Name - Yash Lakhtariya
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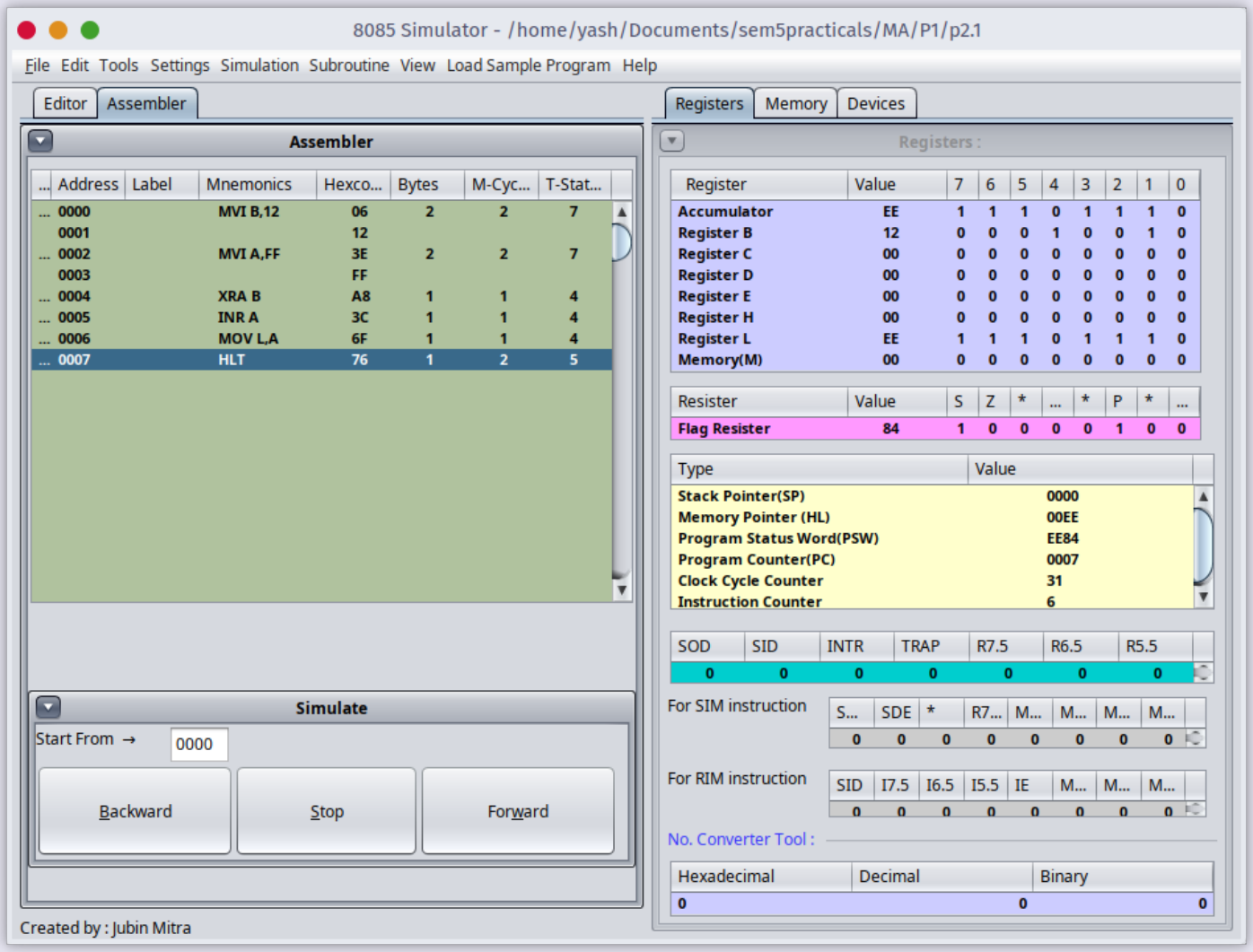
M&A Practical 2

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 :



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Contents and comment :

```
Code :  MVI   B, 12 H     // load 12H in B
        MVI   A, FF H     // 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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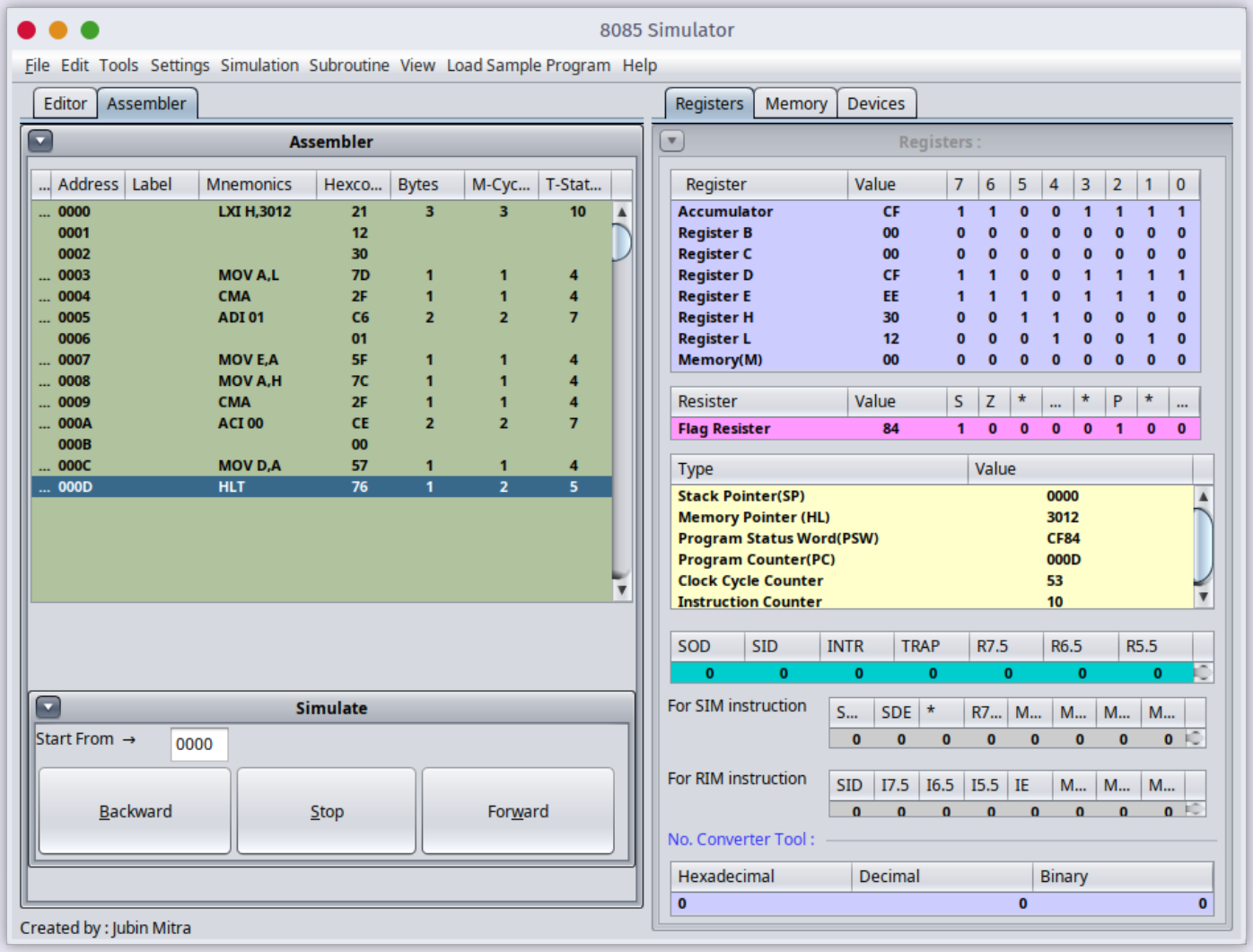
