



MALLA REDDY COLLEGE OF ENGINEERING AND TECHNOLOGY
(Autonomous Institution – UGC, Govt. of India)
(Affiliated to JNTUH, Hyderabad, Approved by AICTE- Accredited by NBA & NAAC 'A' Grade – ISO 9001:2015 Certified)

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*Department of **Electronics and Communication Engineering** Certified that in the bonafide Record of the work done by Mr./Miss. _____ Reg.No _____ of B.Tech **ECE** ____year ____semester for the Academic year 20__ to 20__ in _____ Laboratory.*

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Internal Examiner

External Examiner

MRCET

MICROPROCESSORS AND MICROCONTROLLERS LAB



MICROPROCESSORS & MICROCONTROLLERS

LAB MANUAL

B.TECH
III YEAR – I SEM
2024-2025
(R22A0488)

Prepared by:
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Department of Electronics and Communication Engineering



MALLA REDDY COLLEGE OF ENGINEERING & TECHNOLOGY
(Autonomous Institution – UGC, Govt. of India)

Recognized under 2(f) and 12 (B) of UGC ACT 1956
(Affiliated to JNTUH, Hyderabad, Approved by AICTE - Accredited by NBA & NAAC – 'A' Grade - ISO 9001:2015
Certified) Maisammaguda, Dhulapally (Post Via. Kompally), Secunderabad – 500100, Telangana State, India

ELECTRONICS & COMMUNICATION ENGINEERING

VISION

To evolve into a center of excellence in Engineering Technology through creative and innovative practices in teaching-learning, promoting academic achievement & research excellence to produce internationally accepted competitive and world class professionals.

MISSION

To provide high quality academic programmes, training activities, research facilities and opportunities supported by continuous industry institute interaction aimed at employability, entrepreneurship, leadership and research aptitude among students.

QUALITY POLICY

- ❖ Impart up-to-date knowledge to the students in Electronics & Communication area to make them quality engineers.
- ❖ Make the students experience the applications on quality equipment and tools.
- ❖ Provide systems, resources and training opportunities to achieve continuous improvement.
- ❖ Maintain global standards in education, training and services.



PROGRAMME EDUCATIONAL OBJECTIVES (PEOs)**PEO1: PROFESSIONALISM & CITIZENSHIP**

To create and sustain a community of learning in which students acquire knowledge and learn to apply it professionally with due consideration for ethical, ecological and economic issues.

PEO2: TECHNICAL ACCOMPLISHMENTS

To provide knowledge based services to satisfy the needs of society and the industry by providing hands on experience in various technologies in core field.

PEO3: INVENTION, INNOVATION AND CREATIVITY

To make the students to design, experiment, analyze, interpret in the core field with the help of other multi disciplinary concepts wherever applicable.

PEO4: PROFESSIONAL DEVELOPMENT

To educate the students to disseminate research findings with good soft skills and become a successful entrepreneur.

PEO5: HUMAN RESOURCE DEVELOPMENT

To graduate the students in building national capabilities in technology, education and research.

PROGRAMME SPECIFIC OBJECTIVES (PSOs)**PSO1**

To develop a student community who acquire knowledge by ethical learning and fulfill the societal and industry needs in various technologies of core field.

PSO2

To nurture the students in designing, analyzing and interpreting required in research and development with exposure in multi disciplinary technologies in order to mould them as successful industry ready engineers/entrepreneurs

PSO3

To empower students with all round capabilities who will be useful in making nation strong in technology, education and research domains.

PROGRAM OUTCOMES (POs)**Engineering Graduates will be able to:**

1. **Engineering knowledge:** Apply the knowledge of mathematics, science, engineering fundamentals, and an engineering specialization to the solution of complex engineering problems.
2. **Problem analysis:** Identify, formulate, review research literature, and analyze complex engineering problems reaching substantiated conclusions using first principles of mathematics, natural sciences, and engineering sciences.
3. **Design / development of solutions:** Design solutions for complex engineering problems and design system components or processes that meet the specified needs with appropriate consideration for the public health and safety, and the cultural, societal, and environmental considerations.
4. **Conduct investigations of complex problems:** Use research-based knowledge and research methods including design of experiments, analysis and interpretation of data, and synthesis of the information to provide valid conclusions.
5. **Modern tool usage:** Create, select, and apply appropriate techniques, resources, and modern engineering and IT tools including prediction and modeling to complex engineering activities with an understanding of the limitations.
6. **The engineer and society:** Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal and cultural issues and the consequent responsibilities relevant to the professional engineering practice.
7. **Environment and sustainability:** Understand the impact of the professional engineering solutions in societal and environmental contexts, and demonstrate the knowledge of, and need for sustainable development.
8. **Ethics:** Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering practice.
9. **Individual and team work:** Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.
10. **Communication:** Communicate effectively on complex engineering activities with the engineering community and with society at large, such as, being able to comprehend and write effective reports and design documentation, make effective presentations, and give and receive clear instructions.
11. **Project management and finance:** Demonstrate knowledge and understanding of the engineering and management principles and apply these to one's own work, as a member and leader in a team, to manage projects and in multi disciplinary environments.
12. **Life- long learning:** Recognize the need for, and have the preparation and ability to engage in independent and life-long learning in the broadest context of technological change.

Course Objectives:

- To develop and execute variety of assembly language programs of Intel 8086 including arithmetic and logical, sorting, searching, and string manipulation operations.
- To develop and execute the assembly language programs for interfacing Intel 8086 with peripheral devices.
- To develop and execute simple programs on 8051 micro controller.

Course Outcomes:

After going through this course the student will be able to

- The student will learn the internal organization of popular 8086/8051 microprocessors/microcontrollers.
- The student will learn hardware and software interaction and integration.
- To apply the concepts in the design of microprocessor/microcontroller based systems in real time applications

LABORATORY RULES

General Rules of Conduct in Laboratories:

1. You are expected to arrive on time and not depart before the end of a laboratory.
2. You must not enter a lab unless you have permission from a technician or lecturer.
3. You are expected to comply with instructions, written or oral, that the laboratory Instructor gives you during the laboratory session.
4. You should behave in an orderly fashion always in the lab.
5. You must not stand on the stools or benches in the laboratory.
6. Keep the workbench tidy and do not place coats and bags on the benches.
7. You must ensure that at the end of the laboratory session all equipment used is stored away where you found it.
8. You must put all rubbish such as paper outside in the corridor bins. Broken components should be returned to the lab technician for safe disposal.
9. You must not remove test equipment, test leads or power cables from any lab without permission.
10. Eating, smoking and drinking in the laboratories are forbidden.
11. The use of mobile phones during laboratory sessions is forbidden.
12. The use of email or messaging software for personal communications during laboratory sessions is forbidden.
13. Playing computer games in laboratories is forbidden.

Specific Safety Rules for Laboratories:

1. You must not damage or tamper with the equipment or leads.
2. You should inspect laboratory equipment for visible damage before using it. If there is a problem with a piece of equipment, report it to the technician or lecturer. DONOT return equipment to a storage area
3. You should not work on circuits where the supply voltage exceeds 40 volts without very specific approval from your lab supervisor. If you need to work on such circuits, you should contact your supervisor for approval and instruction on how to do this safely before commencing the work.
4. Always use an appropriate stand for holding your soldering iron.
5. Turn off your soldering iron if it is unlikely to be used for more than 10 minutes.
6. Never leave a hot soldering iron unattended.
7. Never touch a soldering iron element or bit unless the iron has been disconnected from the mains and has had adequate time to cool down.
8. Never strip insulation from a wire with your teeth or a knife, always use an appropriate wire stripping tool.
9. Shield wire with your hands when cutting it with a pliers to prevent bits of wire flying about the bench.

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PART-A

1. INTRODUCTION TO MASM

EDITOR

An editor is a program, which allows you to create a file containing the assembly language statements for your program. As you type in your program, the editor stores the ASCII codes for the letters and numbers in successive RAM locations. When you have typed in all of your programs, you then save the file on a floppy or hard disk. This file is called source file. The next step is to process the source file with an assembler. In the MASM /TASM assembler, you should give your source file name the extension, .ASM

ASSEMBLER

An assembler program is used to translate the assembly language mnemonics for instructions to the corresponding binary codes. When you run the assembler, it reads the source file of your program from the disk, where you saved it after editing on the first pass through the source program the assembler determines the displacement of named data items, the offset of labels and pails this information in a symbol table. On the second pass through the source program, the assembler produces the binary code for each instruction and inserts the offset etc that is calculated during the first pass. The assembler generates two files on floppy or hard disk. The first file called the object file is given the extension. OBJ. The object file contains the binary codes for the instructions and information about the addresses of the instructions. The second file generated by the assembler is called assembler list file. The list file contains your assembly language statements, the binary codes for each instructions and the offset for each instruction. In MASM/TASM assembler, MASM/TASM source file name ASM is used to assemble the file. Edit source file name LST is used to view the list file, which is generated, when you assemble the file.

