

Name - Yash Lakhtariya  
Enrollment number - 21162101012  
Branch - CBA Batch - 51  
M&A Practical 2

**Aim :** Learning Programs using Logical Instructions like ANA, ANI, ORA, ORI, XRA, XRI, CMA, RAL, RRC, RAR, CMP, CPI etc.

### Exercise :

1. To find 2's complement of 8-bit data without CMA instruction. Take 8-bit data (Last two digits of your enrollment number) in B register and store 2's complement of that number in Reg-L.

### Screenshots :

The screenshot displays the 8085 Simulator interface. The title bar reads "8085 Simulator - /home/yash/Documents/sem5practicals/MA/P1/p2.1". The menu bar includes File, Edit, Tools, Settings, Simulation, Subroutine, View, Load Sample Program, and Help. The main window is divided into several sections:

- Assembler:** A table showing the assembly code being executed.
- Registers:** A table showing the current values of the 8085 registers.
- Simulate:** A section for controlling the simulation.
- Flags:** A section showing the status of various flags.
- Convert Tool:** A section for converting between different number systems.

**Assembler Table:**

Address	Label	Mnemonics	Hexco...	Bytes	M-Cyc...	T-Stat...
0000		MVI B,12	06	2	2	7
0001			12			
0002		MVI A,FF	3E	2	2	7
0003			FF			
0004		XRA B	A8	1	1	4
0005		INR A	3C	1	1	4
0006		MOV L,A	6F	1	1	4
0007		HLT	76	1	2	5

**Registers Table:**

Register	Value	7	6	5	4	3	2	1	0
Accumulator	EE	1	1	1	0	1	1	1	0
Register B	12	0	0	0	1	0	0	1	0
Register C	00	0	0	0	0	0	0	0	0
Register D	00	0	0	0	0	0	0	0	0
Register E	00	0	0	0	0	0	0	0	0
Register H	00	0	0	0	0	0	0	0	0
Register L	EE	1	1	1	0	1	1	1	0
Memory(M)	00	0	0	0	0	0	0	0	0

**Flag Register:**

Register	Value	S	Z	*	...	*	P	*	...
Flag Register	84	1	0	0	0	0	1	0	0

**Simulate Section:**

Start From → 0000

Buttons: Backward, Stop, Forward

**Convert Tool:**

Hexadecimal: 0, Decimal: 0, Binary: 0

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### Contents and comment :

Code :	MVI B,12H	// load 12H in B
	MVI A,FFH	// load FFH in A
	XRA B	// A XOR B to get
		// 1's complement of B
	INR A	// add 1 to get 2's comp
	MOV L,A	// Store it in L
	HLT	

Address	Mnemonics	Hex	Bytes	M-cycles	T-states
0000	MVI B,12	06	2	2	7
0001		12			
0002	MVI A,FF	3E	2	2	7
0003		FF			
0004	XRA B	A8	1	1	4
0005	INR A	3C	1	1	4
0006	MOV L,A	6F	1	1	4
0007	HLT	76	1	2	5

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2. To find 2's complement of a given 16-bit number. Take 16-bit number (3 appended with last three digits of your enrollment number) in Register pair HL and 2's complement in DE register pair.

Screenshots :

The screenshot displays the 8085 Simulator interface. The main window is divided into several sections:

- Assembler Window:** Shows a list of assembly instructions. The instruction at address 000D is `HLT`, which has been executed. The instruction at address 0000 is `LXI H,3012`.
- Registers Window:** Displays the status of the 8085 registers. The Accumulator (A) contains the value CF (11001111). The Register pair HL contains the value 3012 (30 in H, 12 in L). The Register pair DE contains the value 0000 (00 in D, 00 in E).
- Simulate Window:** Shows the simulation controls. The "Start From" address is set to 0000. The "Backward", "Stop", and "Forward" buttons are visible.
- Flag Register:** Shows the status of the flags. The S (Sign) flag is 1, Z (Zero) is 0, and P (Parity) is 0.
- System Status Window:** Shows the status of the system. The SOD (Serial Output Data) flag is 0, and the INTR (Interrupt) flag is 0.

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### Contents and comment :

Code :	LXI H,3012H	// Load 3012 in HL
	MOV A,L	// copy L into A
	CMA	// complement A
	ADI 01H	// add 1 for 2's compl
	MOV E,A	// copy A to E
	MOV A,H	// copy H to A
	CMA	// compl. A
	ACI 00H	// Add carry to A
	MOV D,A	// copy D to A
	HLT	

Addr.	Mnemonics	Hex	Bytes	M-cycles	T-states
0000	LXI H,3012	21	3	3	10
0001		12			
0002		30			
0003	MOV A,L	70	1	1	4
0004	CMA	2F	1	1	4
0005	ADI 01	C6	2	2	7
0006		01			
0007	MOV E,A	5F	1	1	4
0008	MOV A,H	7C	1	1	4
0009	CMA	2F	1	1	4
000A	ACI 00	CE	2	2	7
000B		00			
000C	MOV D,A	57	1	1	4
000D	HLT	76	1	2	5

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3. To learn masking patterns and hence making specific bits to zero. Take one 8-bit data that is multiplied by 3 with the last two digits of your enrollment number. Perform operations to result as follows and display on the port 30H, 31H and 32H respectively:

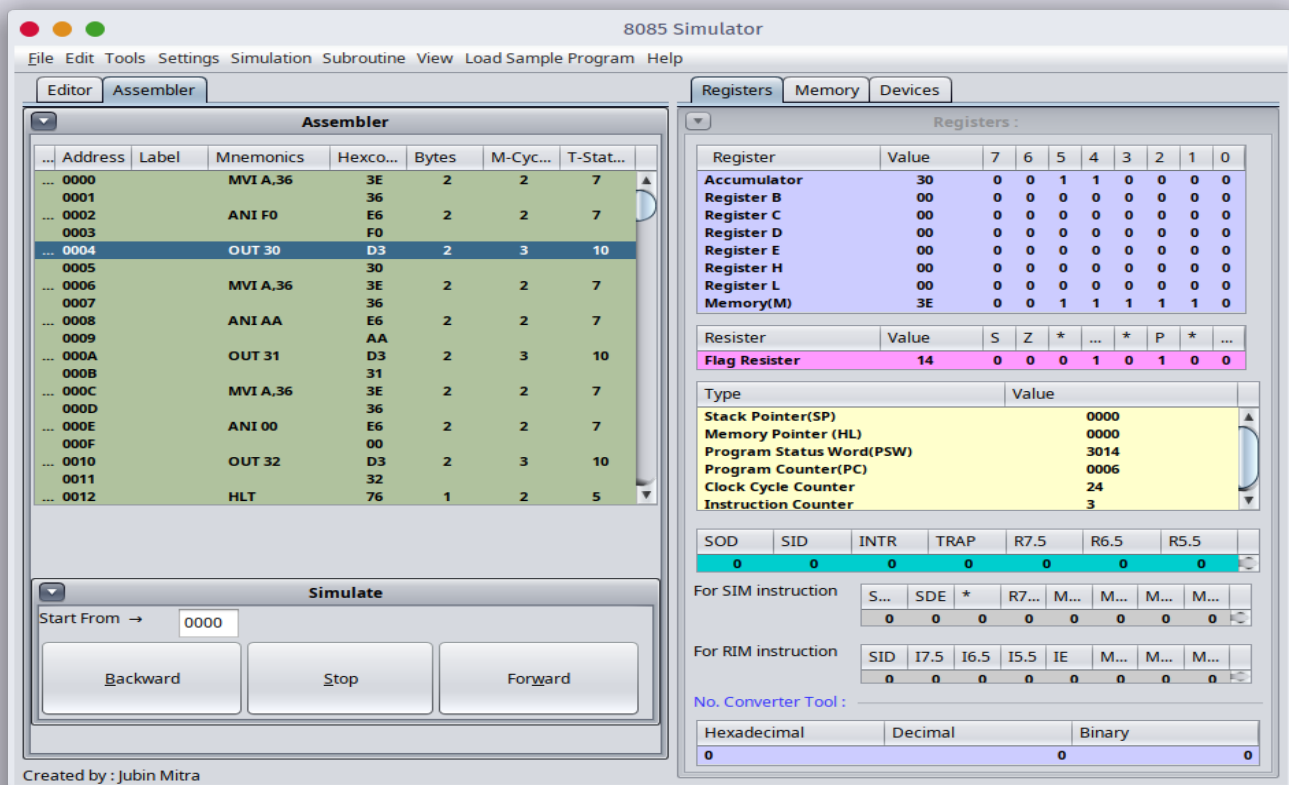
Case 1: Lower nibble should be masked and upper nibble should remain unchanged.

Case 2: All even bits shall be masked.

Case 3: Answer after masking becomes zero.

Screenshots :

Case-1:



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## Case-2:

8085 Simulator

File Edit Tools Settings Simulation Subroutine View Load Sample Program Help

Editor Assembler Registers Memory Devices

### Assembler

...	Address	Label	Mnemonics	Hexco...	Bytes	M-Cyc...	T-Stat...
...	0000		MVI A,36	3E	2	2	7
...	0001			36			
...	0002		ANI F0	E6	2	2	7
...	0003			F0			
...	0004		OUT 30	D3	2	3	10
...	0005			30			
...	0006		MVI A,36	3E	2	2	7
...	0007			36			
...	0008		ANI AA	E6	2	2	7
...	0009			AA			
...	000A		OUT 31	D3	2	3	10
...	000B			31			
...	000C		MVI A,36	3E	2	2	7
...	000D			36			
...	000E		ANI 00	E6	2	2	7
...	000F			00			
...	0010		OUT 32	D3	2	3	10
...	0011			32			
...	0012		HLT	76	1	2	5

### Simulate

Start From → 0000

Backward Stop Forward

### Registers

Register	Value	7	6	5	4	3	2	1	0
Accumulator	22	0	0	1	0	0	0	1	0
Register B	00	0	0	0	0	0	0	0	0
Register C	00	0	0	0	0	0	0	0	0
Register D	00	0	0	0	0	0	0	0	0
Register E	00	0	0	0	0	0	0	0	0
Register H	00	0	0	0	0	0	0	0	0
Register L	00	0	0	0	0	0	0	0	0
Memory(M)	3E	0	0	1	1	1	1	1	0

Register	Value	S	Z	*	...	*	P	*	...
Flag Register	14	0	0	0	1	0	1	0	0

Type	Value
Stack Pointer(SP)	0000
Memory Pointer (HL)	0000
Program Status Word(PSW)	2214
Program Counter(PC)	000C
Clock Cycle Counter	48
Instruction Counter	6

SOD	SID	INTR	TRAP	R7.5	R6.5	R5.5
0	0	0	0	0	0	0

For SIM instruction

S...	SDE	*	R7...	M...	M...	M...	M...
0	0	0	0	0	0	0	0

For RIM instruction

SID	I7.5	I6.5	I5.5	IE	M...	M...	M...
0	0	0	0	0	0	0	0

No. Converter Tool :

Hexadecimal	Decimal	Binary
0		0

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### Case-3:

The screenshot displays the 8085 Simulator interface, which includes a menu bar (File, Edit, Tools, Settings, Simulation, Subroutine, View, Load Sample Program, Help) and three main tabs: Editor, Assembler, and Registers.