2. To find 2's complement of a given 16-bit number. Take 16-bit number (3 appended with last three digits of your enrollment number) in Register pair HL and 2's complement in DE register pair.

Screenshots :



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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	7D	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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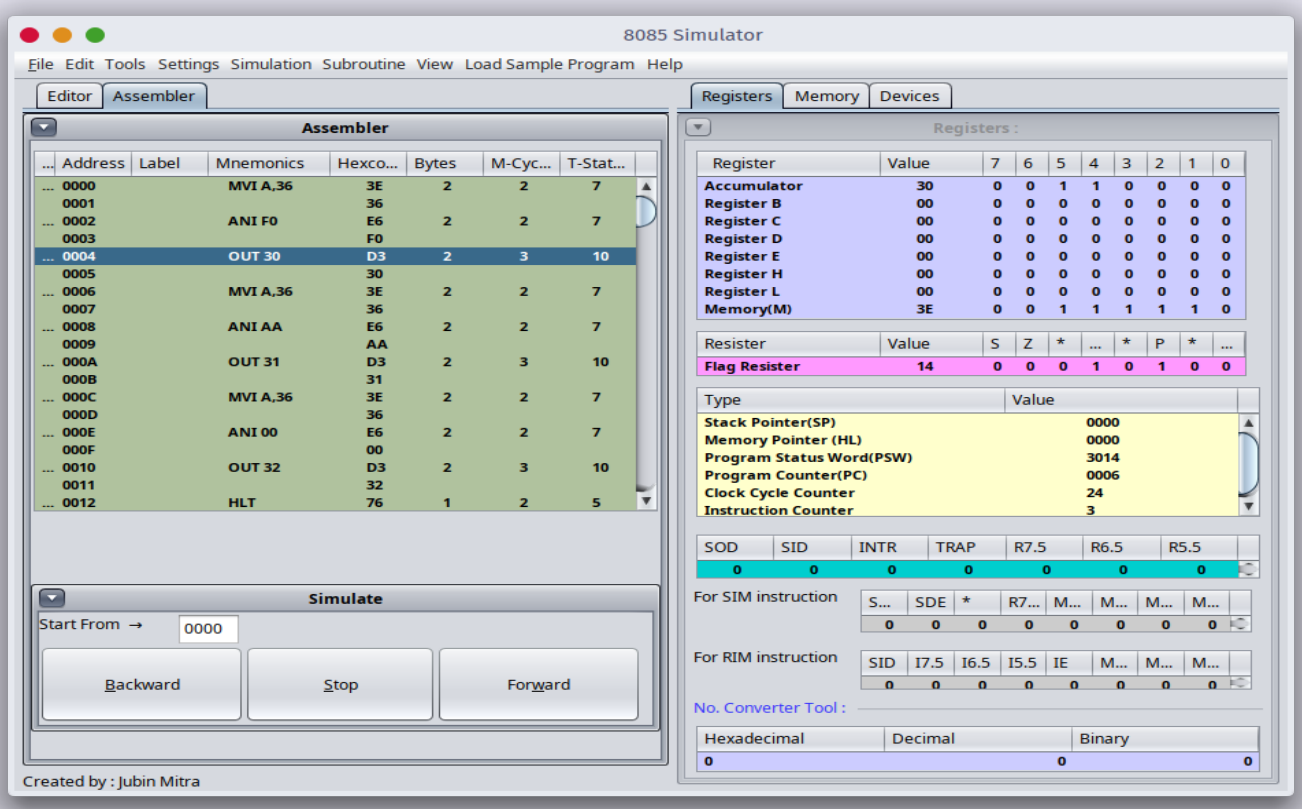
