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Write an asembly level program to transfer block of ten memory location to the given other location

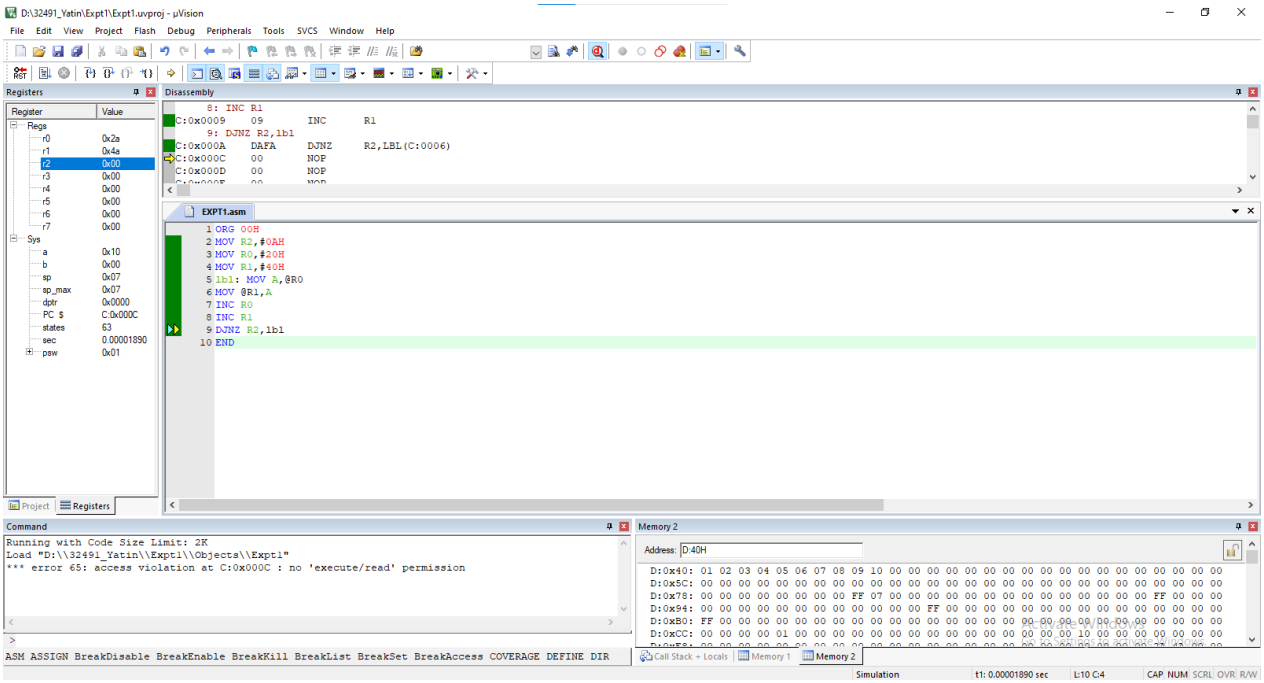
1.transfer memory block starting from 20H to memory starting from 40H

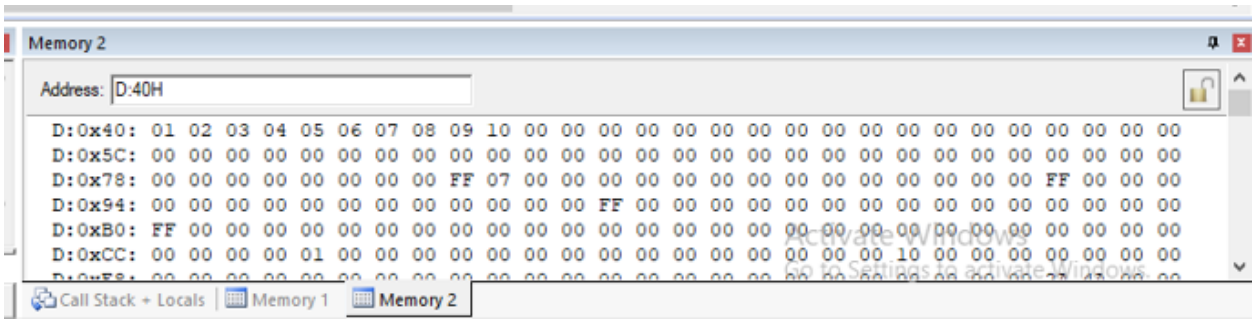
2.transfer memory block starting from 20H to memory starting from 25H