LINKER

A linker is a program used to join several object files into one large object file and convert to an **exe** file. The linker produces a link file, which contains the binary codes for all the combined modules. The linker however doesn't assign absolute addresses to the program, it assigns is said to

be reloadable because it can be put anywhere in memory to be run. In MASM/TASM, LINK/TLINK source filename is used to link the file.

DEBUGGER

A debugger is a program which allows you to load your object code program into system memory, execute the program and troubleshoot or debug it. The debugger allows you to look at the contents of registers and memory locations after your program runs. It allows you to change the contents of register and memory locations after your program runs. It allows you to change the contents of register and memory locations and return the program. A debugger also allows you to set a break point at any point in the program. If you insert a breakpoint the debugger will run the program up to the instruction where the breakpoint is set and stop execution. You can then examine register and memory contents to see whether the results are correct at that point. In MASM/TASM, `td filename` is issued to debug the file.

DEBUGGER FUNCTIONS:

1. Debugger allows looking at the contents of registers and memory locations.
2. We can extend 8-bit register to 16-bit register with the help of extended register option.
3. Debugger allows setting breakpoints at any point with the program.
4. The debugger will run the program up to the instruction where the breakpoint is set and then stop execution of program. At this point, we can examine registry and memory contents at that point.
5. With the help of `dump` we can view register contents.
6. We can trace the program step by step with the help of `F7`.
7. We can execute the program completely at a time using `F8`.

The DOS -Debugger:

The DOS "Debug" program is an example of simple debugger that comes with MS-DOS. Hence it is available on any PC. It was initially designed to give the user the capability to trace logical errors in executable file.

Below, are summarized the basic DOS - Debugger commands

COMMAND	SYNTAX
Assemble	A [address]
Compare	C range address
Dump	D [range]
Enter	E address [list]
Fill	F range list
Go	G [=address] [addresses]
Hex	H value1 value2
Input	I port
Load	L[address] [drive][first sector][number]
Move	M range address
Name	N[pathname][argument list]
Output	O port byte
Proceed	P [=address][number]
Quit	Q
Register	R[register]
Search	S range list
Trace	T [=address][value]
Unassembled	u [range]
Write	W[address][drive][first sector][number]

MS-MASM:

Microsoft's Macro Assembler (MASM) is an integrated software package written by Microsoft Corporation for professional software developers. It consists of an editor, an assembler, a linker and a debugger (Code View). The programmer's workbench combines these four parts into a user-friendly programming environment with built-in on-line help. The following are the steps used if you are to run MASM from DOS

MICROPROCESSOR LAB EXECUTION PROCEDURE

STEP1: Opening the DOS prompt

Click **start** menu button and click on **Run** and then type *cmd at* command prompt immediately DOS window will be appeared

STEP2: Checking the masm installation

To know MASAM is installed or not simply type **masm** at the command prompt upon that it replies masm version vendor (Microsoft), etc... If you get any error there is no masm in that PC

STEP3: Directory changing (create a folder with your branch and no in D drive)

Change the current directory to your won directory suppose your folder in **D** drive type the following commands to change the directory at command prompt type **D:** hit enter now you are in **D drive** type **cd folder name** hit the enter

Example: D cd ece10

Now we are in folder cse10

STEP4: writing the program

At the command prompt type the **edit programname.asm**

Example. Edit add.asm

Immediately editor window will open and there you have to write the program. Type the program in that window after completion save the Program, to save the program Go to file opt in the menu bar and select save opt now your code is ready to Assemble.

STEP5: Assembling, Linking and executing the program

Go to *file* opt click *exit* opt now DOS prompt will be displayed to assemble the program type the following commands at the DOS prompt

Masm Program Name, Program Name, Program Name, Program Name hit the enter

Example: Masm add, add, add, add enter

OR

Example: Masm add.asm

If there are any errors in the program assembler reports all of them at the command prompt with line no's, if there are now bugs your ready to link the program. To link the program type the following line at command prompt Link program name,,,,, (5 commas)

Example: Link add,,,,,

OR

Example: link add.obj

After linking you are ready to execute the program. To execute the program type the following command

Debug program name.exe hit the enter

Example: Debug add.exe

Now you entered into the execution part of the program here you have to execute the program instruction by instruction (debugging) first of all press the *r* key(register) hit the enter key it'll displays all the registers and their initial values in HEXDECIMAL note down the values of all the register which are used in the program. To execute the next instruction press *t* key (TRACE) hit the enter it'll execute that instruction and displays the contents of all the register. You have to do this until you reach the last instruction of the program. After execution you have to observe the results (in memory or registers based on what you have written in the program).

STEP6: Copying list file (common for all programs):

A list file contains your code starting address and end address along with your program .For every program assembler generates a list file at your folder, programname.lst (ex. Add.lst) you should copy this to your lab observation Opening a list file

Edit programname.lst

Example. Edit add.lst

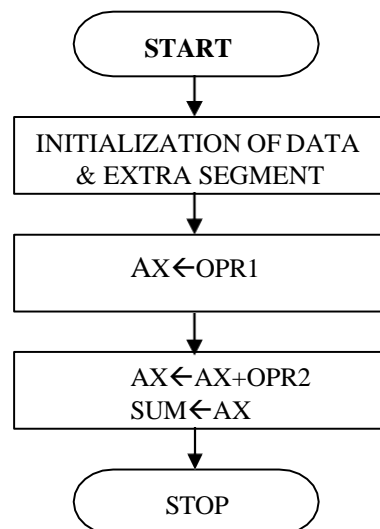
EXPERIMENT NO.2**16 BIT ARITHMETIC OPERATIONS**

AIM: Write an ALP to 8086 to perform 16-bit arithmetic operations in various Addressing Modes

TOOLS: PC installed with MASM

ALGORITHM:

- Step I** : Initialize the Data segment memory.
Step II : Initialize the Extra segment memory.
Step III : Load the first number into AX register.
Step IV : Add two numbers.
Step V : Store the result in Extra segment.
Step VI : Terminate the program
Step VII : Stop.

FLOW CHART:

PROGRAM:**(A) 16-bit addition using different addressing modes**

```

ASSUME CS: CODE, DS: DATA, ES: EXTRA

DATA SEGMENT
    OPR1 DW 5169H
    OPR2 DW 1000H

DATA ENDS

EXTRA SEGMENT
    SUM DW ?

EXTRA ENDS

CODE SEGMENT
START: MOV AX, DATA
        MOV DS, AX           ; REGISTER ADDRESSING MODE
        MOV AX, OPR1        ; DIRECT ADDRESSING MODE
        ADD AX, OPR2        ; DIRECT ADDRESSING MODE
        MOV SUM, AX         ; DIRECT ADDRESSING MODE
        INT 03H

CODE ENDS

END START

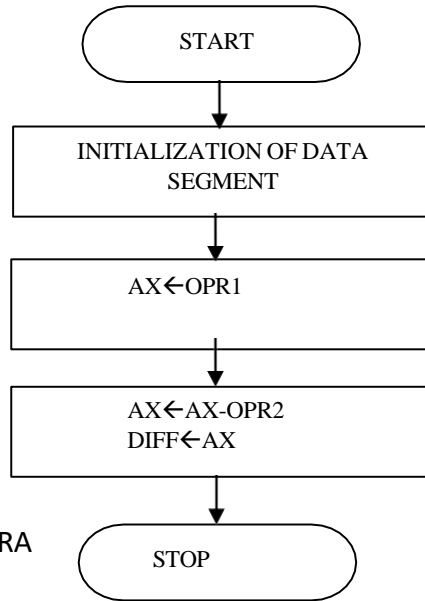
END

```

(B) 16-bit subtraction using different addressing modes**ALGORITHM:**

- Step I** : Initialize the data & extra segment memory.
- Step II** : Load the first number into AX register.
- Step IV** : Sub AX from OPR2.
- Step V** : Store result in extra segment
- Step VI** : verify the result.
- Step VII** : Stop.

FLOW CHART:



PROGRAM:

ASSUME CS:CODE, DS: DATA,ES:EXTRA

DATA SEGMENT

OPR1 DW 5169H

OPR2 DW 1000H

DATA ENDS

EXTRA SEGMENT

DIFF DW ?