3. To learn masking patterns and hence making specific bits to zero. Take one 8-bit data that is multiplied by 3 with the last two digits of your enrollment number. Perform operations to result as follows and display on the port 30H, 31H and 32H respectively:

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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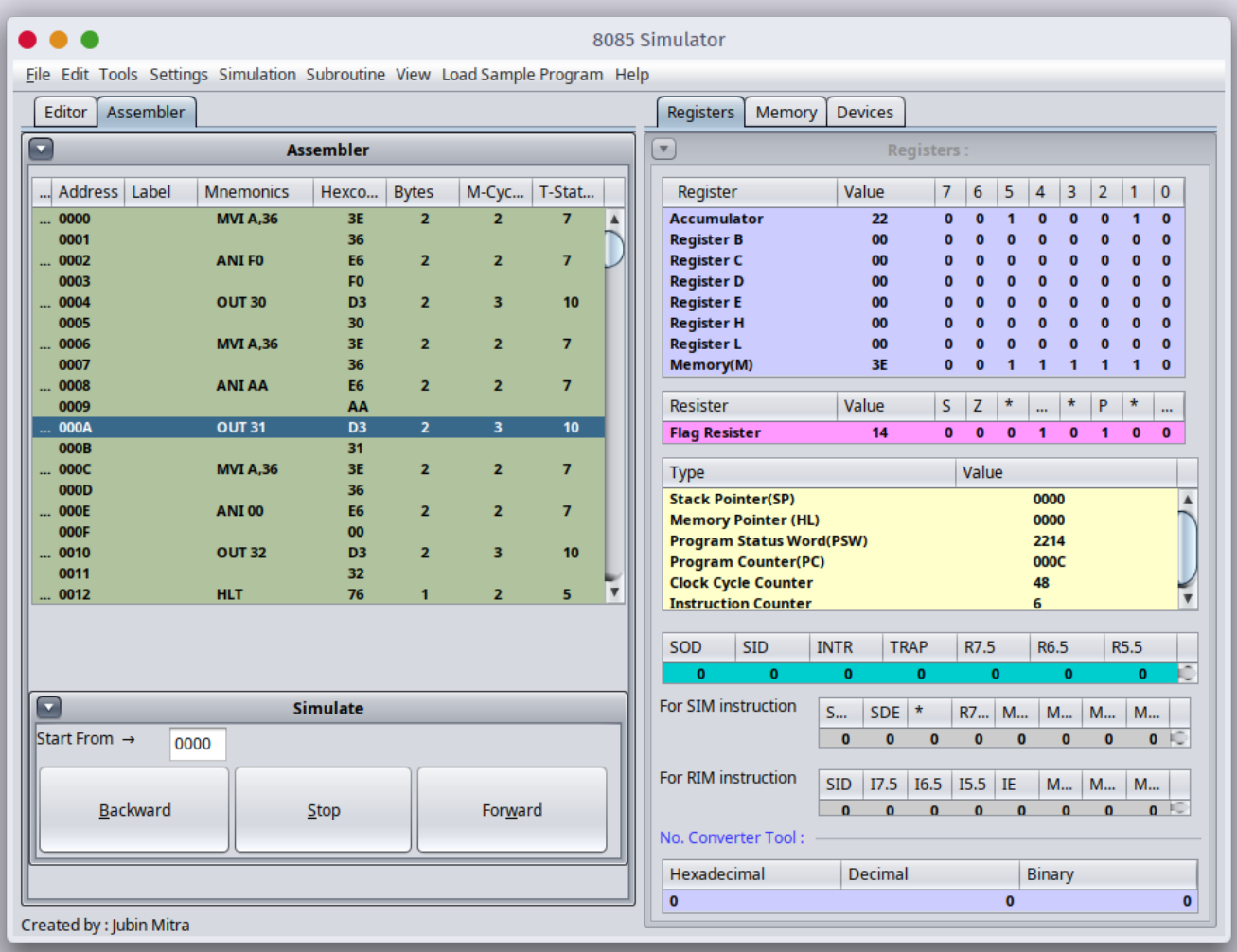
Case-2:



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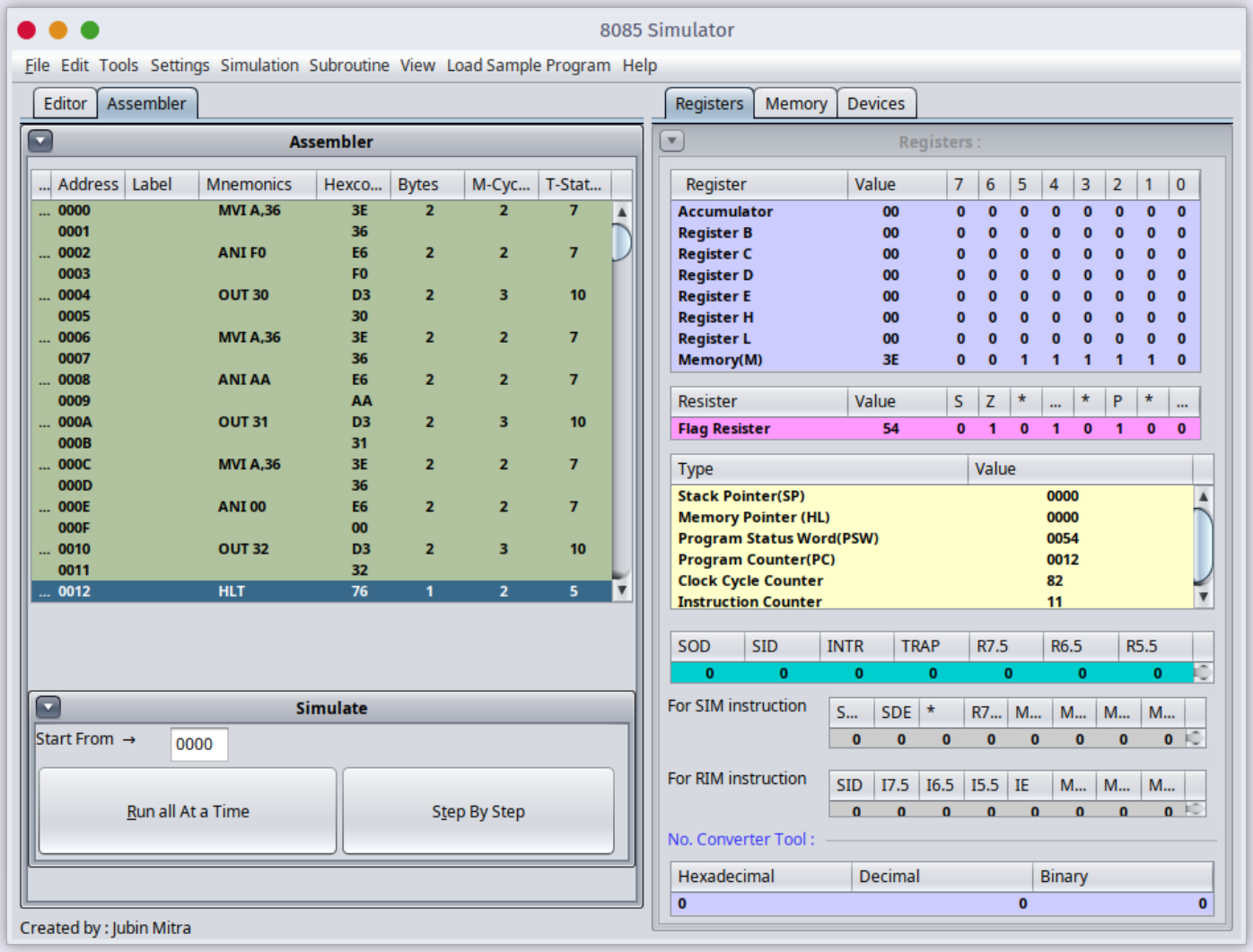
