21. Press Enter
22. Now you can check the contents from any place either from memory/register/IO
23. From whichever place you want to see the contents Press Enter at there.
24. For example I want to check the contents from register then I press Enter at Register.
25. Now it will asks the name of the register i.e. AX (It will show the contents at AX).
26. Finally you have successfully write the program in assembly language and execute it

```
MOV AX,1122
MOV BX,1122
ADD AX,BX
INTA5
```

```
MOV AX, [0301H]
MOV BX, [0303H]
ADD AX, BX
HLT
```

Output