EXTRA ENDS

CODE SEGMENT

START: MOV AX, DATA

MOV DS, AX ; REGISTER ADDRESSING MODE

MOV AX, EXTRA

MOV ES, AX ; REGISTER ADDRESSING MODE

MOV BX, OFFSET OPR1 ; DIRECT ADDRESSING MODE

MOV AX, [BX] ; BASE ADDRESSING MODE/

SUB AX, OPR2 ; DIRECT ADDRESSING MODE

MOV DIFF, AX ; DIRECT ADDRESSING MODE

INT 03H

CODE ENDS

END START

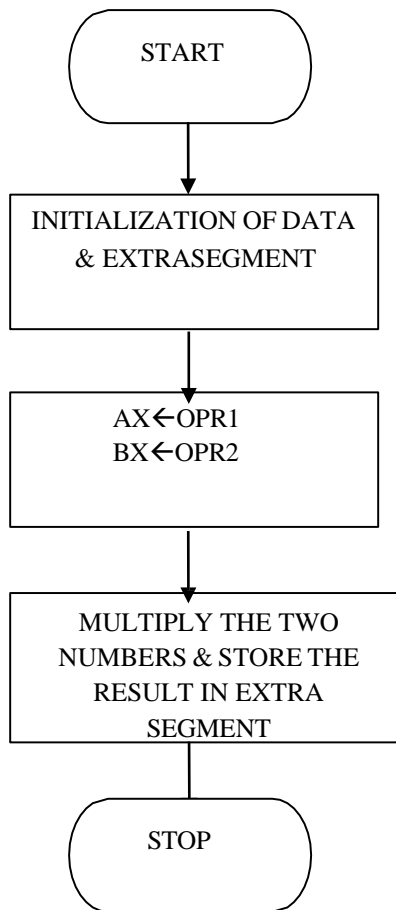
END

(C) 16-bit Multiplication using different addressing modes

ALGORITHM:

- Step I** : Initialize the data & extra segment memory.
- Step II** : Load the first number into AX register.
- Step III** : Load the second number into BX register.
- Step IV** : Multiply AX with BX.
- Step V** : store lower word in accumulator into extra segment.
- Step VI** : Store Upper word in DX register into extra segment
- Step VII** : Verify the result.
- Step VIII** : Stop.

FLOW CHART:



PROGRAM:

ASSUME CS: CODE, DS: DATA, ES: EXTRA

DATA SEGMENT

OPR1 DW 5169H

OPR2 DW 1000H

DATA ENDS

EXTRA SEGMENT

RES DW 2 DUP(0)

EXTRA ENDS

CODE SEGMENT

START:MOV AX,DATA

MOV DS,AX ; REGISTER ADDRESSING MODE

MOV AX,EXTRA

MOV ES, AX ; REGISTER ADDRESSING MODE

MOV SI,OFFSET OPR1

MOV AX,[SI] ; INDEXED ADDRESSING MODE

MOV BX,OPR2 ; DIRECT ADDRESSING MODE

MUL BX ; REGISTER ADDRESSING MODE

MOV RES, AX ; DIRECT ADDRESSING MODE

MOV RES+2, DX ; DIRECT ADDRESSING MODE

INT 03H

CODE ENDS

END START

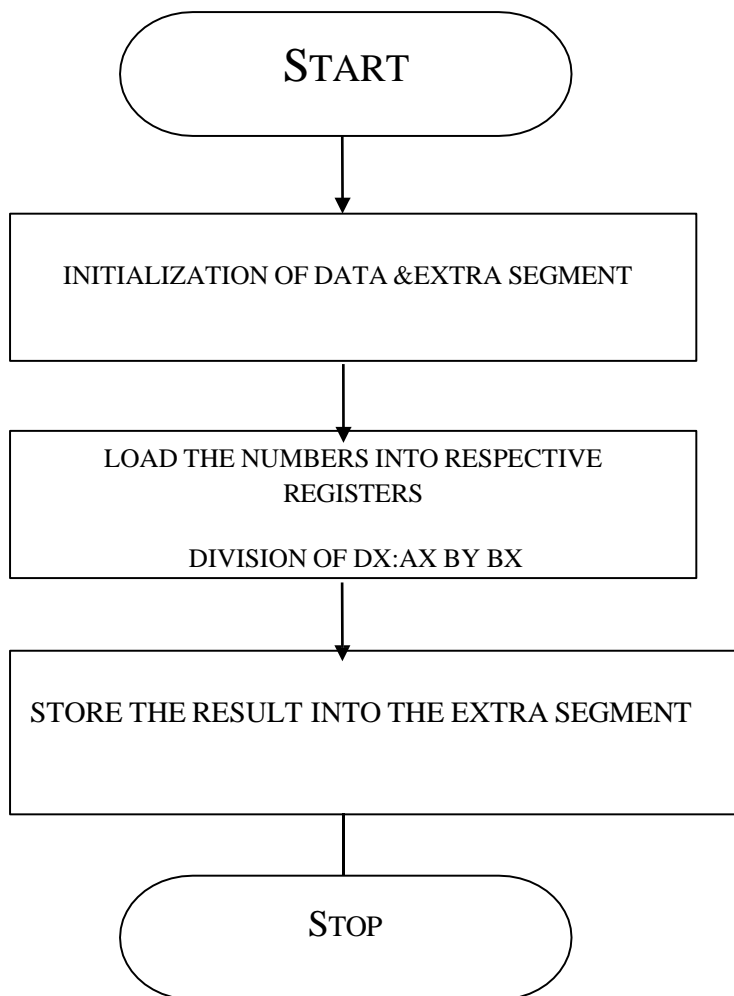
END

(D) 16-bit Division using different addressing modes

ALGORITHM:

- Step I** : Initialize the data & extra segment memory.
- Step II** : Load the first number into DX:AX registerpair.
- Step III** : Load the second number into BX register.
- Step IV** : Divide DX:AX pair by BX.
- Step V** : store the Quotient in AX register into extra segment. **Step**
- VI** : Store the remainder in DX register into extra segment.
- Step VII** : Verify the result.
- Step VIII** : Stop.

FLOW CHART:



PROGRAM:

ASSUME CS: CODE, DS:DATA, ES:EXTRA

DATA SEGMENT

OPR1 DD 74105169H

OPR2 DW 7875H

DATA ENDS

EXTRA SEGMENT

DIVQ DW ?

DIVR DW ?

EXTRA ENDS

CODE SEGMENT

START:MOV AX, DATA

MOV DS, AX ; REGISTER ADDRESSING MODE

MOV AX, EXTRA

MOV ES, AX ; REGISTER ADDRESSING MODE

MOV SI, OFFSET OPR1

MOV AX, [SI] ; INDEXED ADDRESSING MODE/

MOV DX, [SI+2] ; INDEXED ADDRESSING MODE

MOV BX, OPR2 ; DIRECT ADDRESSING MODE

DIV BX ; REGISTER ADDRESSING MODE

MOV DIVQ, AX

MOV DIVR, DX

INT 03H

CODE ENDS

END START

END

Result:**UNSIGNED NUMBERS****INPUT:** OPR1 =

OPR2 =

OUTPUT: ALL RESULTS ARE STORED IN EXTRA SEGMENT (ES)

SUM =

DIFF=

MUL=

MUL+2=

DIVQ=

DIVR=

Exercise Questions:

- 1) Write an assembly language program for the expression $ax+b$
- 2) Write an assembly language program for the squaring of 16 bit Hexa Decimal number.
- 3) Write an assembly language program for the factorial of 8 bit Hexadecimal number.

Viva Question:

- 1) What is meant by microprocessor?
- 2) What is meant by accumulator?
- 3) What is meant by assembler directive?
- 4) What are segment Registers?
- 5) What is the use of INT 03H instruction ?

OBSERVATION:

EXPERIMENT NO.3

SORTING AN ARRAY FOR 8086

AIM: Write and execute an ALP to 8086 processor to sort the given 16-bit numbers in Ascending and Descending order.

TOOLS: PC installed with MASM 6.11

ALGORITHM:

Step I: Initialize the data segment memory.

Step II : Initialize the number of elements counter

Step III : Initialize the comparisons counter..

Step IV: Load the numbers into respective registers

Step V: Compare the elements. If first element < second element goto step **VII**
Else go to next step.

Step VI: Swap the numbers in the memory..

Step VII: Increment memory pointer & Decrement the comparison counter.