**Assembler Panel:** This panel contains a table of assembly instructions. The table has columns for Address, Label, Mnemonics, Hexco..., Bytes, M-Cyc..., and T-Stat... The instructions are as follows:

Address	Label	Mnemonics	Hexco...	Bytes	M-Cyc...	T-Stat...
0000		MVI A,36	3E	2	2	7
0001			36			
0002		ANI F0	E6	2	2	7
0003			F0			
0004		OUT 30	D3	2	3	10
0005			30			
0006		MVI A,36	3E	2	2	7
0007			36			
0008		ANI AA	E6	2	2	7
0009			AA			
000A		OUT 31	D3	2	3	10
000B			31			
000C		MVI A,36	3E	2	2	7
000D			36			
000E		ANI 00	E6	2	2	7
000F			00			
0010		OUT 32	D3	2	3	10
0011			32			
0012		HLT	76	1	2	5

**Registers Panel:** This panel shows the status of the 8085 registers. It includes a table for the general registers (Accumulator, Register B, Register C, Register D, Register E, Register H, Register L, Memory(M)) and a table for the flag registers (S, Z, \*, ..., \*, P, \*, ...).

Register	Value	7	6	5	4	3	2	1	0
Accumulator	00	0	0	0	0	0	0	0	0
Register B	00	0	0	0	0	0	0	0	0
Register C	00	0	0	0	0	0	0	0	0
Register D	00	0	0	0	0	0	0	0	0
Register E	00	0	0	0	0	0	0	0	0
Register H	00	0	0	0	0	0	0	0	0
Register L	00	0	0	0	0	0	0	0	0
Memory(M)	3E	0	0	1	1	1	1	1	0

**Simulate Panel:** This panel contains a "Start From" field set to 0000 and two buttons: "Run all At a Time" and "Step By Step".

**Registers (Detailed):** This section shows the values of various registers and counters.

Register	Value	S	Z	*	...	*	P	*	...
Flag Register	54	0	1	0	1	0	1	0	0

**Stack Pointer (SP), Memory Pointer (HL), Program Status Word (PSW), Program Counter (PC), Clock Cycle Counter, Instruction Counter:** These registers are shown with their respective values: SP=0000, HL=0000, PSW=0054, PC=0012, Clock Cycle Counter=82, Instruction Counter=11.

**Flags:** The flags are shown as a row of bits: SOD, SID, INTR, TRAP, R7.5, R6.5, R5.5. The values are 0, 0, 0, 0, 0, 0, 0.

**For SIM instruction:** The flags are shown as a row of bits: S..., SDE, \*, R7..., M..., M..., M..., M... The values are 0, 0, 0, 0, 0, 0, 0, 0.

**For RIM instruction:** The flags are shown as a row of bits: SID, I7.5, I6.5, I5.5, IE, M..., M..., M... The values are 0, 0, 0, 0, 0, 0, 0, 0.

**No. Converter Tool:** This tool allows conversion between Hexadecimal, Decimal, and Binary. The values are 0, 0, 0.



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### Contents and comment :

Code :	MVI	A, 36H	// load 36H into A
	ANI	F0 H	// AND with F0 to mask
	OUT	30 H	// display on port 30
	MVI	A, 36H	// Load 36 in A
	ANI	FA H	// AND with FA to mask
	OUT	31 H	// display on port 31
	MVI	A, 36H	// load 36 in A
	ANI	00H	// AND with 00 to mask
	OUT	32H	// display on port 32
	HLT		

Addresses	Mnemonics	Hex	Bytes	M-cycles	T-states
0000	MVI A, 36	3E	2	2	7
0001		36			
0002	ANI F0	E6	2	2	7
0003		F0			
0004	OUT 30	D3	2	3	10
0005		30			
0006	MVI A, 36	3E	2	2	7
0007		36			
0008	ANI FA	E6	2	2	7
0009		FA			
000A	OUT 31	D3	2	3	10
000B		31			
000C	MVI A, 36	3E	2	2	7
000D		36			
000E	ANI 00	E6	2	2	7
000F		00			
0010	OUT 32	D3	2	3	10
0011		32			
0012	HLT	76	1	2	5



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4. To learn unmasking patterns and hence making specific bits to one. Take one 8-bit that is multiplied by 4 with the last two digits of your enrollment number. Perform operations to result as follows and display on the port 10H, 11H and 12H respectively:

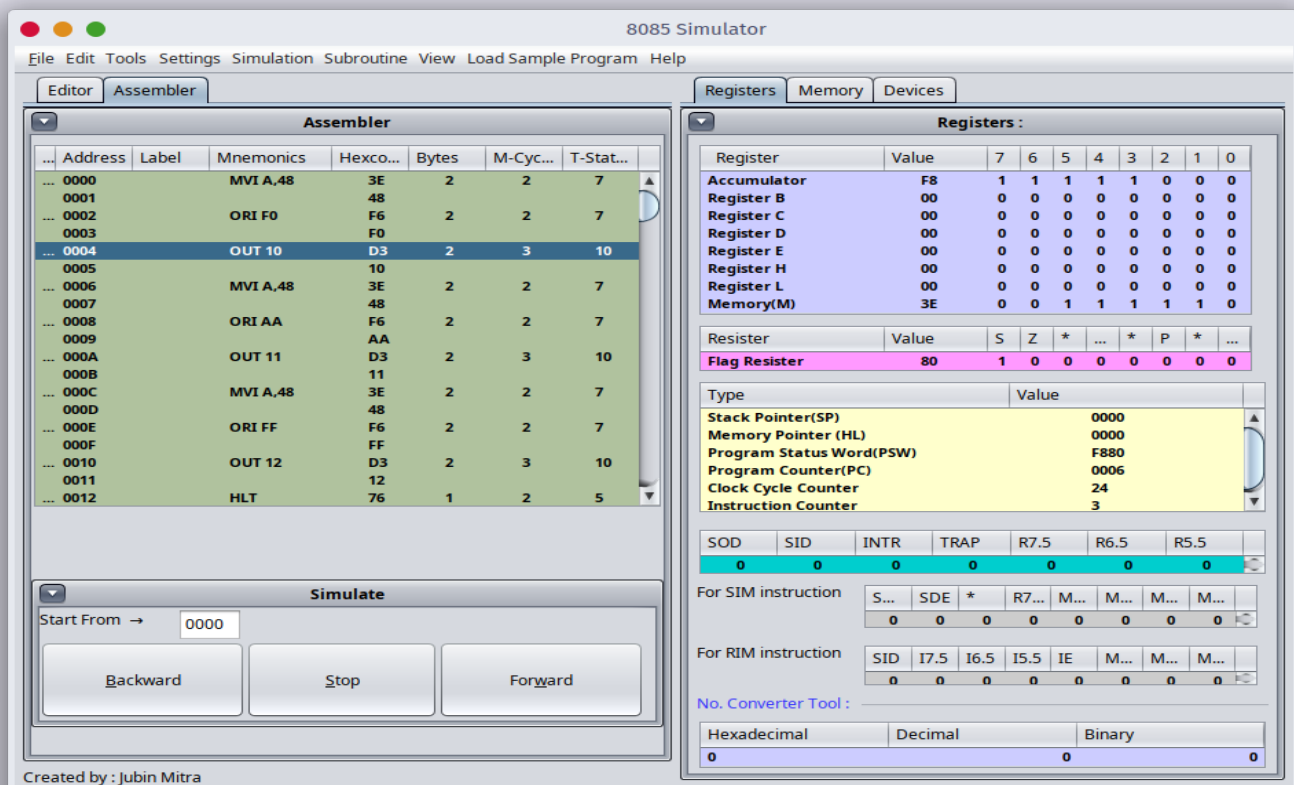
Case 1: Upper nibble should be unmasked and lower nibble should remain unchanged.

Case 2: All odd bits shall be unmasked.

Case 3: Answer after unmasking becomes all bits one.

Screenshots :

Case-1:



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## Case-2:

8085 Simulator

File Edit Tools Settings Simulation Subroutine View Load Sample Program Help

Editor Assembler Registers Memory Devices

### Assembler

...	Address	Label	Mnemonics	Hexco...	Bytes	M-Cyc...	T-Stat...
...	0000		MVI A,48	3E	2	2	7
...	0001			48			
...	0002		ORI F0	F6	2	2	7
...	0003			F0			
...	0004		OUT 10	D3	2	3	10
...	0005			10			
...	0006		MVI A,48	3E	2	2	7
...	0007			48			
...	0008		ORI AA	F6	2	2	7
...	0009			AA			
...	000A		OUT 11	D3	2	3	10
...	000B			11			
...	000C		MVI A,48	3E	2	2	7
...	000D			48			
...	000E		ORI FF	F6	2	2	7
...	000F			FF			
...	0010		OUT 12	D3	2	3	10
...	0011			12			
...	0012		HLT	76	1	2	5

### Simulate

Start From → 0000

Backward Stop Forward

### Registers :

Register	Value	7	6	5	4	3	2	1	0
Accumulator	EA	1	1	1	0	1	0	1	0
Register B	00	0	0	0	0	0	0	0	0
Register C	00	0	0	0	0	0	0	0	0
Register D	00	0	0	0	0	0	0	0	0
Register E	00	0	0	0	0	0	0	0	0
Register H	00	0	0	0	0	0	0	0	0
Register L	00	0	0	0	0	0	0	0	0
Memory(M)	3E	0	0	1	1	1	1	1	0

Register	Value	S	Z	*	...	*	P	*	...
Flag Register	80	1	0	0	0	0	0	0	0

Type	Value
Stack Pointer(SP)	0000
Memory Pointer (HL)	0000
Program Status Word(PSW)	EA80
Program Counter(PC)	000C
Clock Cycle Counter	48
Instruction Counter	6

SOD	SID	INTR	TRAP	R7.5	R6.5	R5.5
0	0	0	0	0	0	0

For SIM instruction

S...	SDE	*	R7...	M...	M...	M...	M...
0	0	0	0	0	0	0	0

For RIM instruction

SID	I7.5	I6.5	I5.5	IE	M...	M...	M...
0	0	0	0	0	0	0	0

No. Converter Tool :

Hexadecimal	Decimal	Binary
0		0

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### Case-3:

8085 Simulator

File Edit Tools Settings Simulation Subroutine View Load Sample Program Help

Editor Assembler Registers Memory Devices

#### Assembler

...	Address	Label	Mnemonics	Hexco...	Bytes	M-Cyc...	T-Stat...
...	0000		MVI A,48	3E	2	2	7
...	0001			48			
...	0002		ORI F0	F6	2	2	7
...	0003			F0			
...	0004		OUT 10	D3	2	3	10
...	0005			10			
...	0006		MVI A,48	3E	2	2	7
...	0007			48			
...	0008		ORI AA	F6	2	2	7
...	0009			AA			
...	000A		OUT 11	D3	2	3	10
...	000B			11			
...	000C		MVI A,48	3E	2	2	7
...	000D			48			
...	000E		ORI FF	F6	2	2	7
...	000F			FF			
...	0010		OUT 12	D3	2	3	10
...	0011			12			
...	0012		HLT	76	1	2	5

#### Simulate

Start From → 0000

Backward Stop Forward

#### Registers :

Register	Value	7	6	5	4	3	2	1	0
Accumulator	FF	1	1	1	1	1	1	1	1
Register B	00	0	0	0	0	0	0	0	0
Register C	00	0	0	0	0	0	0	0	0
Register D	00	0	0	0	0	0	0	0	0
Register E	00	0	0	0	0	0	0	0	0
Register H	00	0	0	0	0	0	0	0	0
Register L	00	0	0	0	0	0	0	0	0
Memory(M)	3E	0	0	1	1	1	1	1	0

Register	Value	S	Z	*	...	*	P	*	...
Flag Register	84	1	0	0	0	0	1	0	0

Type	Value
Stack Pointer(SP)	0000
Memory Pointer (HL)	0000
Program Status Word(PSW)	FF84
Program Counter(PC)	0010
Clock Cycle Counter	62
Instruction Counter	8

SOD	SID	INTR	TRAP	R7.5	R6.5	R5.5
0	0	0	0	0	0	0

For SIM instruction

S...	SDE	*	R7...	M...	M...	M...	M...
0	0	0	0	0	0	0	0

For RIM instruction

SID	I7.5	I6.5	I5.5	IE	M...	M...	M...
0	0	0	0	0	0	0	0

No. Converter Tool :

Hexadecimal	Decimal	Binary
0		0

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### Contents and comment :

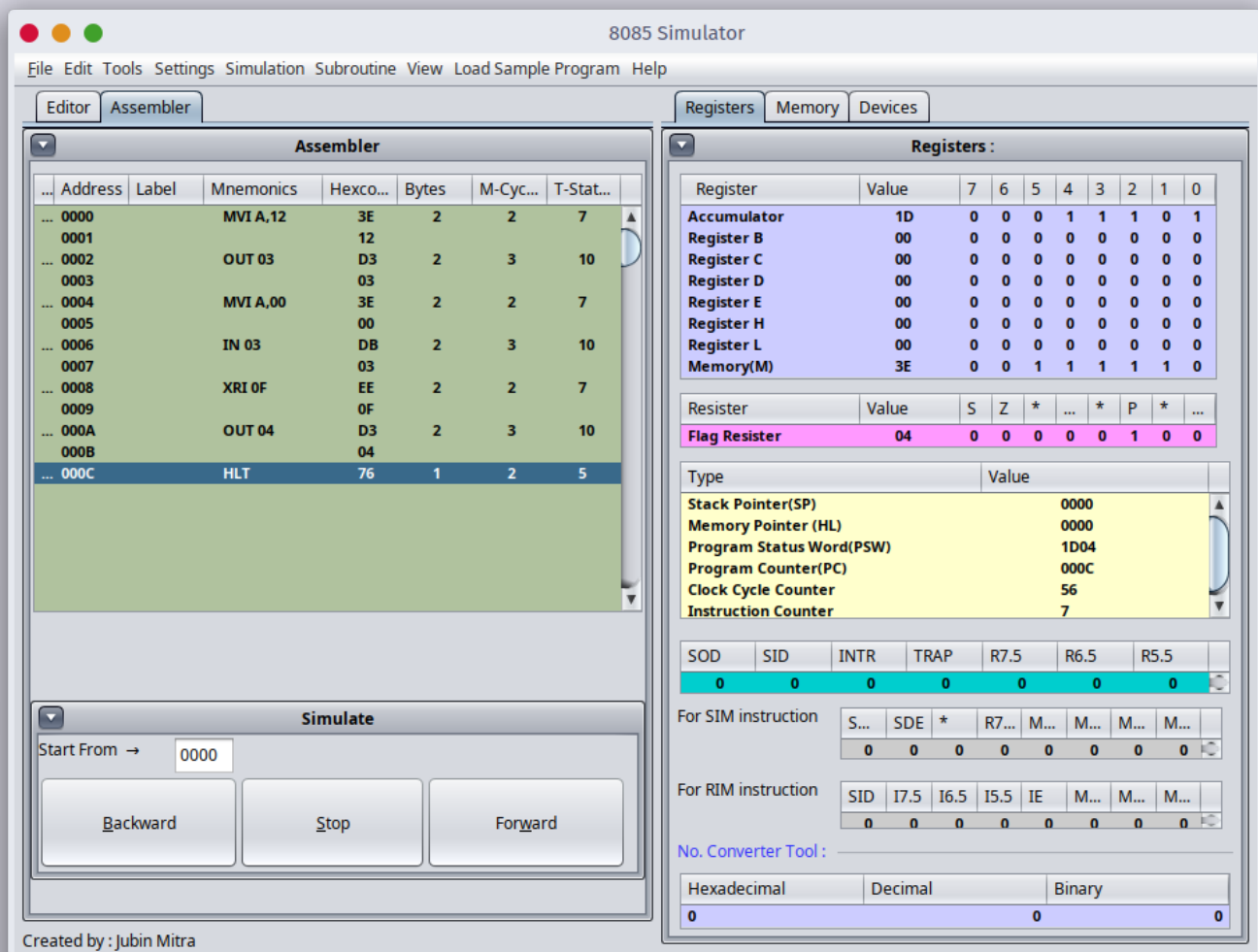
Code	MVI A, 48H	//	load 36 in A
	ORI F0H	//	OR with F0 to mask
	OUT 10H	//	display on port 10
	MVI A, 48H	//	load 36 in A
	ORI AH	//	OR with AH to mask
	OUT 11H	//	display on port 11
	MVI A, 48H	//	load 36 in A
	ORI FFH	//	OR with FF to mask
	OUT 12H	//	display on port 12
	HLT		

