

Pairwise addition

15	<p>Title: Pairwise addition</p> <p>Problem Statement: 5 pairs of data bytes are stored in internal RAM locations starting at the address 25H. WAP to perform pairwise addition and save the result in same memory locations, i.e. sum replacing the first data byte and carry replacing the second one. [CO 1,2,3]</p>
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Before execution

The screenshot displays the uVision IDE interface. At the top is the menu bar (File, Edit, View, Project, Flash, Debug, Peripherals, Tools, SVCS, Window, Help) and a toolbar with various icons. Below the toolbar is the 'Registers' panel on the left, which lists registers (r0-r7) and system registers (a, b, sp, sp_max, dptr, PC \$, states, sec, psw). The main area is the 'PAIRWISE.ASM' assembly code editor, showing the following code:

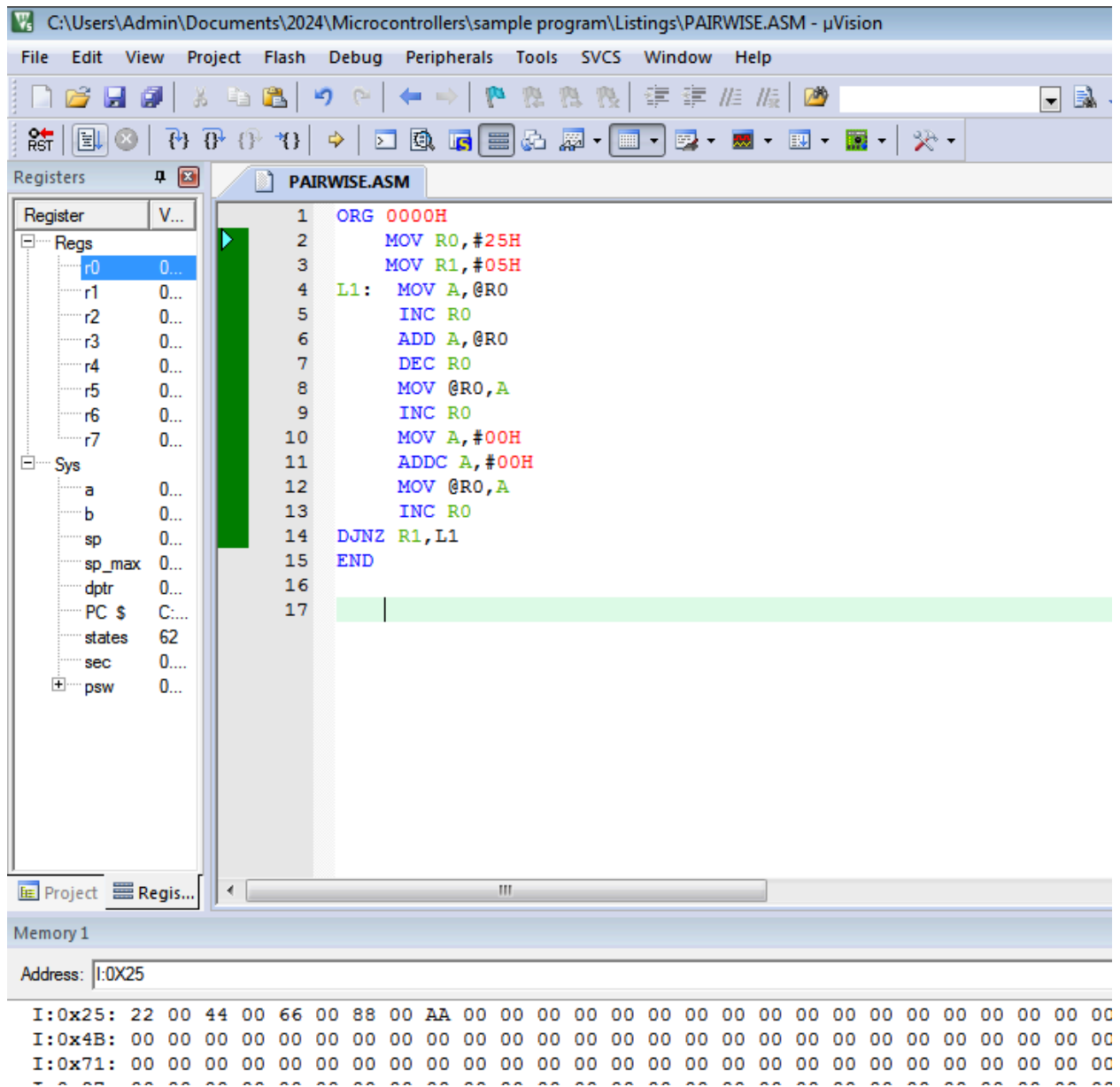
```

1  ORG 0000H
2      MOV R0,#25H
3      MOV R1,#05H
4  L1:  MOV A,@R0
5        INC R0
6        ADD A,@R0
7        DEC R0
8        MOV @R0,A
9        INC R0
10       MOV A,#00H
11       ADDC A,#00H
12       MOV @R0,A
13       INC R0
14  DJNZ R1,L1
15  END

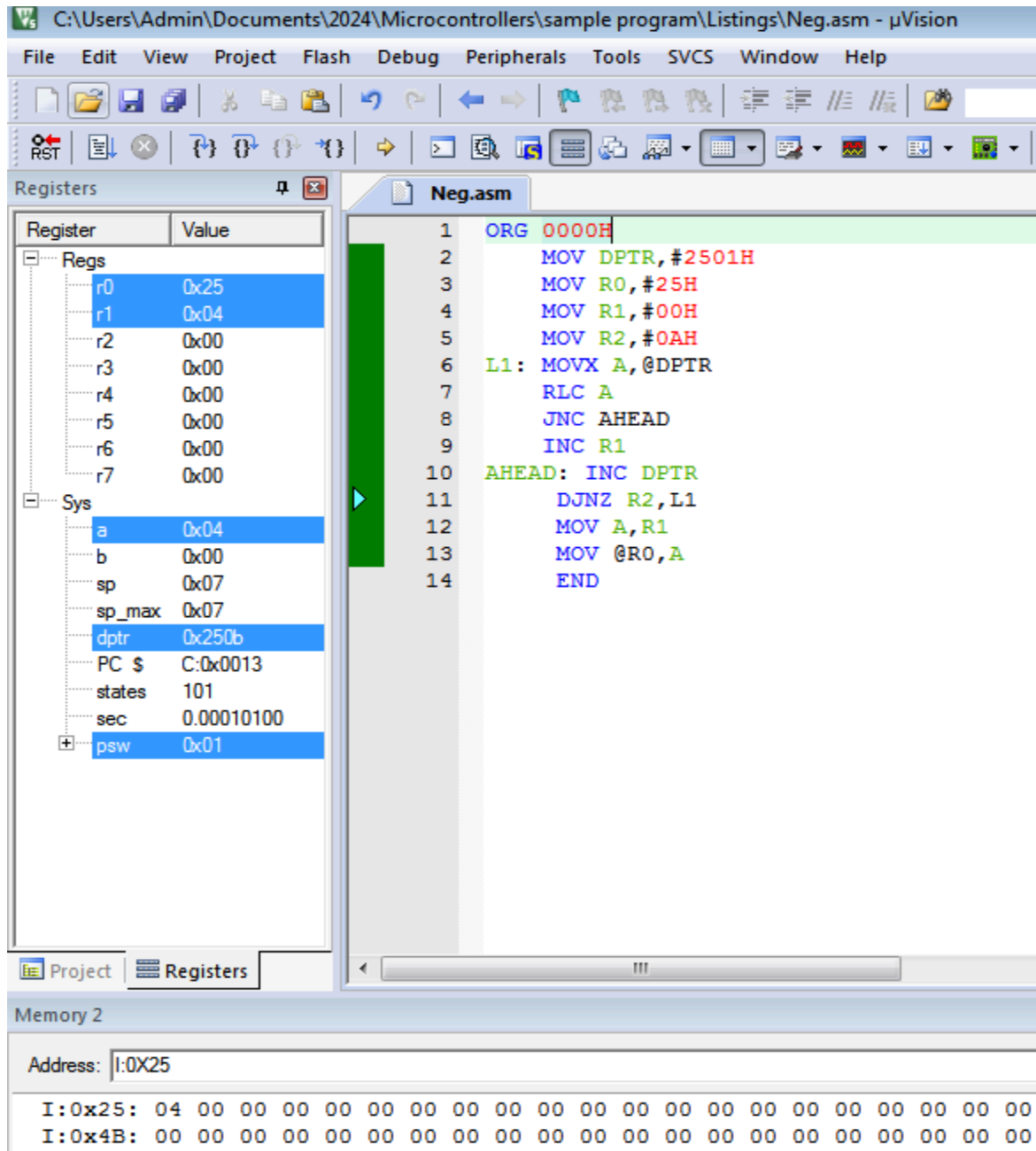
```

At the bottom, the 'Memory' window is visible, showing a hex dump starting at address 0x25.

