

16 bit mul:

```
org 00h
mov r1, #0EDh
mov r2, #0FFh
mov r3, #0FDh
mov r4, #0FFh
mov a,r3
mov b,r4
mul ab
mov 20h,a
mov 21h,b
mov a,r3
mov b, r2
mul ab
mov 22h,b
addc a,21h
mov 21h,a
mov a,r1
mov b,r4
mul ab
addc a,21h
mov 21h,a
mov a,b
addc a,22h
mov 22h,a
mov a,r1
mov b,r2
mul ab
addc a,22h
mov 22h,a
mov a,b
addc a,#00h
mov 23h,a
end
```

ASCII to packed BCD:

```
org 00h
mov a,#33h ;
anl a,#0fh ;
swap a ;
mov b,a;
mov a,#32h ;
anl a,#0fh ;
orl a,b ;
mov r1,a
end
```

packed BCD to unpacked BCD

```
org 00h
mov a, #79h
mov r0,a
anl a,#0fh ;
mov r1,a ;
mov a,r0
swap a ;
anl a,#0fh ;
mov r2,a;
end
```

ALP for Reversal of a given string without null character

```
org 00h
    mov dptr
    mov r1,#0eh
    mov r0,#4eh
back: clr a
    movc a, @a+dptr
    mov @r0,a
    dec r0
    inc dptr
    djnz r1,back
here: nop
    sjmp here
```

```
org 300h
mydata: db "ECE department"
end
```

Reversal of string with null character

```
org 00h
    mov dptr,#mydata
    mov r0,#4eh
back: clr a
    movc a, @a+dptr
    jz here
    mov @r0,a
    dec r0
    inc dptr
    sjmp back
here: sjmp here
org 300h
mydata: db "ECE department",0
end
```

finding a character

```
org 00h
    mov dptr,#mydata
    mov r0,#4eh
back: clr a
    movc a, @a+dptr
    mov @r0,a
    acall count
    jz here
    dec r0
    inc dptr
    sjmp back
here: sjmp here
org 300h
mydata: db "ECE department",0
org 400h
count: cjne a,#"E", cnt
    inc r1
cnt: ret
end
```

sorting of numbers in ascending order

```
org 00h
    mov r4,#05h
again: mov r3, #04h
    mov r0, #30h
    clr c
ascnd: mov a, @r0
    mov r1,a
    inc r0
    mov a,@r0
    subb a,r1 // compare two consecutive numbers
    jnc skip
    mov a,@r0
    dec r0
    mov @r0,a
    mov a,r1
    inc r0
    mov @r0,a
skip: djnz r3, ascnd
    djnz r4, again
end
```

ALP for checksum calculation

```
org 00h
    mov dptr,#mydata
    mov r1,#10h
back: clr a
    movc a, @a+dptr
    add a,b
        mov b,a
    inc dptr
    djnz r1,back
    mov a,b
    cpl a
    add a,#1
    mov r0,a
org 100h
mydata: db "Test Data Chksum"
    end
```

stepper motor

```
org 00
    mov p0,#00h
start:mov a,#66h
    mov p0,a // drive p0
clkw:  mov r0,#10
clkw1: mov r1,#254
clkw2: rr a
    acall delay
    mov p0,a
    djnz r1,clkw2
    djnz r0,clkw1
aclkw: mov r0,#10
aclkw1: mov r1,#254
aclkw2: rl a
    acall delay
    mov p0,a
    djnz r1,aclkw2
    djnz r0,aclkw1
    sjmp start
delay: mov r2,#100
here1: mov r3,#100
here2:djnz r3,here2
    djnz r2,here1
    ret
end
```

keyboard

```
ORG 00h
    mov p2,#0
    mov p0,#0ffh
    mov p1,#0
k1:   mov p1,#0
    mov a,p0
    anl a,0fh
    cjne a,#0fh,k1
k2:   acall delay
    mov a,p0
    anl a,0fh
    cjne a,#0fh,over
    sjmp k2
over: acall delay
    mov a,p0
    anl a,0fh
    cjne a,#0fh,over1
    sjmp k2
over1: mov p1, #0feh
    mov a,p0
    anl a,#0fh
    cjne a,#0fh, row_0
    mov p1,#11111101b
    mov a,p0
    anl a,#0fh
    cjne a,#0fh,row_1
    mov p1,#11111011b
    mov a,p0
    anl a,#0fh
    cjne a,#0fh,row_2
    mov p1,#11110111b
    mov a,p0
    anl a,#0fh
    cjne a,#0fh,row_3
    ljmp k2
row_0:mov dptr,#kcode0
    sjmp find
row_1:mov dptr,#kcode1
    sjmp find
row_2:mov dptr,#kcode2
    sjmp find
row_3:mov dptr,#kcode3
find: rrc a
    jnc match
    inc dptr
    sjmp find
match:clr a
    movc a,@a+dptr
    mov p2,a
    ljmp k1
delay: mov r2,#10
here1: mov r3,#100
here2:djnz r3,here2
    djnz r2,here1
    ret
org 300h
kcode0: db '0','1','2','3'      ;row 0 ~ 3
kcode1: db '4','5','6','7'
kcode2: db '8','9','A','B'
kcode3: db 'C','D','E','F'
    end
```

seven segment display

```
org 00h
    mov p0,00h
start: mov dptr,#mydata
        mov r3,#21
        mov p0,#00
loop1:  clr a
        movc a,@a+dptr
        acall delay
        inc dptr
        mov p0,a
        djnz r3,loop1
        sjmp start
delay:  mov r2,#04
here:   mov r0,#250
here1:  mov r1,#250
here2:  nop
        nop
        djnz r1,here2
        djnz r0,here1
        djnz r2,here
        ret
org 100h
mydata: db 0c0h,0f9h,0a4h,0b0h, 099h, 092h, 082h, 0f8h, 080h, 090h, 04h, 03h, 46h, 21h, 06h,
0Dh, 09h, 47h, 71h, 47h, 2bh
end
```