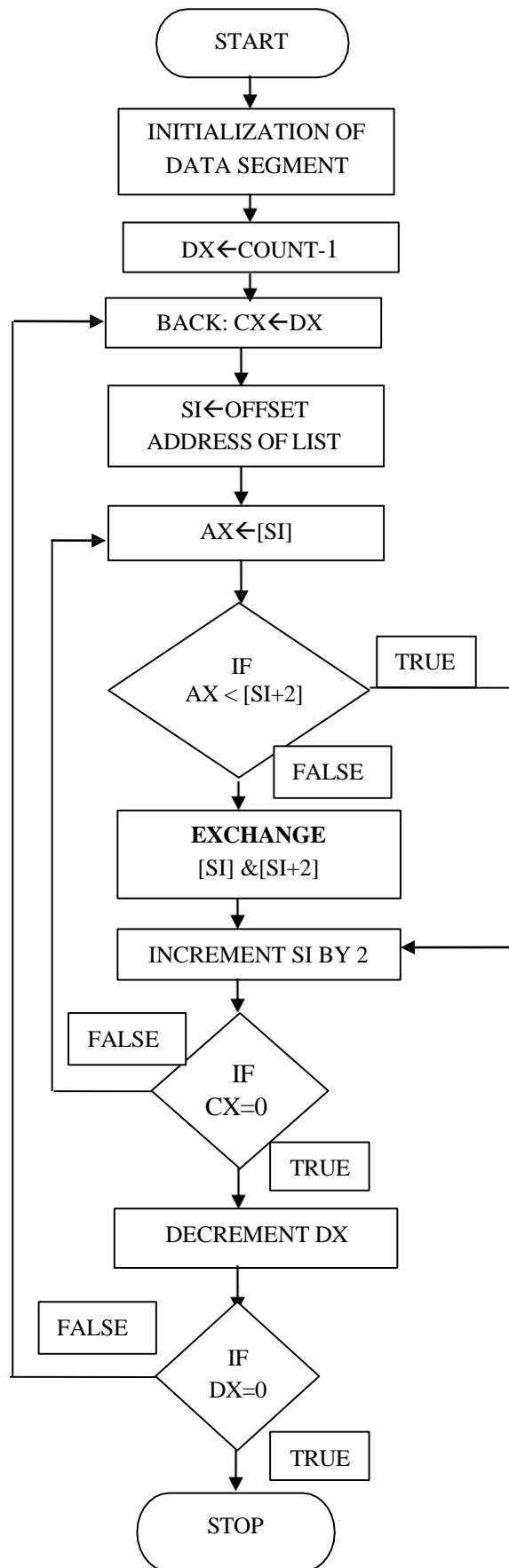
Step VIII: Is count = 0 ? if yes go to next step else go to **step IV**.

Step IX: decrement the element counter.

Step X: Is count not 0 ? go **Step III** else go to next step

Step IX: Stop & terminate the program.

FLOW CHART:



PROGRAM:**ASCENDING ORDER**

ASSUME CS: CODE, DS: DATA

DATA SEGMENT

LIST DW 0125H,0144H,3001H,0003H,0002H

COUNT EQU 05H

DATA ENDS

CODE SEGMENT

START:MOV AX,DATA

MOV DS,AX

MOV DX,COUNT-1

BACK: MOV CX,DX

MOV SI, OFFSET LIST

AGAIN: MOV AX,[SI]

CMP AX,[SI+2]

JC GO

XCHG AX,[SI+2]

XCHG AX,[SI]

GO:INC SI

INC SI

LOOP AGAIN

DEC DX

JNZ BACK

INT 03H

CODE ENDS

END START

END

Result:

INPUT: (DS: 0000H) = 25H,01H,44H,01H,01H,30H,03H,00H,02H,00H

OUTPUT: (DS: 0000H) =

DESCENDING ORDER**ALGORITHM:**

Step I: Initialize the data segment memory.

Step II : Initialize the number of elements counter

Step III : Initialize the comparisons counter..

Step IV: Load the numbers into respective registers

Step V: Compare the elements. If first element > second element go to step **VII**

Else go to next step.

Step VI: Swap the numbers in the memory.

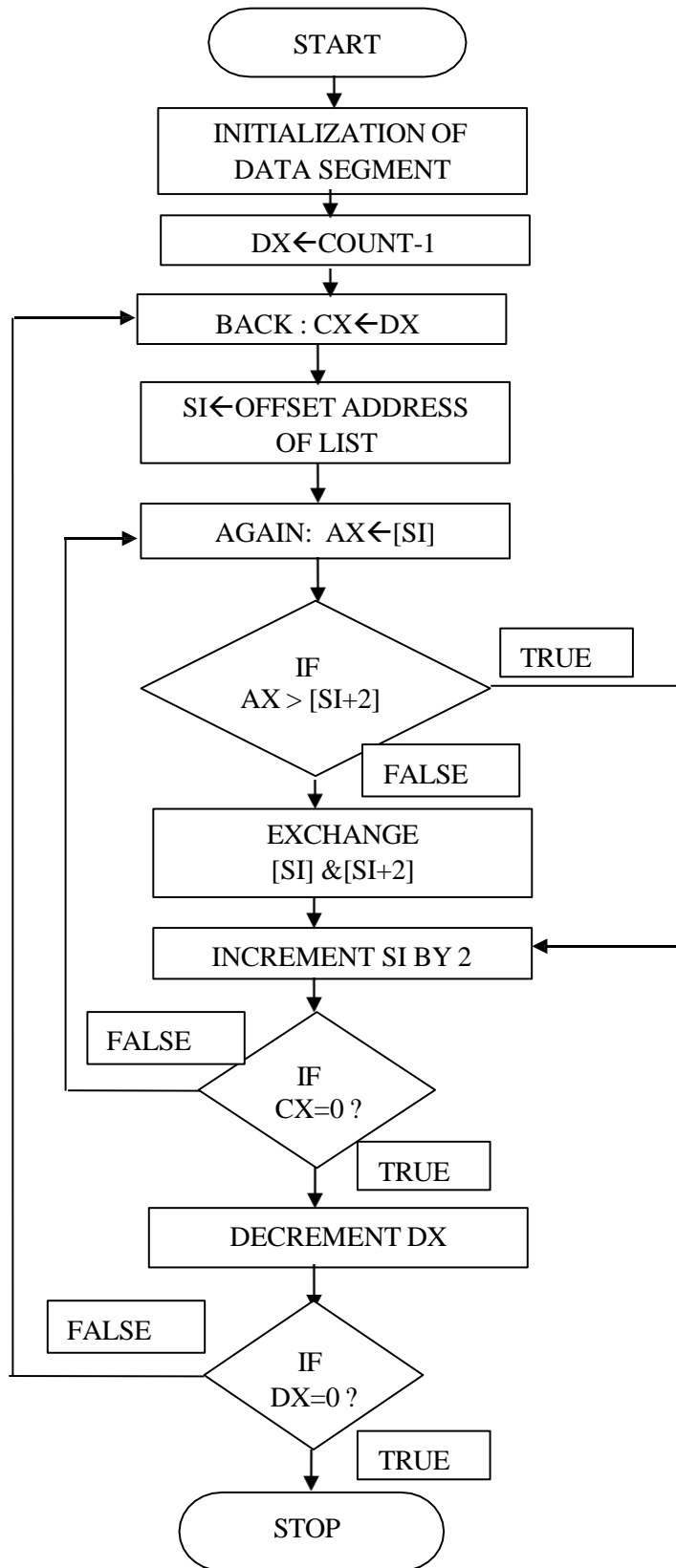
Step VII: Increment memory pointer & Decrement the comparison counter.

Step VIII: Is count = 0? If yes go to next step else go to **step IV**.

Step IX: decrement the element counter.

Step X: Is count not 0? go **Step III** else go to next step **Step IX:** Stop & terminate the program.

FLOW CHART:



DESCENDING ORDER**PROGRAM:**

ASSUME CS: CODE, DS:DATA

DATA SEGMENT

LIST DW 0125H,0144H,3001H,0003H,0002H

COUNT EQU 05H

DATA ENDS

CODE SEGMENT

START:MOV AX,DATA

MOV DS,AX

MOV DX,COUNT-1

BACK:MOV CX,DX

MOV SI,OFFSET LIST

AGAIN:MOV AX,[SI]

CMP AX,[SI+2]

JAE GO

XCHG AX,[SI+2]

XCHG AX,[SI]

GO:INC SI

INC SI

LOOP AGAIN

DEC DX

JNZ BACK

INT 03H

CODE ENDS

END START

END

Result:

INPUT: (DS: 0000H) = 25H,01H,44H,01H,01H,30H,03H,00H,02H,00H

OUTPUT: (DS: 0000H) =

Exercise Questions:

- 1) Write an assembly language program for finding the maximum number in array of five 16 bit hexadecimal numbers?
- 2) Write an assembly language program for finding the minimum number in array of five 16 bit hexadecimal numbers?

Viva Questions:

- 1) What is the use of SI Register?
- 2) What is the use of XCHG instruction?
- 3) What is the use of CX Register ?
- 4) What is the use of JNZ instruction?