After execution

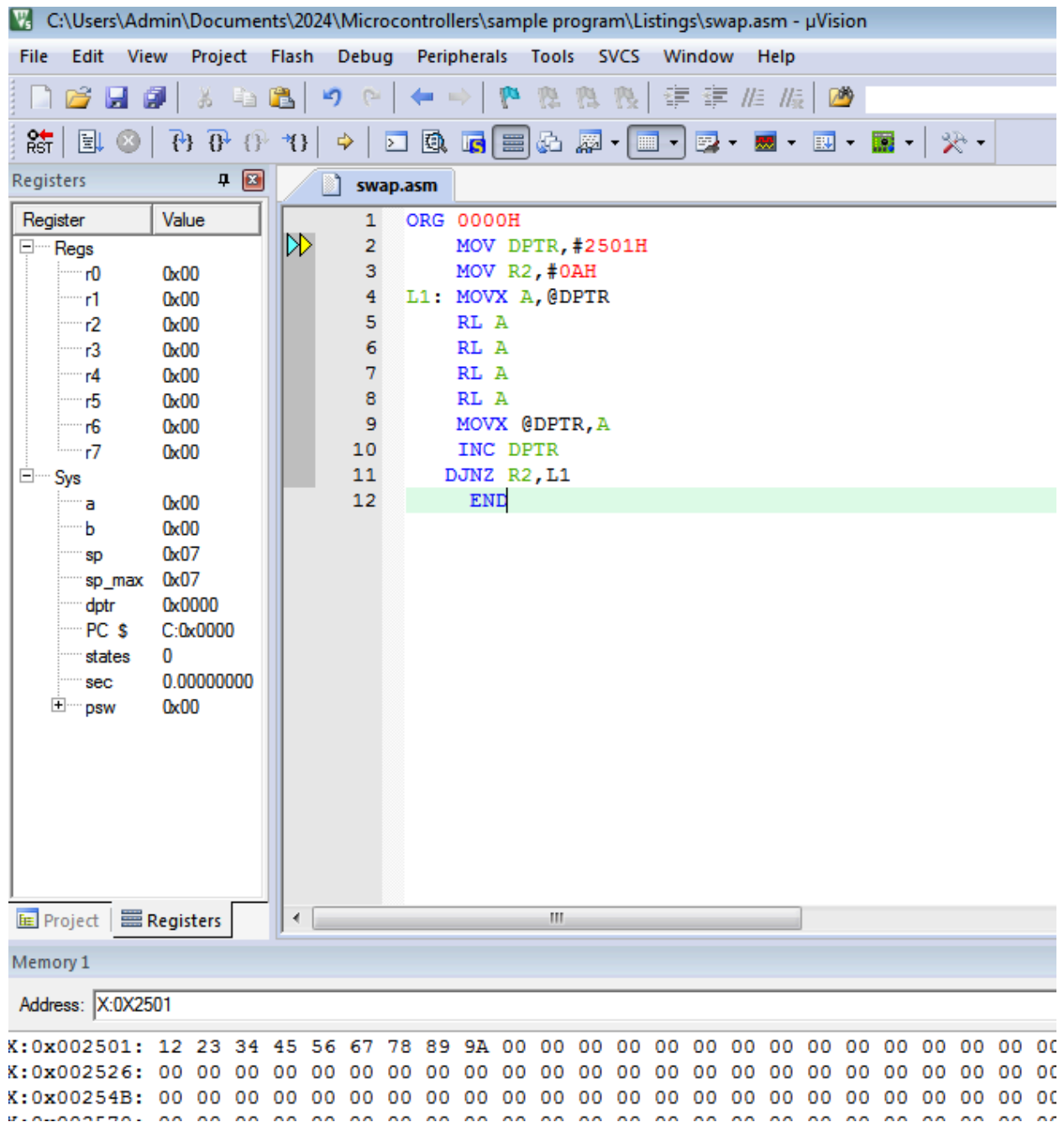


After execution

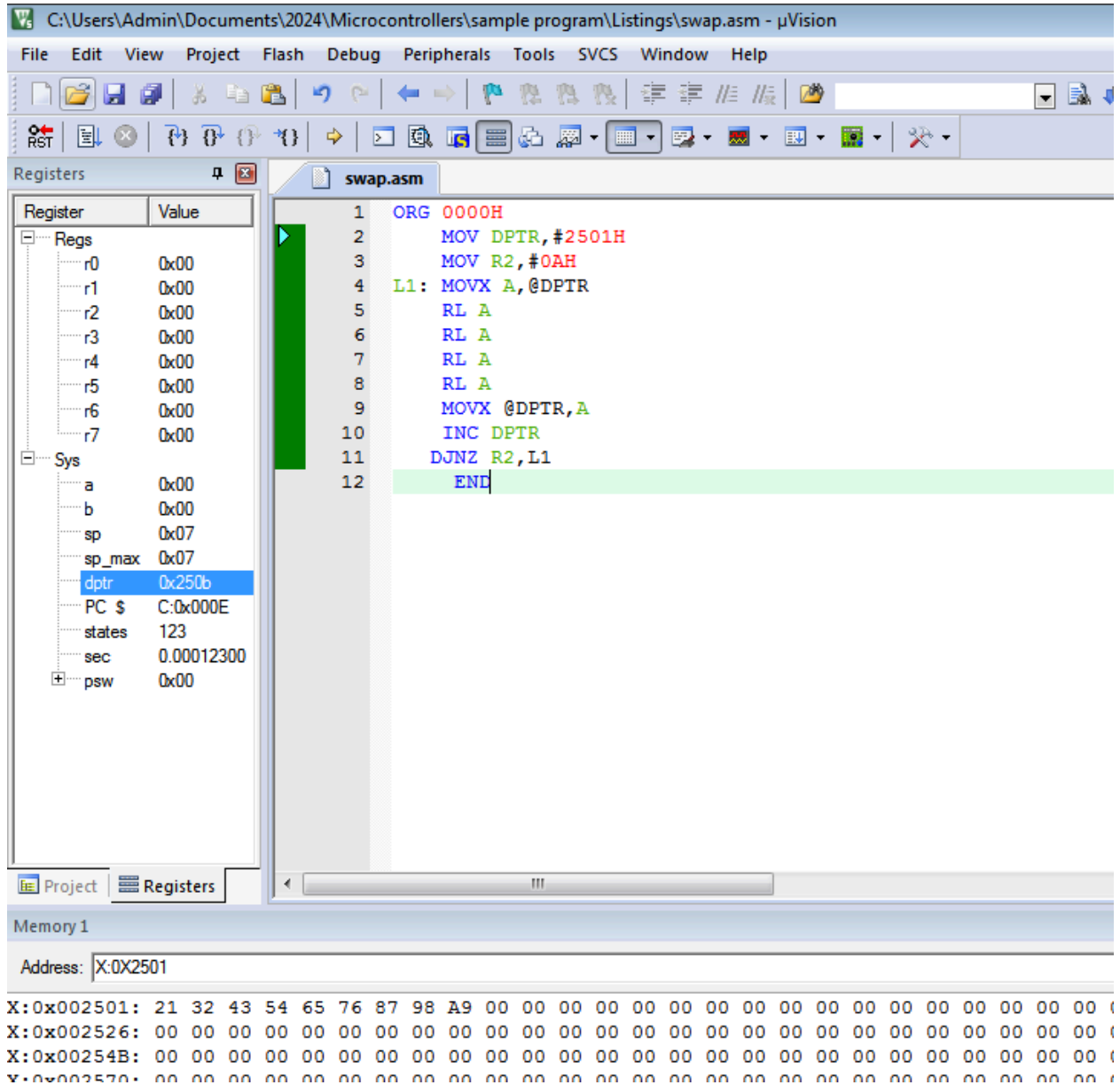


17	<p>Title: To swap the nibbles</p> <p>Problem Statement: A series of 10 data bytes is stored in external RAM locations starting at 2501H. WAP to perform to swap the nibbles of the data bytes and save the result in same memory locations.</p> <p>[CO 2,3]</p>
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Before



After



18	<p>Title: Data Transfer (even numbers only)</p> <p>Problem Statement: A series of 10 data bytes is stored in external RAM locations starting at 2501H. WAP to identify and transfer even data bytes in internal RAM locations starting at 25H, while rejecting odd numbers.</p> <p>[CO 2,3]</p>
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Before

The screenshot shows the uVision IDE with the assembly code for 'Even.asm' loaded. The code is as follows:

```

1  ORG 0000H
2  MOV DPTR, #2501H
3  MOV R0, #25H
4  MOV R1, #0AH
5  L1: MOVX A, @DPTR
6      RRC A
7      JC REJECT
8      RLC A
9      MOV @R0, A
10     INC R0
11 REJECT: INC DPTR
12     DJNZ R1, L1
13     END

```

The 'Registers' window on the left shows the following values:

Register	Value
r0	0x00
r1	0x00
r2	0x00
r3	0x00
r4	0x00
r5	0x00
r6	0x00
r7	0x00
a	0x00
b	0x00
sp	0x07
sp_max	0x07
dptr	0x0000
PC	0x0000
states	0
sec	0.000000...
psw	0x00

The 'Memory' window at the bottom shows the address 0x02501, which corresponds to the start of the code segment.

After