Code for 1st part

```
ORG 00H
MOV R2,#0AH
MOV R0,#20H
MOV R1,#40H
lbl: MOV A,@R0
MOV @R1,A
INC R0
INC R1
DJNZ R2,lbl
END
```

Output

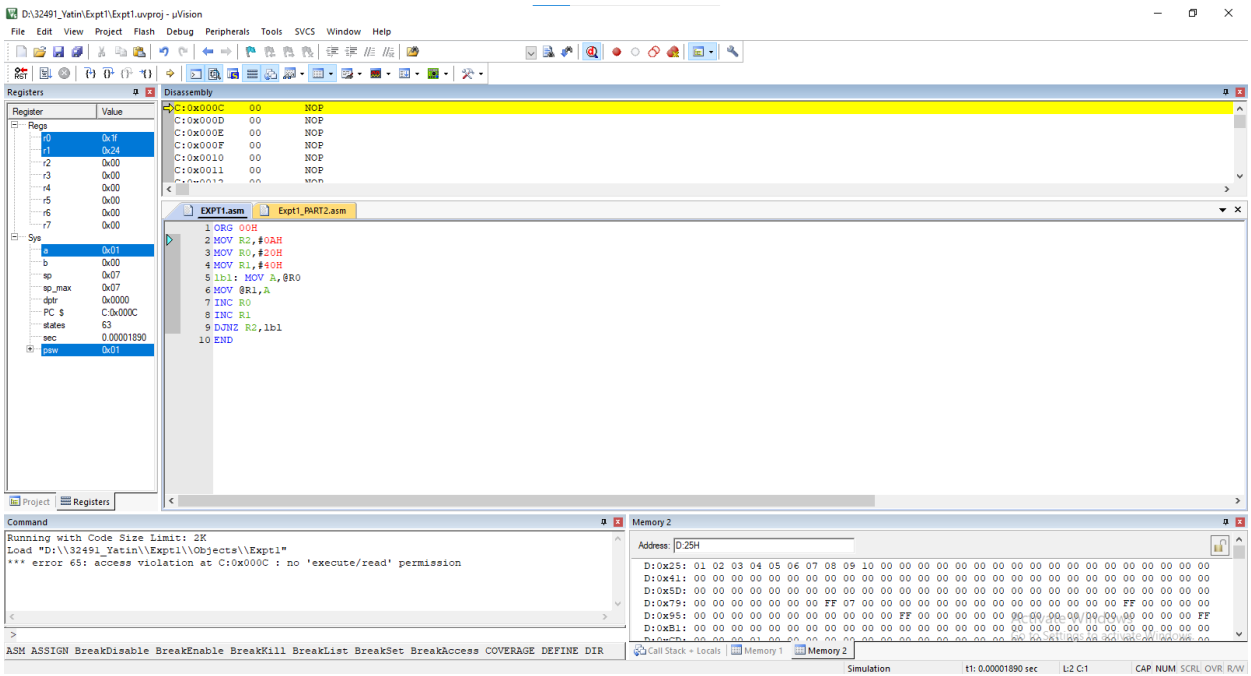

D:\32491_Yatin\Expt1\Expt1.uvproj - µVision
File Edit View Project Flash Debug Peripherals Tools SVCS Window Help
Registers
Register Value
Regs
r0 0x2a
r1 0x4a
r2 0x00
r3 0x00
r4 0x00
r5 0x00
r6 0x00
r7 0x00
Sys
a 0x10
b 0x00
sp 0x07
sp_max 0x07
dptr 0x0000
PC $ C:0x000C
states 63
sec 0.00001890
psw 0x01
Disassembly
8: INC R1
C:0x0009 09 INC R1
9: DJNZ R2,lbl
C:0x000A DAFA DJNZ R2,LBL(C:0x0006)
C:0x000C 00 NOP
C:0x000D 00 NOP
EXPT1.asm
1 ORG 00H
2 MOV R2,#0AH
3 MOV R0,#20H
4 MOV R1,#40H
5 lbl: MOV A,@R0
6 MOV @R1,A
7 INC R0
8 INC R1
9 DJNZ R2,lbl
10 END
Project Registers
Command
Running with Code Size Limit: 2K
Load "D:\\32491_Yatin\\Expt1\\Objects\\Expt1"
*** error 65: access violation at C:0x000C : no 'execute/read' permission
ASM ASSIGN BreakDisable BreakEnable BreakKill BreakList BreakSet BreakAccess COVERAGE DEFINE DIR
Memory 2
Address: D:40H
D:0x40: 01 02 03 04 05 06 07 08 09 10 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
D:0x5C: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
D:0x78: 00 00 00 00 00 00 00 00 FF 07 00 00 00 00 00 00 00 00 00 00 00 00 00 FF 00 00
D:0x94: 00 00 00 00 00 00 00 00 00 00 00 00 00 FF 00 00 00 00 00 00 00 00 00 00 00 00
D:0xB0: FF 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