OBSERVATION:

EXPERIMENT NO: 4**SEARCHING FOR CHARACTER IN A STRING**

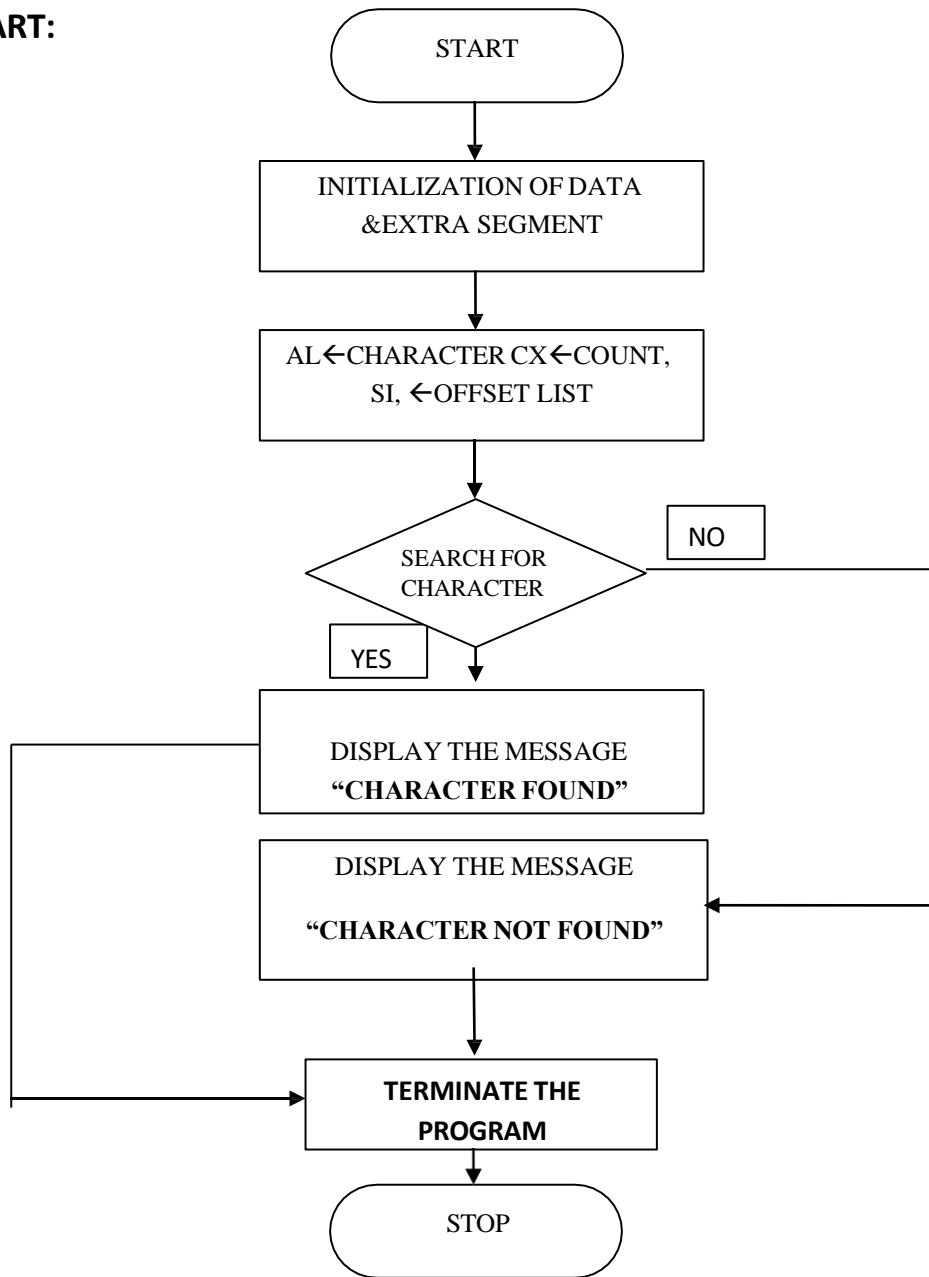
AIM: Write an ALP for searching for a number or character in a string for 8086.

TOOLS: PC installed with MASM 6.11

ALGORITHM:

- Step I** : Initialize the Data segment (DS) & Extra segment(ES)
- Step II** : Load the offset address of the string into SI .
- Step III** : Load the number of elements in the string into CX register
- Step IV** : Move the character to be searched into the AL register
- Step V** : Scan for the character in ES. If the character is not found go to step **VII** else go to next step.
- Step VI** : Display the message that character found and go to step **VIII**
- Step VII** : Display the message that character not found
- Step VII** : Stop.& Terminate the program

FLOW CHART:



Program:

```
ASSUME CS: CODE, DS: DATA
DATA SEGMENT
    STRING DB 'MRCET$'
    SLEN EQU ($-STRING)
    CHAR DB 'E'
    MSG1 DB 'THE CHARACTER IS FOUND$'
    MSG2 DB 'THE CHARACTER IS NOT FOUND$'
DATA ENDS
CODE SEGMENT
START: MOV AX, DATA
    MOV DS, AX
    MOV ES, AX
    LEA SI, STRING
    MOV CX, SLEN
    MOV AL, CHAR
    CLD
REPNE SCASB
    JNZ EXIT
    LEA DX, MSG1
    MOV AH, 09H
    INT 21H
    JMP GOTOEND
EXIT: LEA DX, MSG2
    MOV AH, 09H
    INT 21H
GOTOEND: MOV AH, 4CH
    INT 21H
CODE ENDS
END START
END
```

Exercise Questions:

- 1) Write an assembly language program for the password verification?

Viva Questions:

- 1) What is the use of SCASB Register?
- 2) What is the use of REPNE instruction?
- 3) What is the relation of CX Register with REPNE?

OBSERVATION:

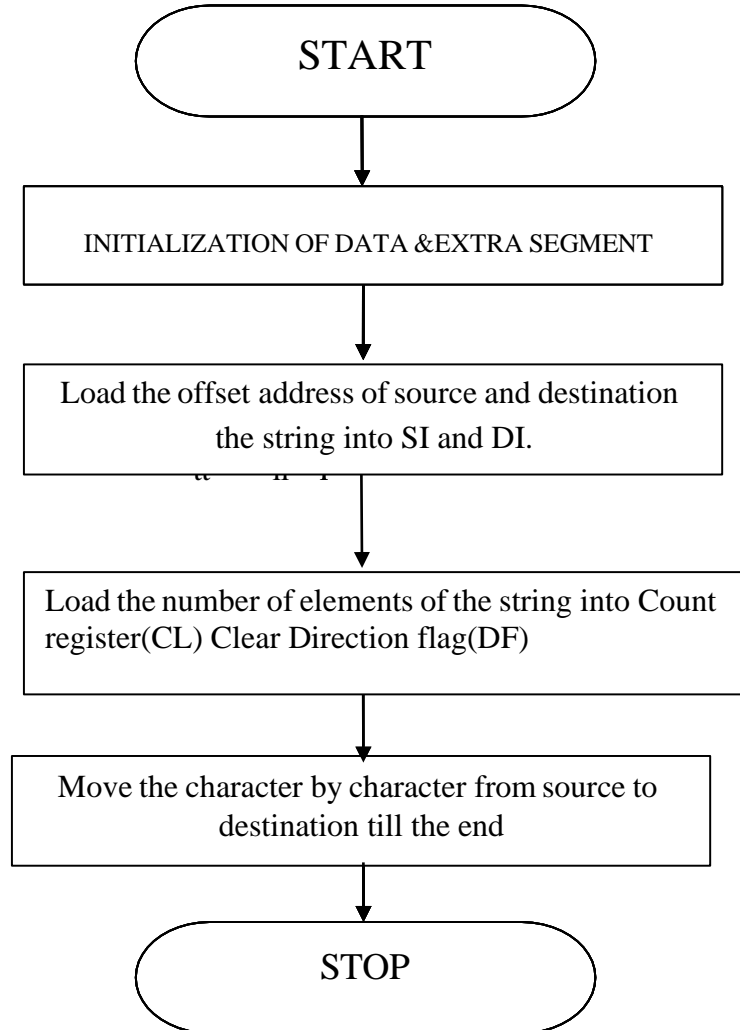
EXPERIMENT NO.5**STRING MANIPULATIONS FOR 8086**

AIM: To write an assembly language program to move the block of data from a source BLOCK to the specified destination BLOCK.