pwm (25%)

```
org 00h
    mov p1,#00h
    mov tmod,#10h
again: setb p1.7
        acall delay
        cpl p1.7
        acall delay1
        sjmp again
delay:  mov th1,#0ffh
        mov tl1,#06h
        clr tf1
        setb tr1
loop:   jnb tf1,loop
        clr tr1
        ret
delay1: mov th1,#0fdh
        mov tl1,#12h
        clr tf1
        setb tr1
here:   jnb tf1,here
        clr tr1
        ret
end
```

pwm(75%)

org 00h

mov p1,#00h

mov tmod,#10h

again: setb p1.7

acall delay

cpl p1.7

acall delay1

sjmp again

delay: mov th1,#0feh

mov tl1,#0d4h

clr tf1

setb tr1

loop: jnb tf1,loop

clr tr1

ret

delay1: mov th1,#0ffh

mov tl1,#9ch

clr tf1

setb tr1

here: jnb tf1,here

clr tr1

ret

end

LCD

```
org 00h
    jmp 30h
org 30h
    mov P3,#1fh
    mov P2,#00h
    acall init
    mov dptr,#msg
disp: clr a
    movc a,@a+dptr
    jz here
    acall dat
    inc dptr
    mov a,dpl
    cjne a,#10h,disp
    mov a,#0c0h
    acall cmd
    sjmp disp
here: sjmp here
init:
    mov a,#38h
    acall cmd
    mov a,#01h
    acall cmd
    mov a,#0ch
    acall cmd
    mov a,#80h
    acall cmd
    ret
cmd: nop
    clr RS
    nop
    clr RW
    nop
    mov P2,a
    nop
    setb E
    nop
    clr E
    mov r2,#03h
    acall delay
    ret
dat: nop
    setb RS
    nop
    clr RW
    nop
    mov P2,a
    nop
    setb E
    nop
    clr E
    mov r2,#03h
    acall delay
    ret
delay: mov r1,#0ffh
here1: djnz r1,here1
    djnz r2,delay
    ret
org 300h
msg: db 'ECE department',0
end
```


sine wave

```
org 0000h
    mov p0,#00h
start:  mov dptr,#table
        mov r2,#255
next:   clr a
        movc a,@a+dptr
        mov p0,a
        inc dptr
        djnz r2,next
        sjmp start

table:
db 080h,083h,086h,089h,08ch,08fh,092h,095h
db 098h,09ch,09fh,0a2h,0a5h,0a8h,0abh,0aeh
db 0b0h,0b3h,0b6h,0b9h,0bch,0bfh,0c1h,0c4h
db 0c7h,0c9h,0cch,0ceh,0d1h,0d3h,0d5h,0d8h
db 0dah,0dch,0deh,0e0h,0e2h,0e4h,0e6h,0e8h
db 0eah,0ech,0edh,0efh,0f0h,0f2h,0f3h,0f5h
db 0f6h,0f7h,0f8h,0f9h,0fah,0fbh,0fch,0fch
db 0fdh,0feh,0feh,0ffh,0ffh,0ffh,0ffh,0ffh
db 0ffh,0ffh,0ffh,0ffh,0ffh,0ffh,0feh,0feh
db 0fdh,0fch,0fch,0fbh,0fah,0f9h,0f8h,0f7h
db 0f6h,0f5h,0f3h,0f2h,0f0h,0efh,0edh,0ech
db 0eah,0e8h,0e6h,0e4h,0e2h,0e0h,0deh,0dch
db 0dah,0d8h,0d5h,0d3h,0d1h,0ceh,0cch,0c9h
db 0c7h,0c4h,0c1h,0bfh,0bch,0b9h,0b6h,0b3h
db 0b0h,0aeh,0abh,0a8h,0a5h,0a2h,09fh,09ch
db 098h,095h,092h,08fh,08ch,089h,086h,083h
db 07fh,07ch,079h,076h,073h,070h,06dh,06ah
db 067h,063h,060h,05dh,05ah,057h,054h,051h
db 04fh,04ch,049h,046h,043h,040h,03eh,03bh
db 038h,036h,033h,031h,02eh,02ch,02ah,027h
db 025h,023h,021h,01fh,01dh,01bh,019h,017h
db 015h,013h,012h,010h,00fh,00dh,00ch,00ah
db 009h,008h,007h,006h,005h,004h,003h,003h
db 002h,001h,001h,000h,000h,000h,000h,000h
db 000h,000h,000h,000h,000h,000h,001h,001h
db 002h,003h,003h,004h,005h,006h,007h,008h
db 009h,00ah,00ch,00dh,00fh,010h,012h,013h
db 015h,017h,019h,01bh,01dh,01fh,021h,023h
db 025h,027h,02ah,02ch,02eh,031h,033h,036h
db 038h,03bh,03eh,040h,043h,046h,049h,04ch
db 04fh,051h,054h,057h,05ah,05dh,060h,063h
db 067h,06ah,06dh,070h,073h,076h,079h,07ch
```

end

serial communication

org 00h

mov p0,#00h // port 0 as output

// serial comm initialization

mov p3, #0fdh // p3.1 rs 232 transmit pin is output

mov TMOD, #20h // timer1, mode 2

mov TH1, 0fdh // 9600 baud rate

mov scon, #50h // 8 bit, 1 stop, ren enable

setb TR1 // start timer

clr TI

ser: mov a,"K"

ser2: mov sbuf,a

here: jnb TI, here

clr TI

ret

end