Case-3:



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Contents and comment :

```
Code :  MVI   A,36H   // load 36H into A
        ANI   F0H     // AND with F0 to mask
        OUT   30H     // display on port 30

        MVI   A,36H   // Load 36 in A
        ANI   AAH     // AND with AA to mask
        OUT   31H     // 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
```

Address	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 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

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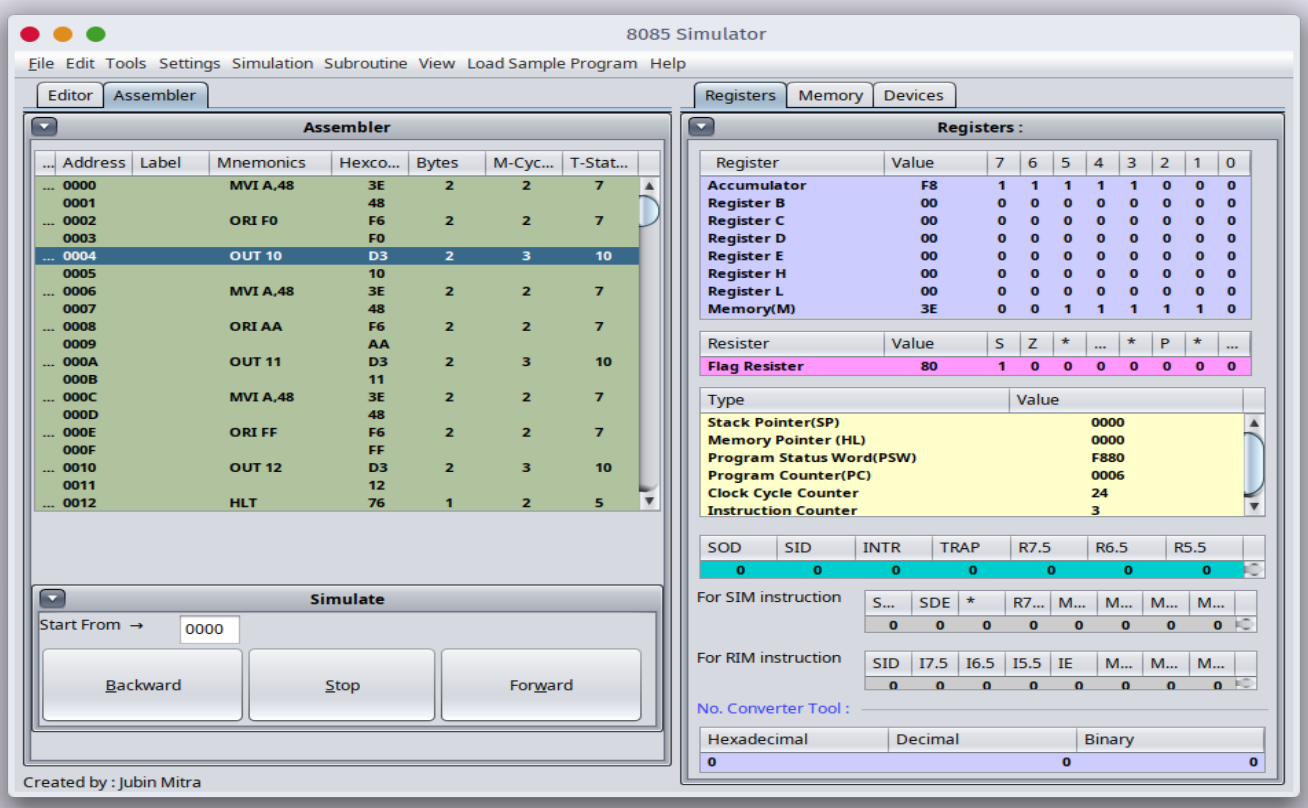
4. To learn unmasking patterns and hence making specific bits to one. Take one 8-bit that is multiplied by 4 with the last two digits of your enrollment number. Perform operations to result as follows and display on the port 10H, 11H and 12H respectively:

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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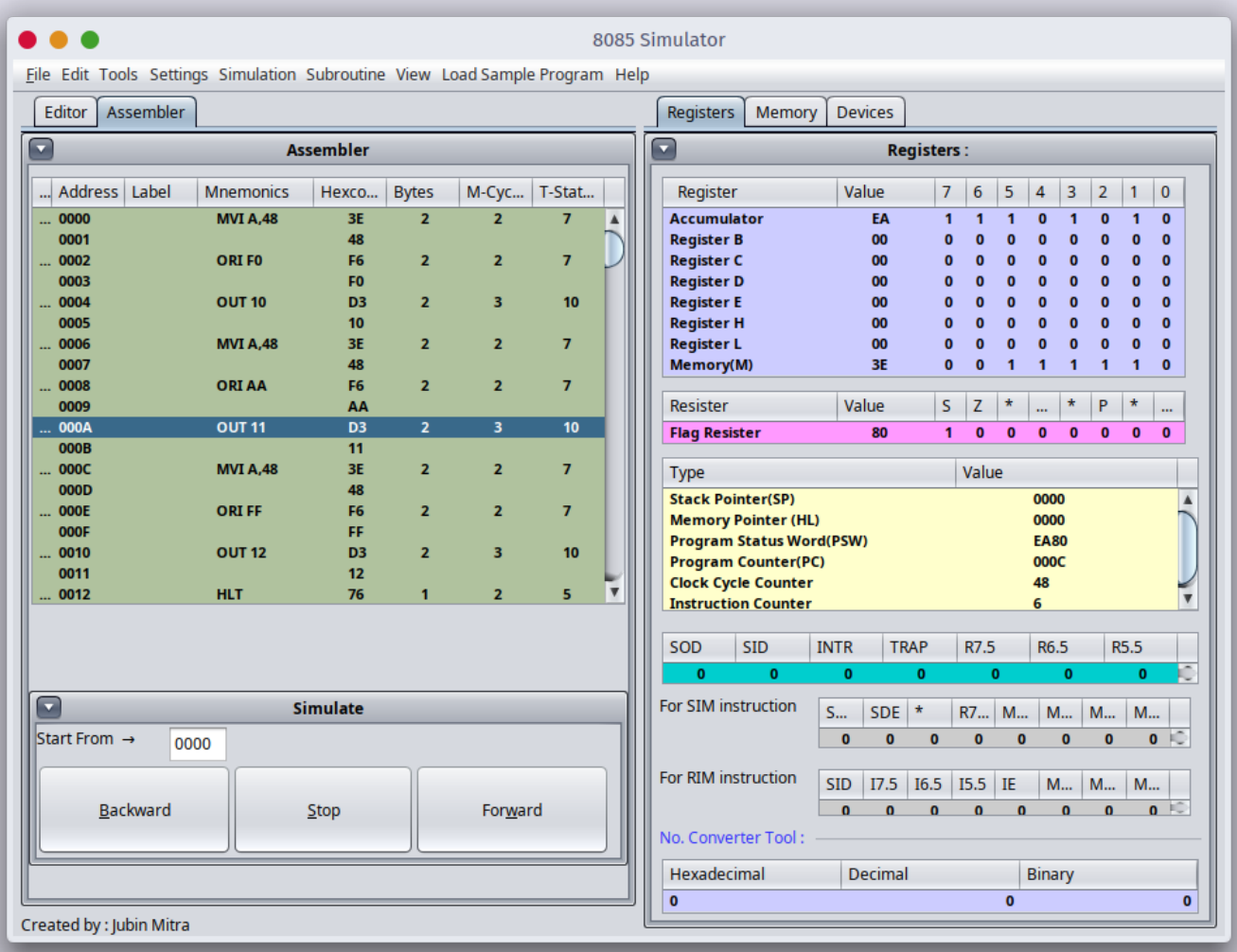