Address	Mnemonics	Hex	Bytes	M-cycles	T-states
0000	MVI A, 48	3E	2	2	7
0001		48			
0002	ORI F0	F6	2	2	7
0003		F0			
0004	OUT 10	D3	2	3	10
0005		10			
0006	MVI A, 48	3E	2	2	7
0007		48			
0008	ORI AH	F6	2	2	7
0009		AH			
000A	OUT 11	D3	2	3	10
000B		11			
000C	MVI A, 48	3E	2	2	7
000D		48			
000E	ORI FF	F6	2	2	7
000F		FF			
0010	OUT 12	D3	2	3	10
0011		12			
0012	HLT	76	1	2	5

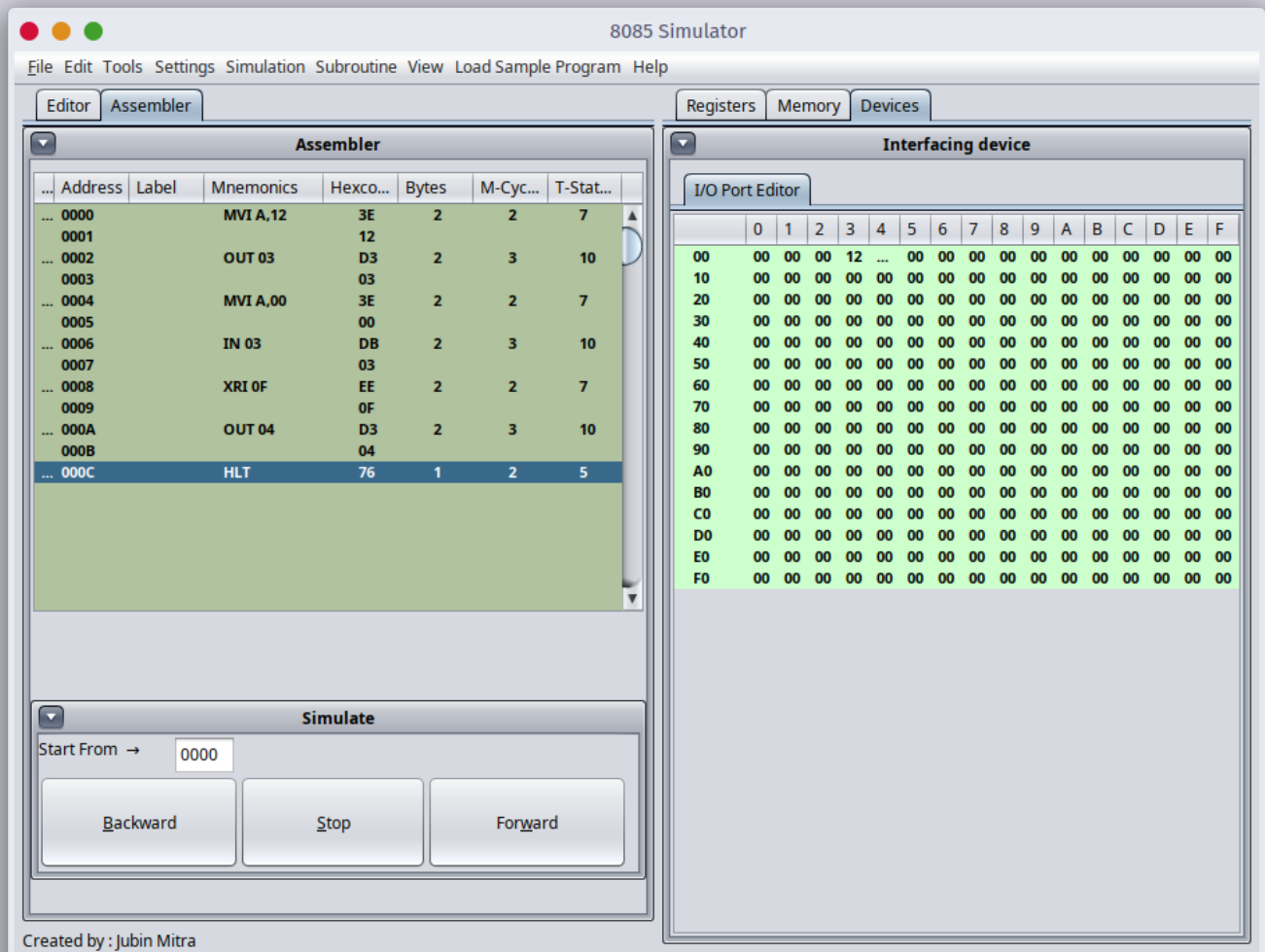
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5. Get data byte from input port 03H and complement Lower Nibble. Store the result on the next memory location.

