

MPMC PROJECT: 16-bit calculator using 8086 microprocessor

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PROBLEM STATEMENT

To implement a 16-bit decimal calculator for performing basic arithmetic operations between two decimal numbers

INTRODUCTION

Mathematics is a building block upon which all of the sciences are dependent. Being able to perform simple arithmetic operations quickly and efficiently is a necessary tool in all scientific fields. Calculators were created in order to give people a simple, fast, and error free method of doing these calculations. I chose to prototype a calculator because they are one of the most basic and important tools for an engineer such as myself. Being able to design and understand the hardware of a calculator is a good starting point from which I can go on to design and understand more complicated devices.

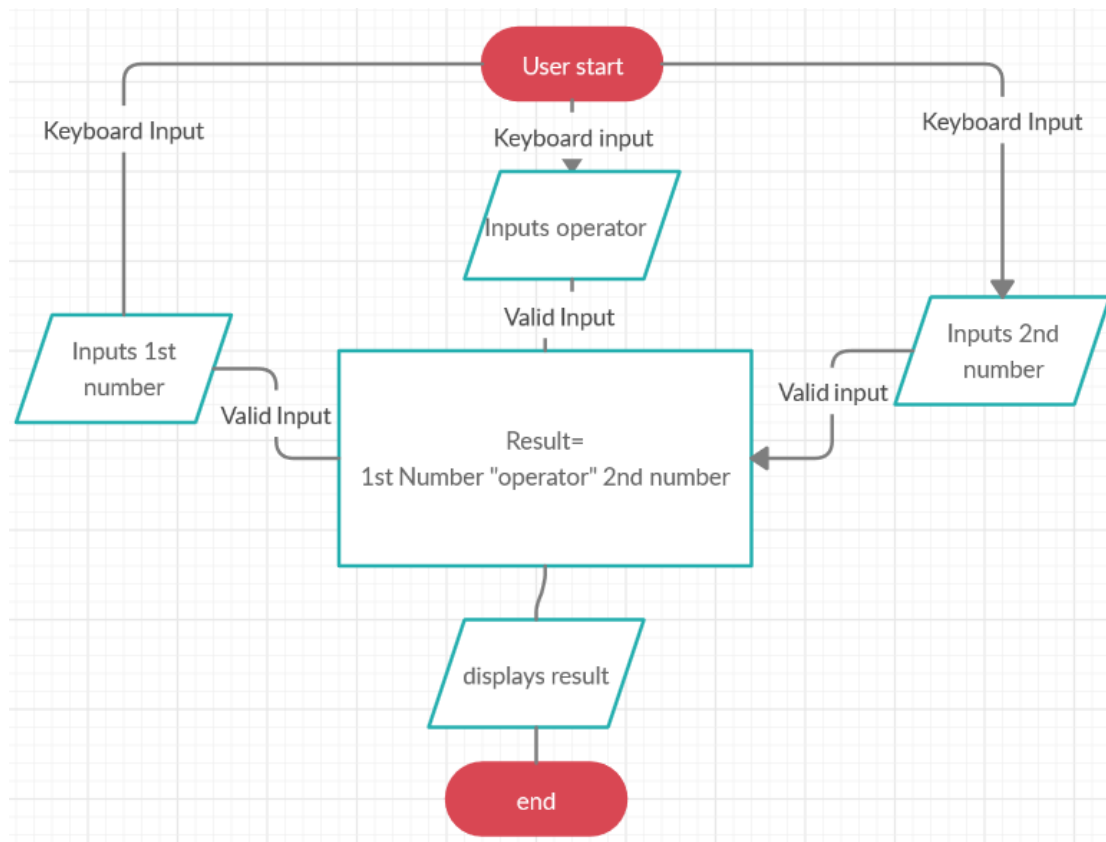
The program is designed to act like a “16-bit Decimal Calculator” with the usual standard functions (addition, subtraction, multiplication, division, modulo, and power). This calculator will have the capability of performing arithmetic operations on 16-bit decimal numbers. It operates in base 10 (Decimal) and can accept, displaying, and operating on any numbers in the range 0 to 65535 (16-bit). If answers occur that are not in this range an overflow will occur and the outputted number is not correct.