TOOLS: PC installed with MASM 6.11

A) BLOCK TRANSFER**ALGORITHM:**

- Step I** : Initialize the Data segment (DS) & Extra segment (ES)
- Step II** : Load the offset address of source and destination the string into SI and DI.
- Step III** : Load the number of elements of the string into Count register(CL)
- Step IV** : Clear Direction flag (DF) to make SI and DI into auto increment mode
- Step V** : move the character by character from source to destination till the end
- Step VI** : Stop & Terminate the program

FLOW CHART:**PROGRAM:**

```

ASSUME CS: CODE, DS: DATA
DATA SEGMENT
    STRING DB 'MICROPROCESSOR$'
    COUNT EQU ($-STRING)
    ORG 0070H
DATA ENDS
EXTRA SEGMENT
    ORG 0010H
  
```

EXTRA ENDS

CODE SEGMENT

START:

MOV AX,DATA

MOV DS,AX

MOV AX, EXTRA

MOV ES,AX

MOV SI,OFFSET STRING

MOV DI,OFFSET STRING1

MOV CL,COUNT

CLD

REP MOVS

INT 03H

CODE ENDS

END START

END

RESULT:

INPUT: (DS: 0000H) = MICROPROCESSOR

OUTPUT: (ES: 0010H) = MICROPROCESSOR

B) REVERSE STRING

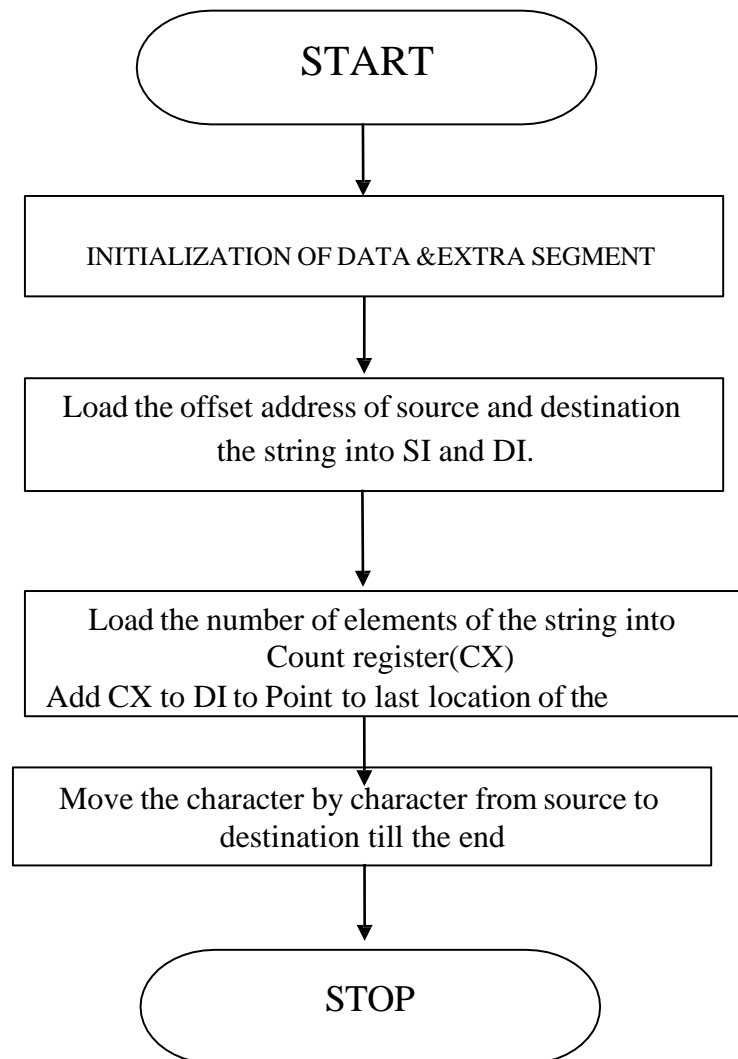
AIM: To write an assembly language program to reverse the given string.

TOOLS: PC installed with MASM 6.11

ALGORITHM:

- Step I** : Initialize the Data segment (DS) & Extra segment (ES)
- Step II** : Load the offset address of source and destination the string into SI and DI.
- Step III** : Load the number of elements of the string into Count Register (CX)
- Step IV** : Add CX to DI to Point to last location of the memory
- Step V** : move the character by character from source to destination till the end
- Step VI** : Stop & Terminate the program

FLOW CHART:



PROGRAM:

```
ASSUME CS: CODE, DS: DATA ,ES:EXTRA
```

```
DATA SEGMENT
```

```
STRING1 DB 'MICROPROCESSOR$'
```

```
STRLEN EQU ($-STRING1)
```

```
DATA ENDS
```

```
EXTRA SEGMENT
```

```
STRING2 DB ?
```

```
EXTRA ENDS
```

```
CODE SEGMENT
```

```
START: MOV AX, DATA
```

```
        MOV DS, AX
```

```
        MOV AX, EXTRA
```

```
        MOV ES, AX
```

```
        MOV SI, OFFSET STRING1
```

```
        MOV DI, OFFSET STRING2
```

```
        MOV CX, STRLEN-1
```

```
        ADD DI, CX
```

```
        MOV DL,'$'
```

```
        MOV ES:[DI],DL
```

```
AGAIN: DEC DI
```

```
        MOV AL,DS:[SI]
```

```
        MOV ES:[DI],AL
```

```
        INC SI
```

```
        DEC CX
```

```
        JNZ AGAIN
```

```
        INT 3H
```

RESULT:

```
INPUT: ' MICROPROCESSOR'
```

```
OUTPUT: 'ROSSECORPORCIM'
```

C) LENGTH OF THE STRING

AIM: To write an assembly language program to find the length of the given string.

TOOLS: PC installed with MASM 6.11

ALGORITHM:

Step I : Initialize the data segment (DS)

Step II : Initialize the counter CL with 0

Step III : Move starting address of the string to SI register

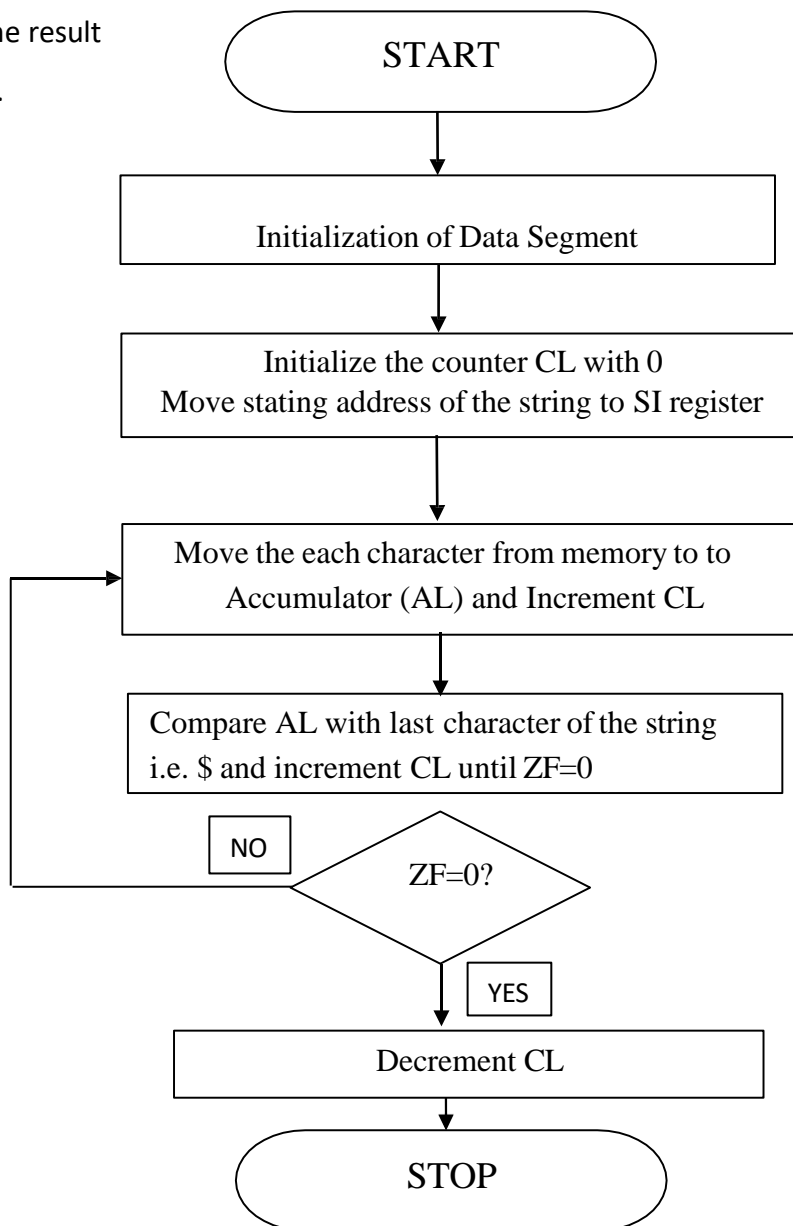
Step IV : Move the each character from memory to to Accumulator (AL)

Step V : Compare AL with last character of the string i.e \$ and increment CL until ZF=0

Step VII : Store the result

Step VIII : Stop.

FLOW CHART:



Program:

```
ASSUME CS:CODE, DS:DATA
```

```
DATA SEGMENT
```

```
    STRING1 DB 'MICROPROCESSOR AND INTERFACING LAB$'
```

```
    SLENGTH DB 0
```

```
DATA ENDS
```

```
CODE SEGMENT
```

```
START:    MOV AX, DATA
```

```
          MOV DS, AX
```

```
          SUB CL, CL
```

```
          MOV SI, OFFSET STRING1
```

```
          CLD
```

```
BACK: LODSB
```

```
          INC CL
```

```
          CMP AL, '$'
```

```
          JNZ BACK
```

```
          DEC CL
```

```
          MOV SLENGTH, CL
```

```
          INT 03H
```

```
CODE ENDS
```

```
END START
```

RESULT: INPUT: 'MICROPROCESSOR AND INTERFACING LAB

OUTPUT:

D) STRING COMPARISON

AIM: Write an ALP to 8086 to compare the given strings.