Screenshots :



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### Contents and comment :

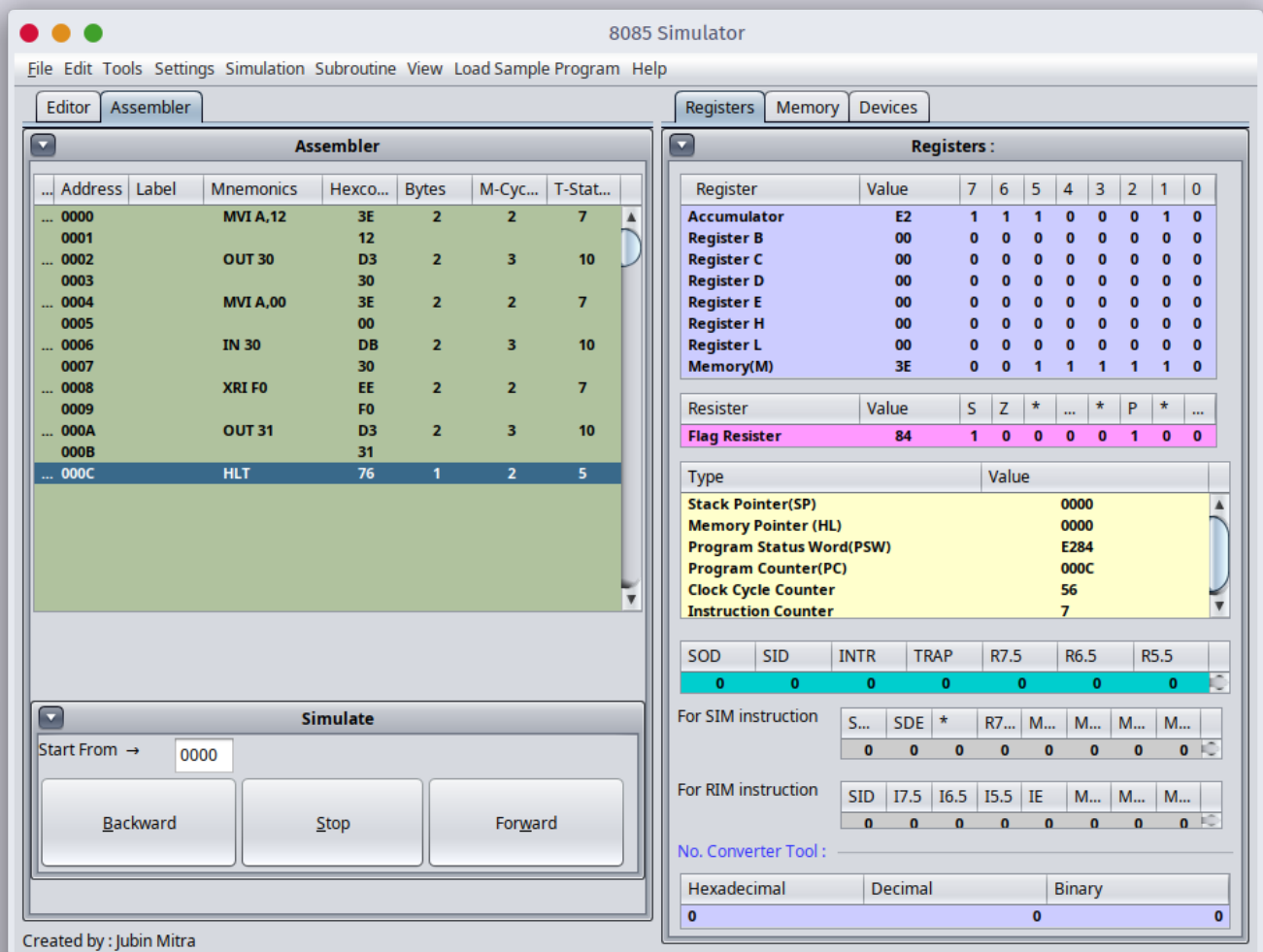
Code :	MVI A, 12H	// load 12 in A
	OUT 03H	// display on port 03
	MVI A, 00H	// clear A
	IN 03H	// input from port 03
	XRI 0FH	// complement lower nibble
	OUT 04H	// display on port 04
	HLT	

Addr.	Mnemonics	Hex	Bytes	M-cycles	T-states
0000	MVI A, 12	3E	2	2	7
0001		12			
0002	OUT 03	D3	2	3	10
0003		03			
0004	MVI A, 00	3E	2	2	7
0005		00			
0006	IN 03	DB	2	3	10
0007		03			
0008	XRI 0F	EE	2	2	7
0009		0F			
000A	OUT 04	D3	2	3	10
000B		04			
000C	HLT	76	1	2	5