Case-2:



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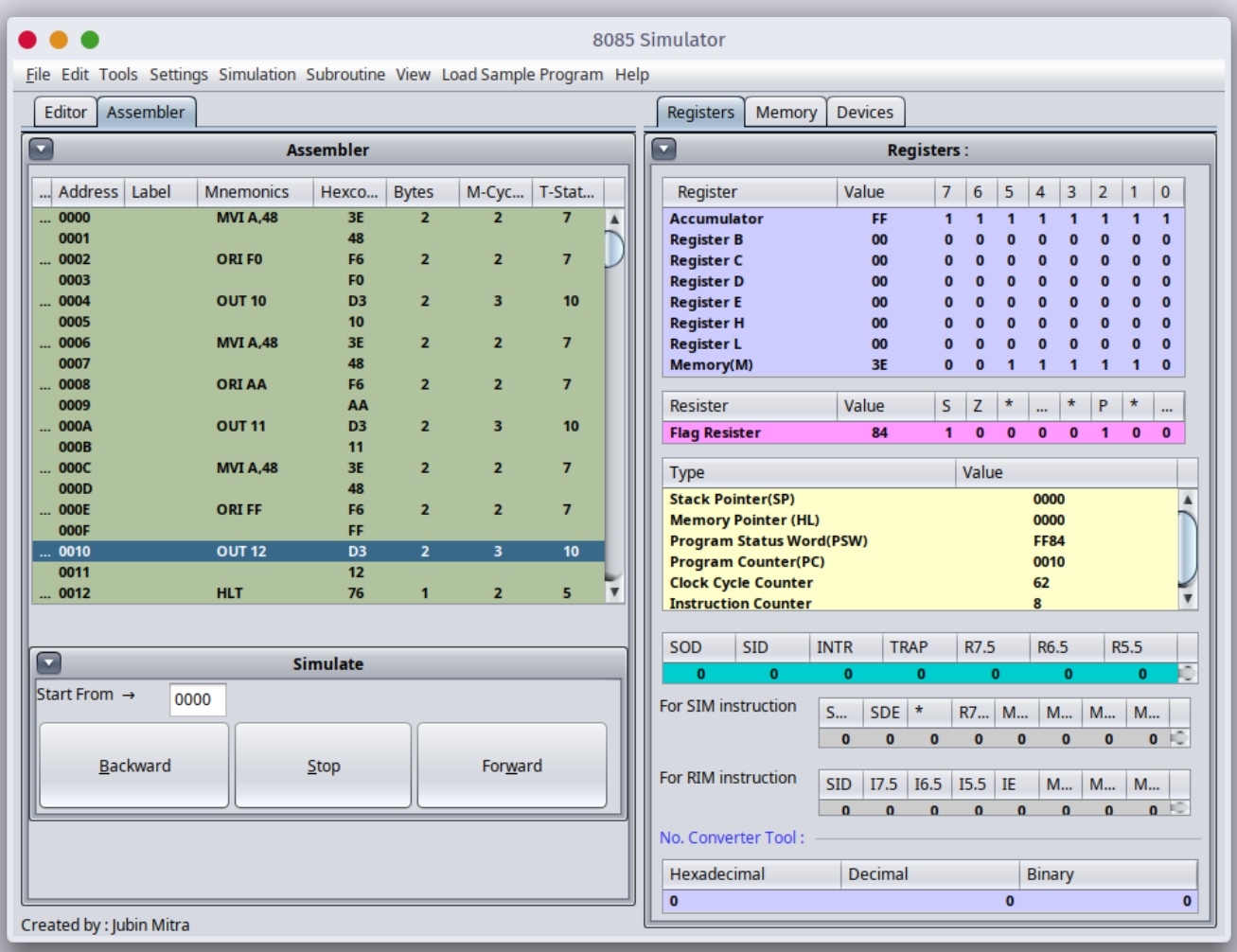
Case-3:



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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  AAH        //  OR with AA 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 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

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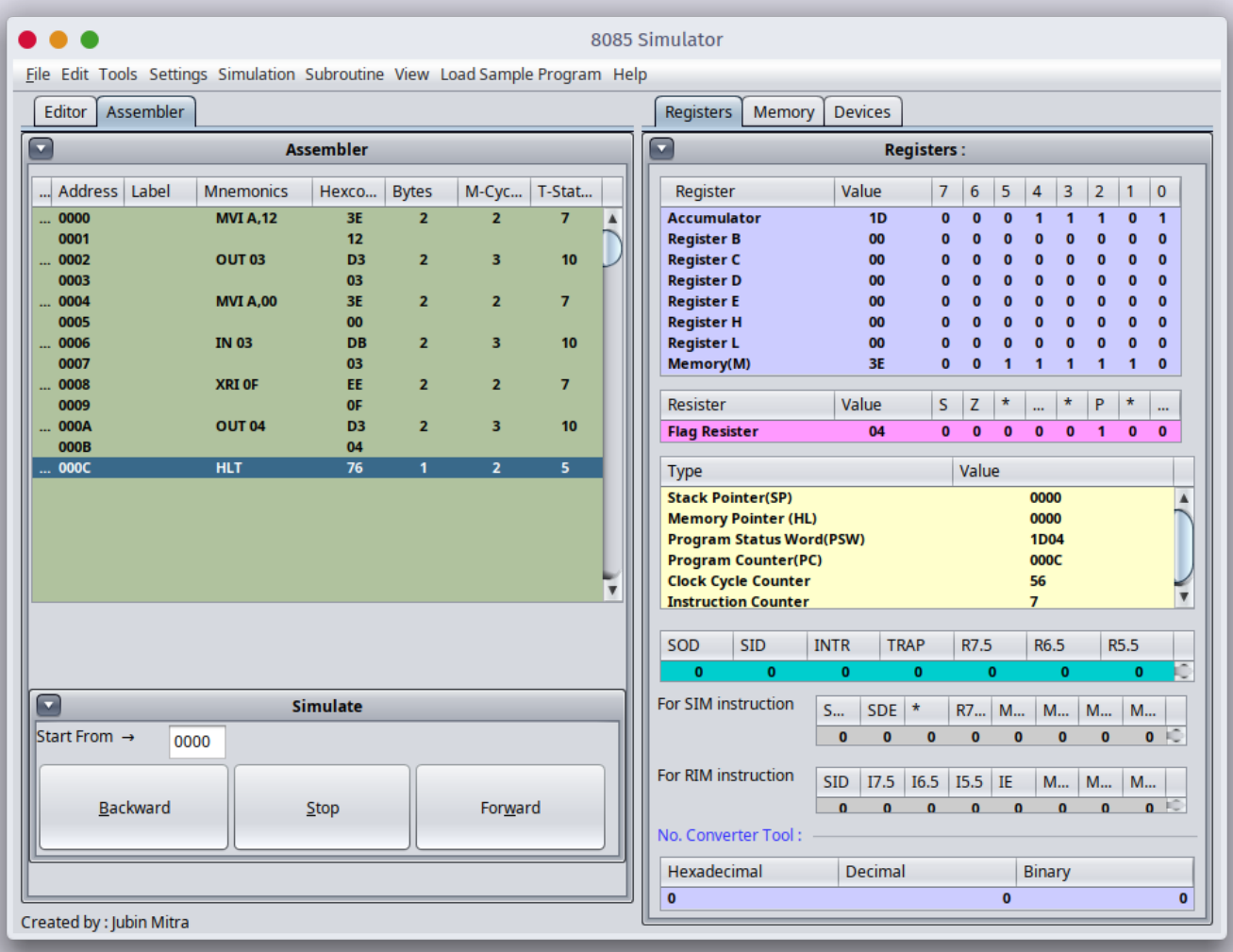