TOOLS: PC installed with MASM 6.11

ALGORITHM:

Step I : Initialize the data segment (DS) & extra Segment as per requirement

Step II : Load the offset address of source and destination of the string into SI and DI.

Step III : Initialize the counter register CX with length of source string

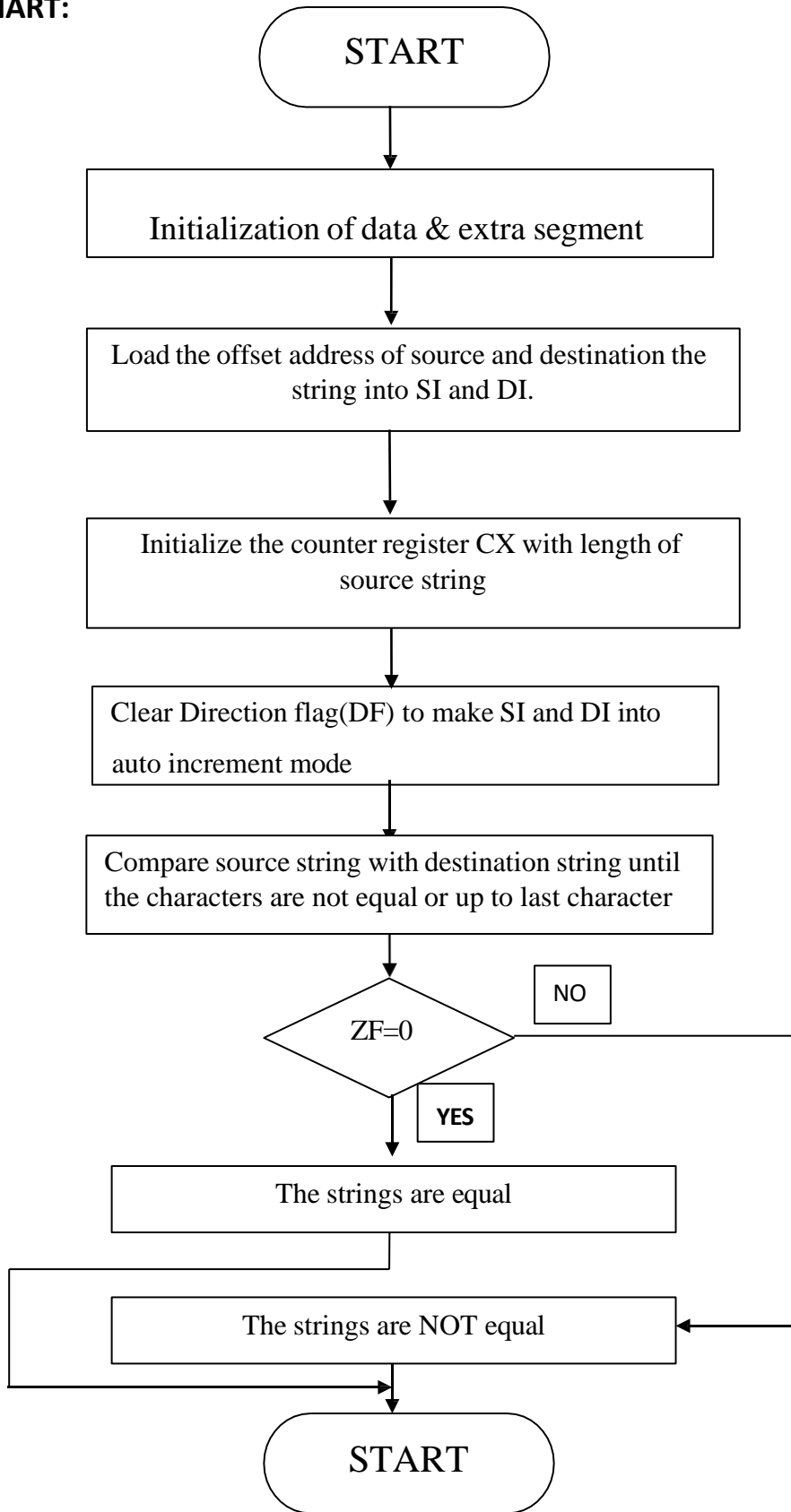
Step IV : Clear Direction flag (DF) to make SI and DI into auto increment mode

Step V : Compare source string with destination string until the characters are not equal or up to last last character

Step VII : If ZF=0 the strings are equal or otherwise the strings are not equal

Step VIII : Stop.

FLOW CHART:



Program:

ASSUME CS: CODE, DS:DATA, ES:EXTRA

DATA SEGMENT

STRING1 DB 'MRCET'

STRLEN EQU (\$-STRING1)

SNOTEQUAL DB 'STRINGS ARE UNEQUAL\$'

SEQUAL DB 'STRINGS ARE EQUAL\$'

DATA ENDS

EXTRA SEGMENT

STRING2 DB 'MRCET'

EXTRA ENDS

CODE SEGMENT

START: MOV AX,DATA

MOV DS,AX

MOV AX,EXTRA

MOV ES,AX

MOV SI,OFFSET STRING1

MOV DI,OFFSET STRING2

CLD

MOV CX,STRLEN

REPZ CMPSB

JZ FORW

MOV AH,09H

MOV DX,OFFSET SNOTEQUAL

INT 21H

JMP EXITP

FORW: MOV AH,09H

MOV DX,OFFSET SEQUAL

INT 21H

EXITP: MOV AH,4CH

INT 03H

CODE ENDS

END START

RESULT: INPUT:

OUTPUT:

(E) STRING INSERTION

AIM: To Write and execute an Assembly language Program (ALP) to 8086 processor to insert or delete a character/ number from the given string.

TOOLS: PC installed with MASM 6.11

ALGORITHM:

Step I :Initialize the data segment (DS) & extra segment (ES)

Step II :Load the offset address of source and destination of the string into SI and DI.

Step III :Initialize the counter register CX with length of first part of source string

Step IV : Copy the first part of STRING1 in to STRING3 of extra segment

Step V : Load the offset address of STRING2 in to SI

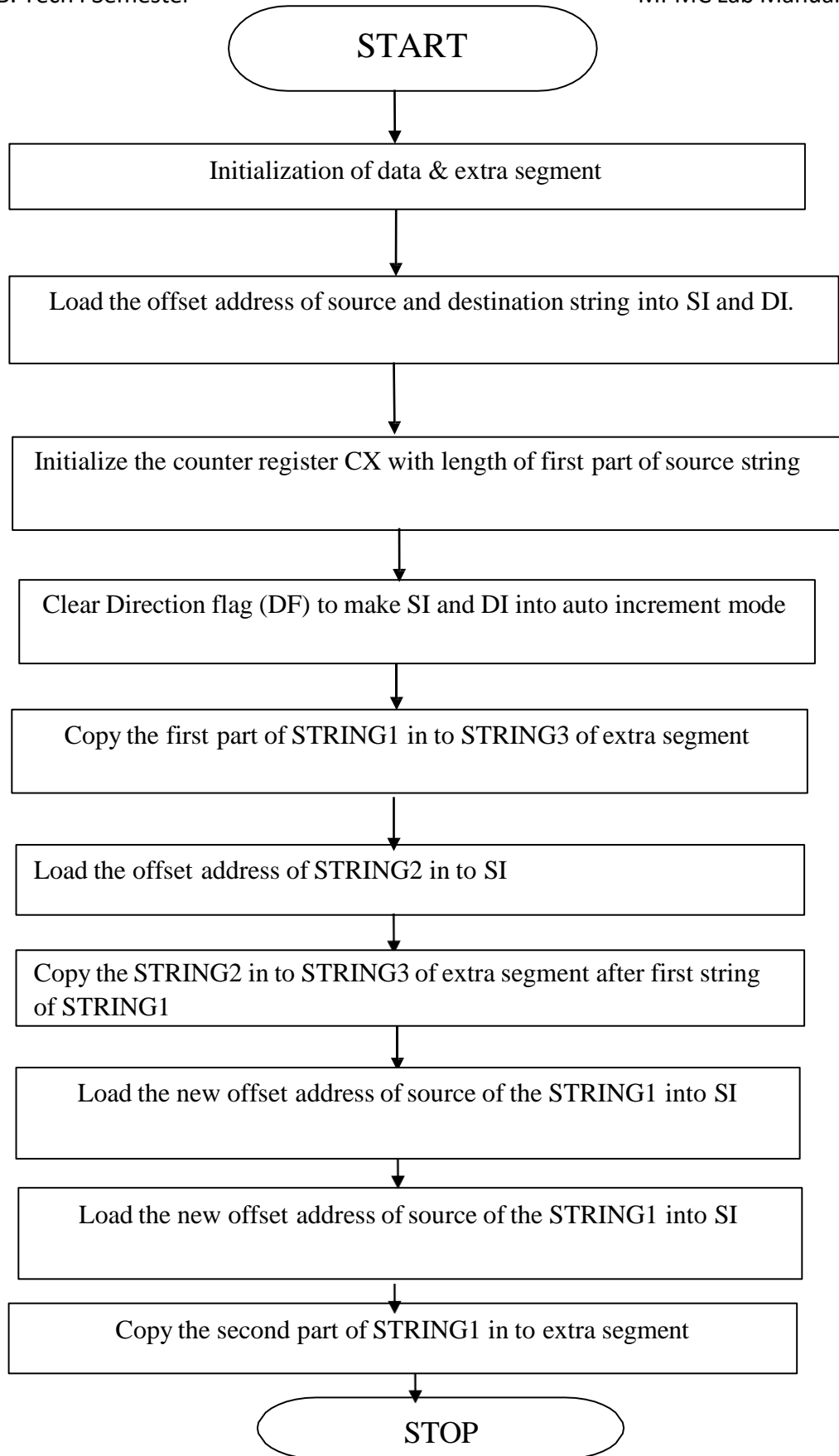
Step VI : Copy the STRING2 in to STRING3 of extra segment after first string of STRING1