This calculator works by accepting three inputs from a user: a first number (from 0 to 65535), a second number (from 0 to 65535), and lastly, an operator (+, -, *, /, %, ^).

OPERATORS AVAILABLE ARE:

1. ADDITION (+): Press number 1 as an input from the keyboard
2. MULTIPLICATION (*): Press number 2 as an input from the keyboard
3. SUBTRACTION (-): Press 3 as an input from the keyboard
4. DIVISION (/): Press 4 as an input from the keyboard
5. MODULUS (%): Press 5 as an input from the keyboard
6. POWER (^): Press 6 as an input from the keyboard

FLOWCHART TO DESCRIBE WORKFLOW



→ Input procedure

- Read one operator (user input)
- Read two numbers (User input)
- Converts character to digit
- Stores digits in memory

→ Fetch and conversion procedure:

- Fetch digits from memory
- Converts digits into number

→ Operation procedure:

- Perform arithmetic operation
- Stores the result

→ Conversion and storage procedure:

- Converts the resultant number to digits
- Store the digits for printing result.

→ Print procedure:

- Prints the result on screen.

SOURCE CODE

START:

```
org 100h
jmp start

msg:      db      "1-Add",0dh,0ah,"2-Multiply",0dh,0ah,"3-Subtract",0dh,0ah,"4-Divide", 0Dh,0Ah,"5-Modulus",0dh,0ah,"6-Power",0dh,0ah, '$'
msg2:     db      0dh,0ah,"Enter First No : $"
msg3:     db      0dh,0ah,"Enter Second No : $"
msg4:     db      0dh,0ah,"Choice Error $"
msg5:     db      0dh,0ah,"Result : $"
msg6:     db      0dh,0ah,"Operation Complete, press any key to continue ", 0Dh,0Ah, '$'

start:    mov     ah,9
          mov     dx, offset msg
          int     21h
          mov     ah,0
          int     16h
          cmp     al,31h
          je      Addition
          cmp     al,32h
          je      Multiply
          cmp     al,33h
          je      Subtract
          cmp     al,34h
          je      Divide
          cmp     al,35h
          je      Modulus
          cmp     al,36h
          je      Power
          mov     ah,09h
          mov     dx, offset msg4
          int     21h
          mov     ah,0
          int     16h
          jmp     start
```

INPUT:

```
InputNo:  mov     ah,0
          int     16h
          mov     dx,0
          mov     bx,1
          cmp     al,0dh
          je      FormNo
          sub     ax,30h
          call    ViewNo
          mov     ah,0
          push    ax
          inc     cx
          jmp     InputNo

FormNo:   pop     ax
          push    dx
          mul     bx
          pop     dx
          add     dx,ax
          mov     ax,bx
          mov     bx,10
          push    dx
          mul     bx
          pop     dx
          mov     bx,ax
          dec     cx
          cmp     cx,0
          jne     FormNo
          ret
```

VIEW:

```
View:     mov     ax,dx
          mov     dx,0
          div     cx
          call    ViewNo
          mov     bx,dx
          mov     dx,0
          mov     ax,cx
          mov     cx,10
          div     cx
          mov     dx,bx
          mov     cx,ax
          cmp     ax,0
          jne     View
          ret

ViewNo:    push    ax
          push    dx
          mov     dx,ax
          add     dl,30h
          mov     ah,2
          int     21h
          pop     dx
          pop     ax
          ret
```

ADDITON:

```
Addition:  mov ah,09h
            mov dx, offset msg2
            int 21h
            mov cx,0
            call InputNo
            push dx
            mov ah,9
            mov dx, offset msg3
            int 21h
            mov cx,0
            call InputNo
            pop bx
            add dx,bx
            push dx
            mov ah,9
            mov dx, offset msg5
            int 21h
            mov cx,10000
            pop dx
            call View
            jmp exit
```