5. Get data byte from input port 03H and complement Lower Nibble. Store the result on the next memory location.

Screenshots :



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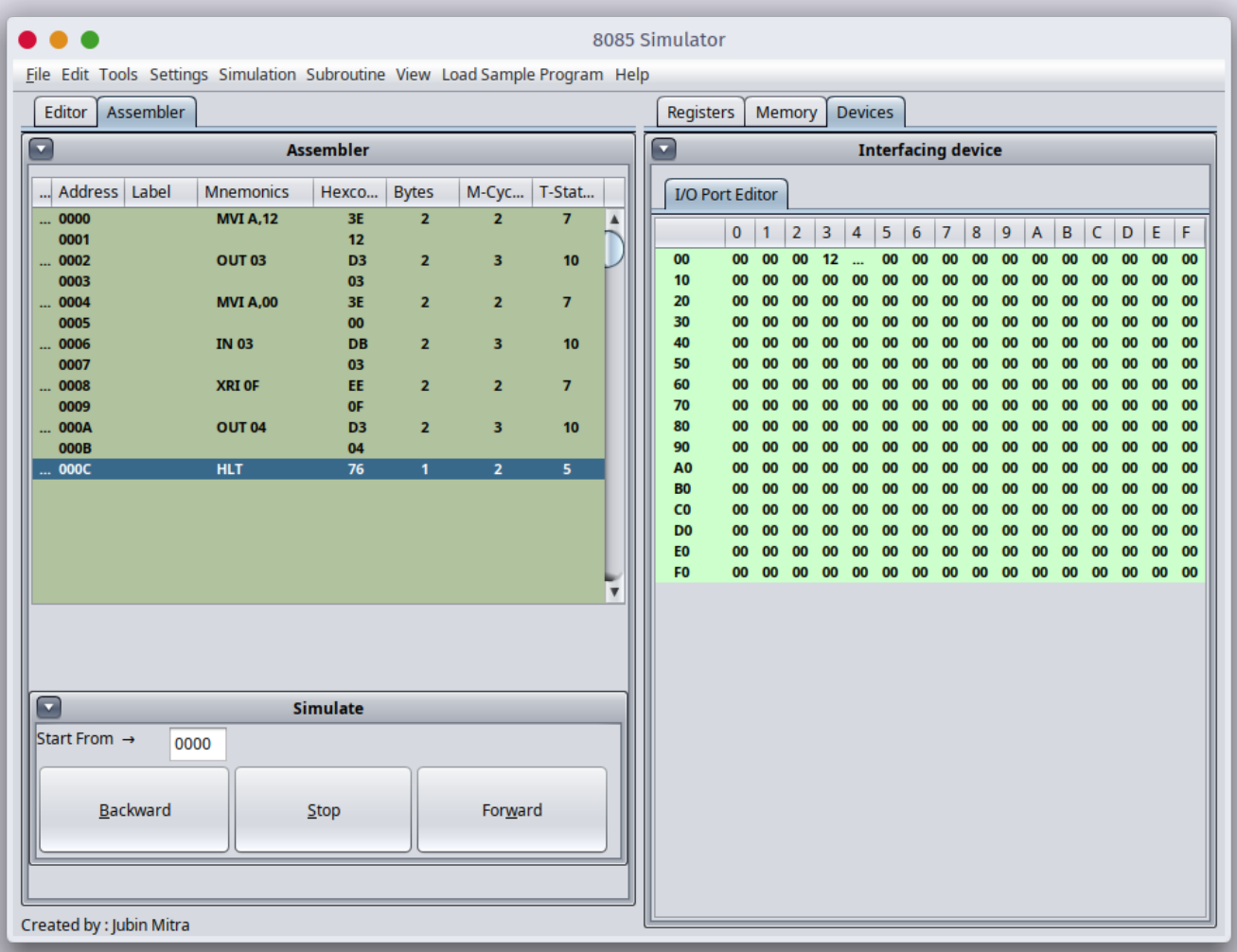

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Contents and comment :

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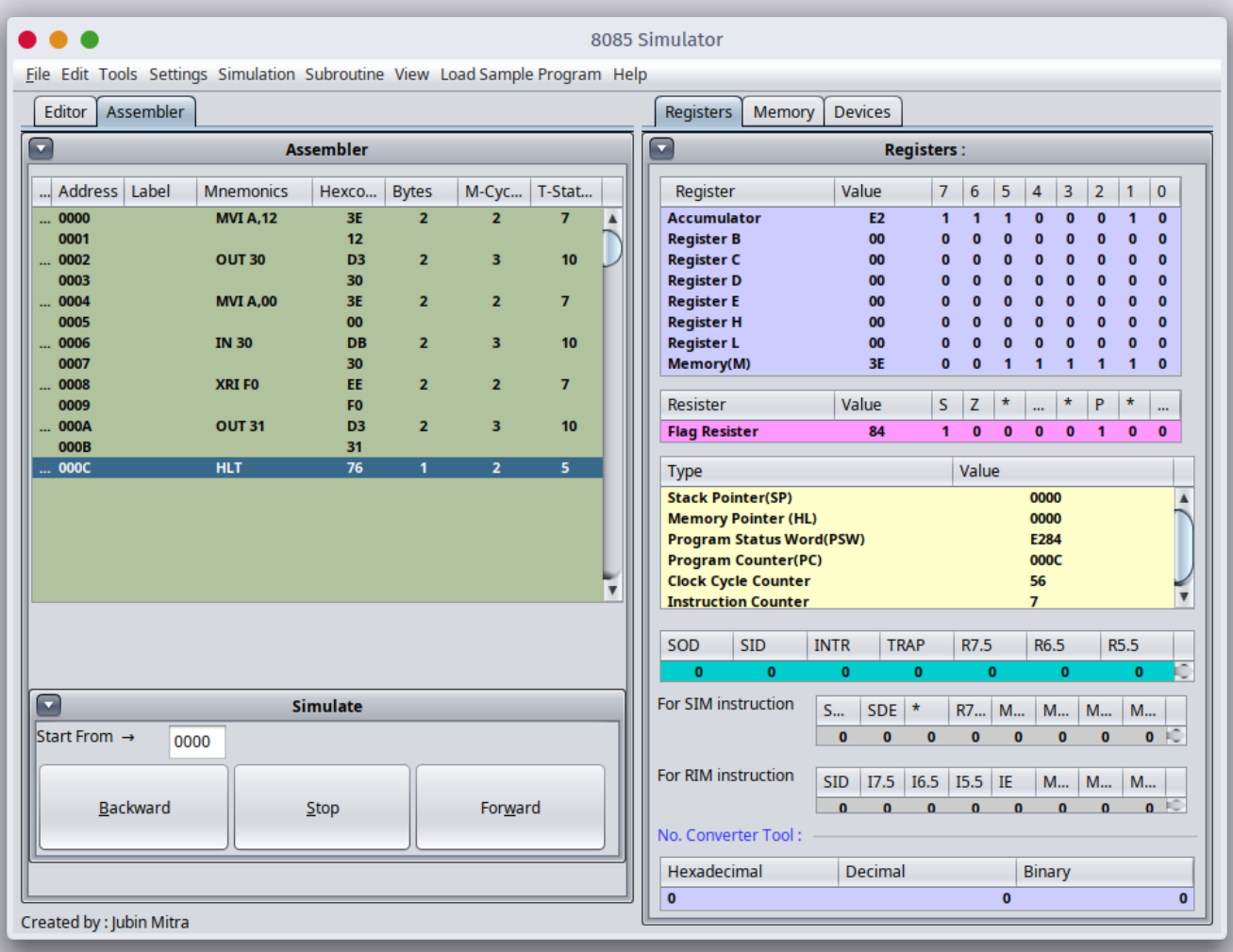
