

BRANCH CONTROL GROUP

Special Note:

In the explanation of every instruction, I have mentioned its machine cycles and T-states. You will understand this part once you watch the two videos of timing diagrams

1) JMP 16-bit address

(Unconditional Jump)

Loads PC with the 16-bit address specified in the instruction.

Eg: JMP 2500 ; PC ← 2500

Addr. Mode	Flags Affected	Cycles	T-States
Immidiate	None	3	10

Special Note:

Remember the point discussed in the video...

PC will contain address of the next instruction before it gets the branch address from WZ pair.

2) JCondition 16-bit address (Conditional Jump)

It is the same as UnConditional JUMP except that the action takes place ONLY if the condition is true.

Eg: JZ 2500 ; PC ← 2500 if Z =1

Addr. Mode	Flags Affected	Cycles	T-States
Immidiate	None	2/3	7/10

Conditions

Condition	Description	True if:
NZ	No Zero	Z=0
Z	Zero	Z=1
NC	No Carry	C=0
С	Carry	C=1
PO	Parity Odd	P=0
PE	Parity Even	P=1
Р	Plus	S=0
М	Minus	S=1



3) CALL 16-bit address

(Unconditional Call)

Loads PC with the 16-bit address specified in the instruction. Before doing so, it also Pushes the Current PC into the Stack.

Eg: JMP 2500 ; SP \leftarrow SP - 1 [SP] \leftarrow PC_H SP \leftarrow SP - 1 [SP] \leftarrow PC_L

PC ← 2500
#Please refer Bharat Sir's video for clear understanding of this instruction ...

Addr. Mode	Flags Affected	Cycles	T-States
Immidiate	None	5	18

4) CCondition 16-bit address

(Conditional Call)

It is the same as UnConditional Call except that the action takes place ONLY if the condition is true.

Eg: CNZ 2500 ; IF Z = 0 then

SP \leftarrow SP - 1 [SP] \leftarrow PC_H SP \leftarrow SP - 1 [SP] \leftarrow PC_L PC \leftarrow 2500

Addr. Mode	Flags Affected	Cycles	T-States
Immidiate	None	2/5	9/18

5) RET

(Unconditional Return)

This instruction is written at the end of the sub-routine and enables the control to go back to the main program. We enter a subroutine using CALL instruction in which we push the return address into the stack. In RET instruction we do the opposite i.e. we POP the return address from the stack into PC.

Eg: RET ; $PC_{L} \leftarrow [SP]$ $SP \leftarrow SP + 1$ $PC_{H} \leftarrow [SP]$ $SP \leftarrow SP + 1$

Addr. Mode	Flags Affected	Cycles	T-States
Indirect	None	3	10



6) RCondition

(Conditional Return)

It is the same as UnConditional Return except that the action takes place ONLY if the condition is true.

Eg: RC ; IF C = 1 then $PC_{L} \leftarrow [SP]$ $SP \leftarrow SP + 1$

PC_H ← [SP] SP ← SP + 1

#Please refer Bharat Sir's Lecture Notes for this ...

Addr. Mode	Flags Affected	Cycles	T-States
Indirect	None	1/3	6/12

7) RSTn

(Restart n)

This instruction is very similar to the CALL instruction.

Here the branch address, instead of being specified directly in the instruction, is calculated as $(n \times 8)$.

The current PC is Pushed into the stack.

The new value of PC is $(n \times 8)$.

The value of n = 0,1,2 ... 7.

These instructions are called as Software Interrupts.

Operationally it is thus simillar to CALL except that it is a **1 byte instruction**.

Eg: RST1 ; SP **←** SP − 1

[SP] ← PC_H SP ← SP - 1 [SP] ← PC_L

PC \leftarrow 0008 (:: 1 × 8 = 0008)

#Please refer Bharat Sir's Lecture Notes for this ..

Addr. Mode	Flags Affected	Cycles	T-States
Indirect	None	3	12

Special Note:

PCHL also causes a branch in the program flow (to the location pointed by the HL Pair), but is already included in the data transfer group. It is a very important instruction and during programming, you should remember that it can also cause a branch.



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