MULTIPLICATION:

```
Multiply:  mov ah,09h
            mov dx, offset msg2
            int 21h
            mov cx,0
            call InputNo
            push dx
            mov ah,9
            mov dx, offset msg3
            int 21h
            mov cx,0
            call InputNo
            pop bx
            mov ax,dx
            mul bx
            mov dx,ax
            push dx
            mov ah,9
            mov dx, offset msg5
            int 21h
            mov cx,10000
            pop dx
            call View
            jmp exit
```

SUBTRACTION:

```
Subtract:  mov ah,09h
            mov dx, offset msg2
            int 21h
            mov cx,0
            call InputNo
            push dx
            mov ah,9
            mov dx, offset msg3
            int 21h
            mov cx,0
            call InputNo
            pop bx
            sub bx,dx
            mov dx,bx
            push dx
            mov ah,9
            mov dx, offset msg5
            int 21h
            mov cx,10000
            pop dx
            call View
            jmp exit
```

DIVISION

```
Divide:    mov ah,09h
           mov dx, offset msg2
           int 21h
           mov cx,0
           call InputNo
           push dx
           mov ah,9
           mov dx, offset msg3
           int 21h
           mov cx,0
           call InputNo
           pop bx
           mov ax,bx
           mov cx,dx
           mov dx,0
           mov bx,0
           div cx
           mov bx,dx
           mov dx,ax
           push bx
           push dx
           mov ah,9
           mov dx, offset msg5
           int 21h
           mov cx,10000
           pop dx
           call View
           pop bx
           cmp bx,0
           je exit
           jmp exit
```

MODULO:

```
Modulus:   mov ah,09h
           mov dx, offset msg2
           int 21h
           mov cx,0
           call InputNo
           push dx
           mov ah,9
           mov dx, offset msg3
           int 21h
           mov cx,0
           call InputNo
           pop bx
           MOV AX,CX
           MOV DX,00H
           ADD BX,DX
           JZ DbZ
           DIV BX
           MOV AX,DX
DbZ: RET
           mov ah,9
           mov dx, offset msg5
           int 21h
           mov cx,10000
           pop dx
           call View
           jmp exit
```

POWER

```
Power:      mov ah,09h
            mov dx, offset msg2
            int 21h
            mov cx,0
            call InputNo
            push dx
            mov ah,9
            mov dx, offset msg3
            int 21h
            mov cx,0
            call InputNo
            pop bx
            MOV AX,CX
            MOV CX,BX
            ADD CX,00h
            JZ Lc
            SUB CX,01h
            JZ La
            JNZ Lb
La:         ret
Lb:         MOV BX,AX
            MOV DX,00h
L1:         MUL BX
            LOOP L1
            ret
Lc:         MOV AX,01h
            ret
            mov ah,9
            mov dx, offset msg5
            int 21h
            mov cx,10000
            pop dx
            call View
            jmp exit
```

EXIT:

```
exit:      mov dx,offset msg6
            mov ah, 09h
            int 21h

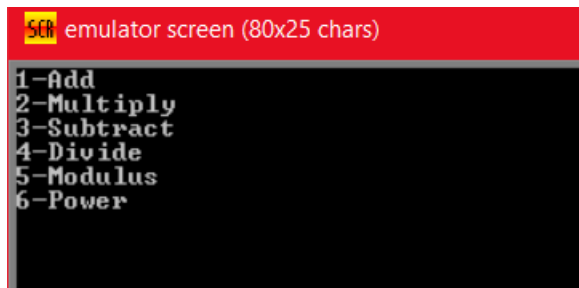
            mov ah, 0
            int 16h

            ret
```