D:0xCC: 00 00 00 00 01 00 00 00 00 00 00 00 00 00 00 00 00 00 00 10 00 00 00 00 00 00
Call Stack + Locals
Memory 1
Memory 2
Simulation
t1: 0.00001890 sec
L:10 C:4
CAP NUM SCRL OVR R/W

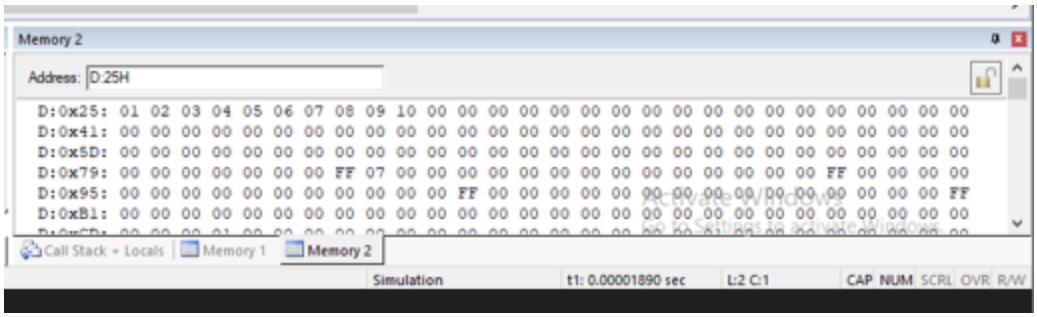

Memory 2
Address: D:40H
D:0x40: 01 02 03 04 05 06 07 08 09 10 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
D:0x5C: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
D:0x78: 00 00 00 00 00 00 00 00 FF 07 00 00 00 00 00 00 00 00 00 00 00 00 00 FF 00 00
D:0x94: 00 00 00 00 00 00 00 00 00 00 00 00 00 FF 00 00 00 00 00 00 00 00 00 00 00 00
D:0xB0: FF 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
D:0xCC: 00 00 00 00 01 00 00 00 00 00 00 00 00 00 00 00 00 00 00 10 00 00 00 00 00 00
Call Stack + Locals
Memory 1
Memory 2

Code for 2nd Part

```
ORG 00H

MOV R2,#0AH

MOV R0,#29H

MOV R1,#2EH

lbl: MOV A,@R0

MOV @R1,A

DEC R0

DEC R1

DJNZ R2,lbl

END
```

Output




Memory 2
Address: D:25H
D:0x25: 01 02 03 04 05 06 07 08 09 10 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
D:0x41: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
D:0x5D: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
D:0x79: 00 00 00 00 00 00 00 FF 07 00 00 00 00 00 00 00 00 00 00 00 00 00 FF 00 00 00
D:0x95: 00 00 00 00 00 00 00 00 00 00 00 FF 00 00 00 00 00 00 00 00 00 00 00 00 00 FF
D:0xB1: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
Call Stack + Locals
Memory 1
Memory 2
Simulation
t1: 0.00001890 sec
L:2 C:1
CAP NUM SCRL OVR R/W