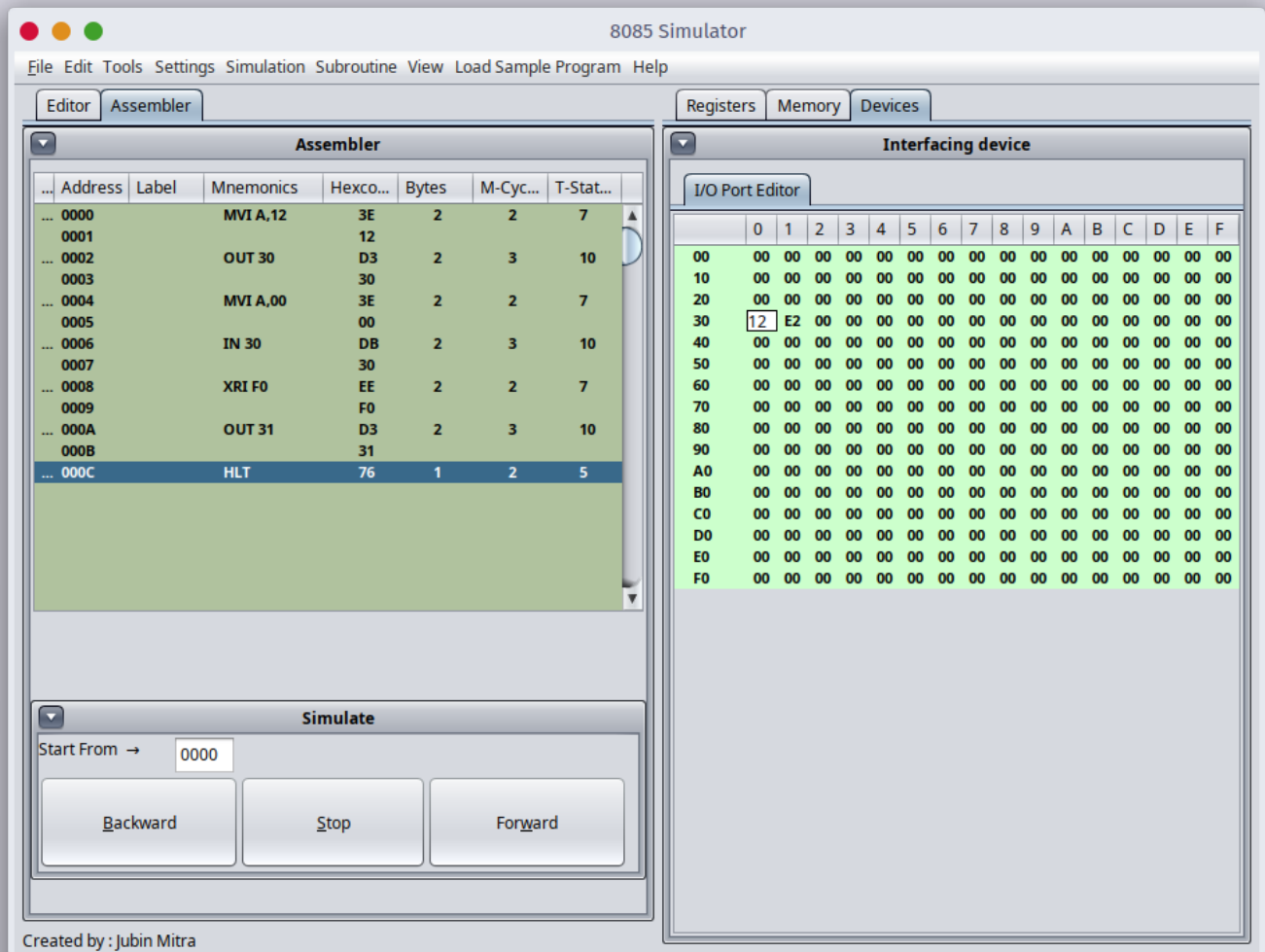
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6. Get data byte from input port 30H and complement Upper Nibble. Store the result on the next memory location.

Screenshots :



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### Contents and comment :

Code :	MVI A, 12H	// load 12 in A
	OUT 30H	// display on port 30
	MVI A, 00H	// clear A
	IN 30H	// input from port 30
	XRI F0H	// complement upper nibble
	OUT 31H	// display on port 31
	HLT	

Addr.	Mnemonics	Hex	Bytes	M-cycles	T-states
0000	MVI A, 12	3E	2	2	7
0001		12			
0002	OUT 30	D3	2	3	10
0003		30			
0004	MVI A, 00	3E	2	2	7
0005		00			
0006	IN 30	DB	2	3	10
0007		30			
0008	XRI F0	EE	2	2	7
0009		F0			
000A	OUT 31	D3	2	3	10
000B		31			
000C	HLT	76	1	2	5

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7. Write functionality of following mnemonics/code. Explain with example

• RLC, RAL, RRC, RAR, CMP, CPI

(1) RLC : Rotate left with carry

It rotates bits of 8-bit data to left by one position. Leftmost bit moves to carry flag & its value is moved to rightmost bit.

e.g: A is 1010 0011  
then RLC will be 0100 0111

(2) RAL : Rotate Accumulator left

It rotates bits of acc. by one position. Then leftmost bit moves to carry flag, whose previous value is moved to rightmost bit.

e.g: A is 0110 1001, CY = 0  
after RAL, 1101 0010

(3) RRC : Rotate right with carry

It rotates bits of data to right by one position. Rightmost bit goes to CY & its previous value to leftmost bit.

e.g: B is 1010 0011, CY = 1  
after RRC, 1101 0001



Name - Yash Lakhtariya

Enrollment number - 21162101012

Branch - CBA Batch - 51

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(4) CMP : compare

It compares values, if are same, then sets zero flag to one.

e.g: MVI A, 16H  
MVI B, 16H  
CMP B // zero flag to 1

(5) CPI : compare immediate

It is similar to CMP, but it compares immediate data given, with A's data.

e.g: MVI A, 64H  
CPI 64H // zero flag to 1