*ALL CODE POSTED IS IN ORDER

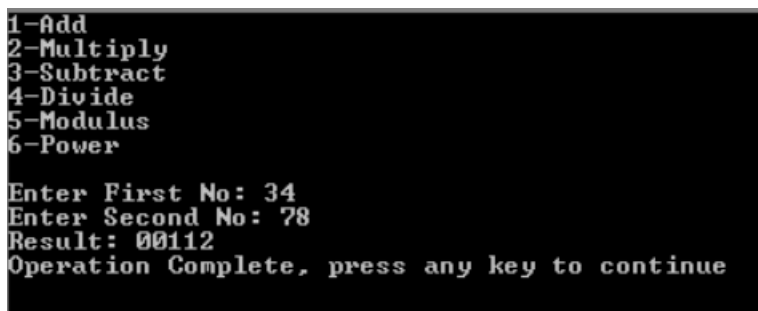
OUTPUT

FIRST RUN SCREEN:



```
SCR emulator screen (80x25 chars)
1-Add
2-Multiply
3-Subtract
4-Divide
5-Modulus
6-Power
```

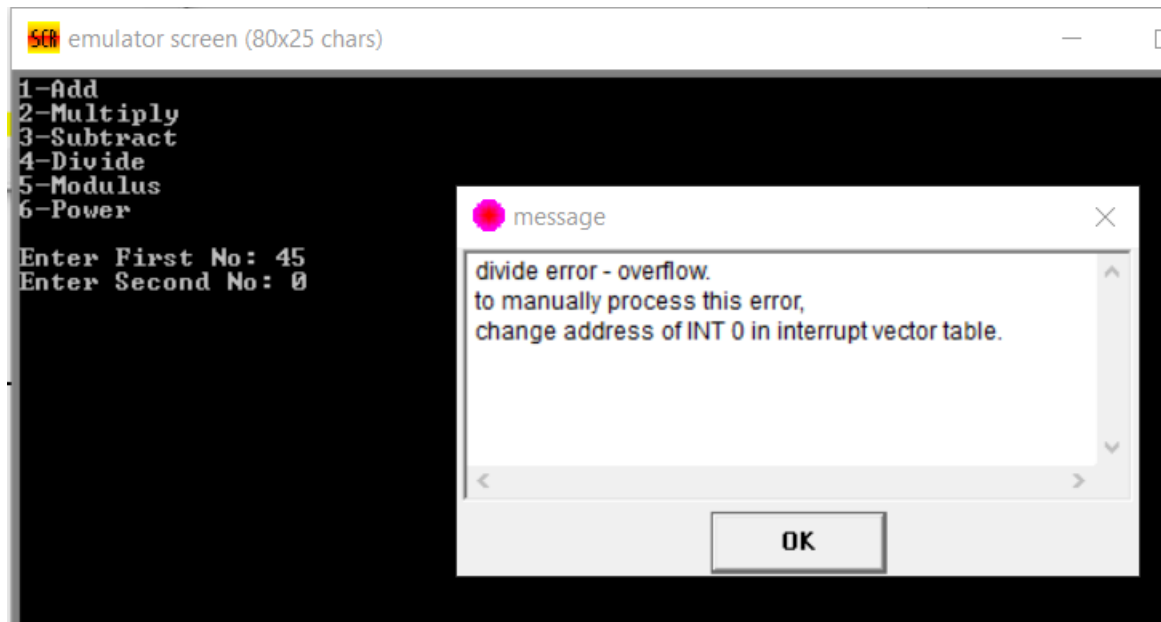
SAMPLE OPERATION RESULTS:



```
1-Add
2-Multiply
3-Subtract
4-Divide
5-Modulus
6-Power

Enter First No: 34
Enter Second No: 78
Result: 00112
Operation Complete, press any key to continue
```

SAMPLE ERROR :



Division by zero

If the user requests division by zero, the application will cause the divide error-overflow in the display area and reset number entry.

SOFTWARE

The program is written in assembly language for 8086 microprocessors using EMU8086, EMU8086 is a Microprocessor emulator with integrated 8086 Assembler

CONCLUSION:

The project has been successfully completed. It allows user to perform basic arithmetic operations on 16-bit decimal number (range 0-65535), Moreover we can work on better user interface for the future but that requires the use of a different software though. You can moreover the slow the speed of the process run by adjusting the step delay in emu8086.

MOREOVER YOU CAN GET THE STEP BY STEP COMMAND EXPLANATION AND THE CODE ON MY GITHUB REPOSITORY :

[GITHUB REPOSITORY](#)

THANK YOU