6. Get data byte from input port 30H and complement Upper Nibble. Store the result on the next memory location.

Screenshots :



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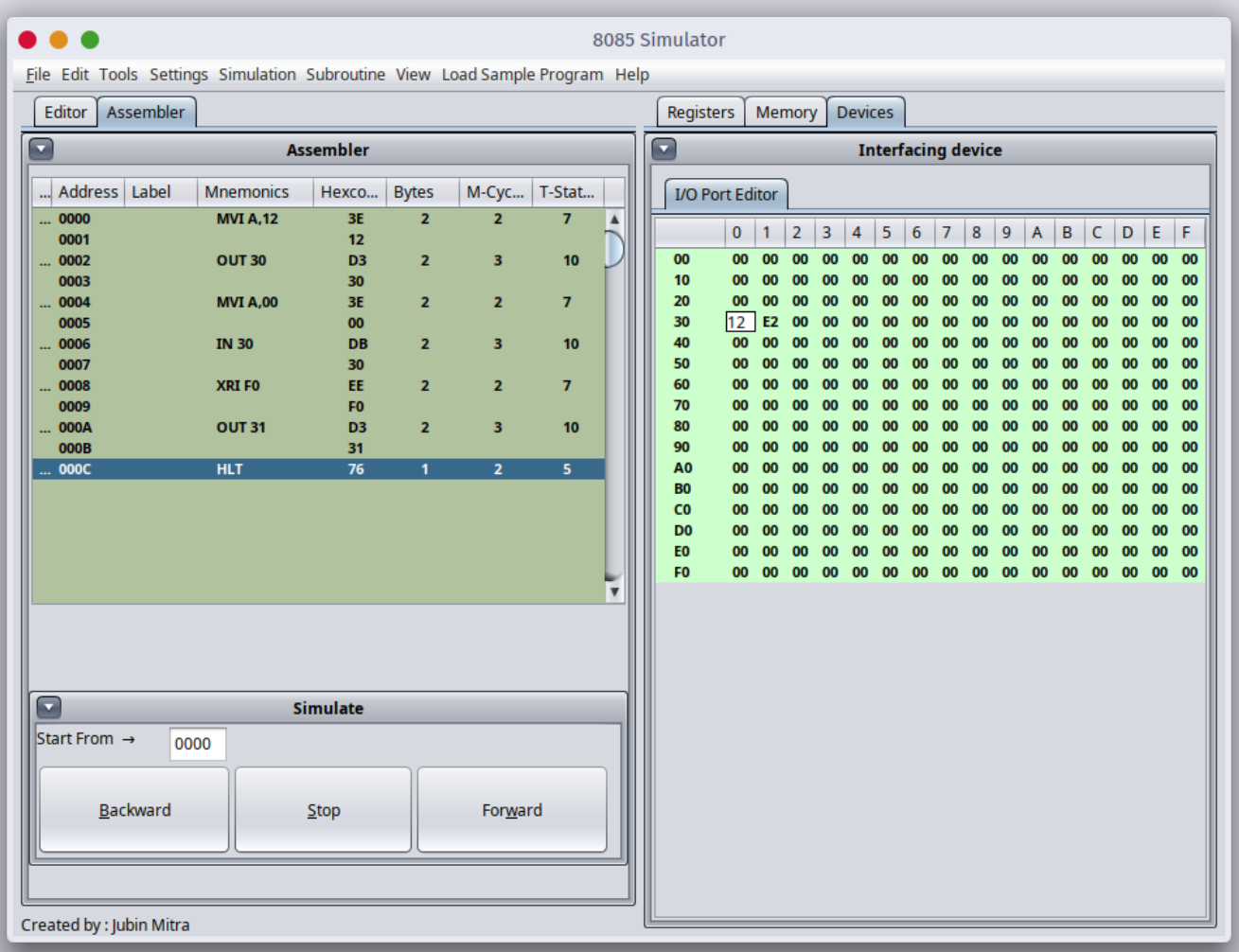

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Contents and comment :

```
Code :  MVI  A, 12 H    // Load 12 in A
        OUT  30 H       // display on port 30
        MVI  A, 00H     // Clear A
        IN   30 H       // input from port 30
        XRI  F0 H       // complemend upper nibble
        OUI  31 H       // 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 values 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 01010001 , CY - 0
after RAL, 10100010

(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 10100011 , CY - 1
after RRC, 11010001

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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 intermediate data given, with A's data.

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