Step VII: Load the new offset address of source of the STRING1 into SI

Step VIII: Copy the second part of STRING1 in to extra segment

Step IX: Stop

FLOW CHART:



Program:

```
ASSUME CS:CODE,DS:DATA,ES:EXTRA
```

```
DATA SEGMENT
```

```
    STRING1 DB 'MICROPROCESSOR INTERFACING LAB$'
```

```
    STRING2 DB 'AND '
```

```
    STRLEN EQU ($-STRING1)
```

```
    ORG 0070H
```

```
DATA ENDS
```

```
EXTRA SEGMENT
```

```
    ORG 0010H
```

```
    STRING3 DB 38 DUP(0)
```

```
EXTRA ENDS
```

```
CODE SEGMENT
```

```
    START: MOV AX, DATA
```

```
        MOV DS, AX
```

```
        MOV AX, EXTRA
```

```
        MOV ES, AX
```

```
        MOV SI, OFFSET STRING1
```

```
        MOV DI, OFFSET STRING3
```

```
        CLD
```

```
        MOV CX, 15
```

```
    REP MOVSB
```

```
    CLD
```

```
        MOV SI, OFFSET STRING2
```

```
        MOV CX, 4
```

```
    REP MOVSB
```

```
        MOV SI, OFFSET STRING1
```

```
        ADD SI, 15
```

```
        MOV CX, 15
```

```
    REP MOVSB
```

```
        INT 3H
```

```
CODE ENDS
```

```
END START
```

RESULT:

```
INPUT:      STRING1: 'MICROPROCESSOR INTERFACING LAB'
```

```
           STRING2: 'AND '
```

```
OUTPUT:    STRING3: 'MICROPROCESSOR AND INTERFACING LAB'
```

(F) STRING DELETION

```
ASSUME CS: CODE, DS:DATA, ES:EXTRA
```

```
DATA SEGMENT
```

```
    STRING1 DB 'MICROPROCESSOR AND INTERFACING LAB$'
```

```
    ORG 0070
```

```
DATA ENDS
```

```
EXTRA SEGMENT
```

```
    ORG 0010H
```

```
    STRING2 DB 40 DUP (0)
```

```
EXTRA ENDS
```

```
CODE SEGMENT
```

```
START:    MOV AX, DATA
```

```
          MOV DS, AX
```

```
          MOV AX, EXTRA
```

```
          MOV ES, AX
```

```
          MOV SI, OFFSET STRING1
```

```
          MOV DI, OFFSET STRING2
```

```
          CLD
```

```
          MOV CX, 15
```

```
          REP MOVSB
```

```
          CLD
```

```
          MOV SI, OFFSET STRING1
```

```
          ADD SI, 19
```


REP MOVSB

INT 03H

CODE ENDS

END START

RESULT:

INPUT: **STRING1:** MICROPROCESSOR AND INTERFACING LAB'

OUTPUT: **STRING2:** 'MICROPROCESSOR INTERFACING LAB'

Exercise Questions:

- 1) Write an assembly language program for the palindrome of a given string?
- 2) Write an assembly language program for the display of given string?

Viva Questions:

- 1) What are the string manipulation instructions?
- 2) What are the repeat instructions?
- 3) What is the use of DUP instruction?
- 4) What is the meaning of ORG assembler Directive?

OBSERVATION:

PART-B**INTRODUCTION TO HARDWARE EXPERIMENTS**

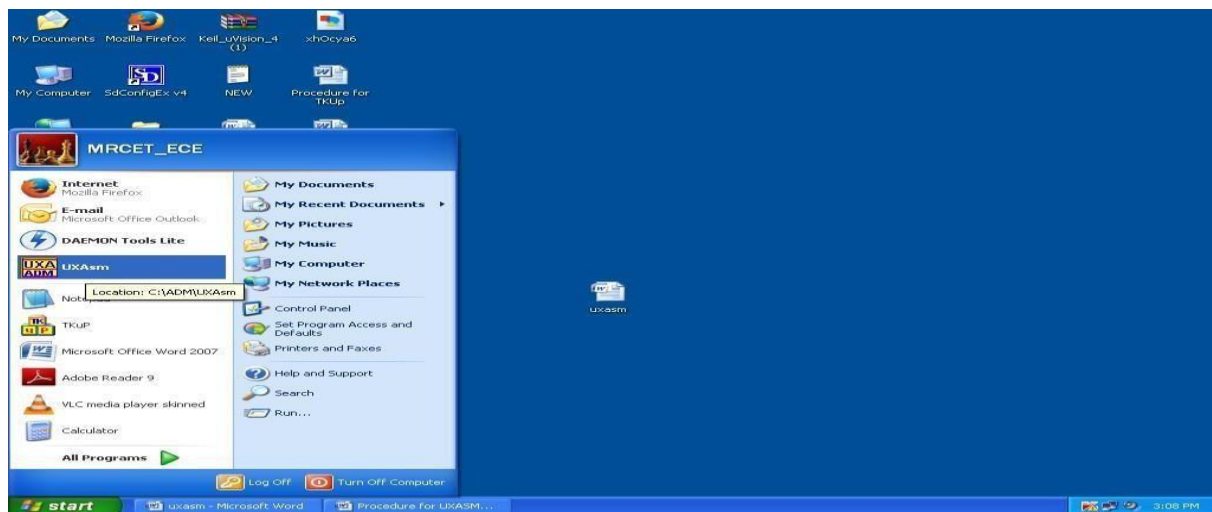
8086 Programs can also be executed by using ADM TK_μP Trainer kits. The Assembly language programs (ALP) can be executed by the following steps

1. UxAsm
2. TK_μP

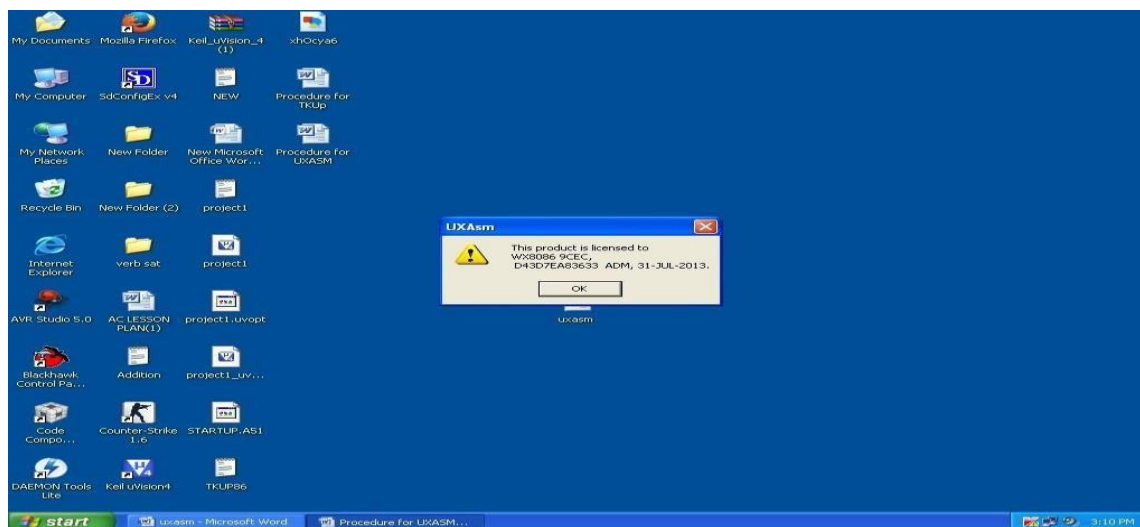
1. UxAsm: It is used to translate the Assembly language program into Machine language (Hex File). The input file to the UxAsm is .asm and one of the output files is hex file

Procedure for UXASM:

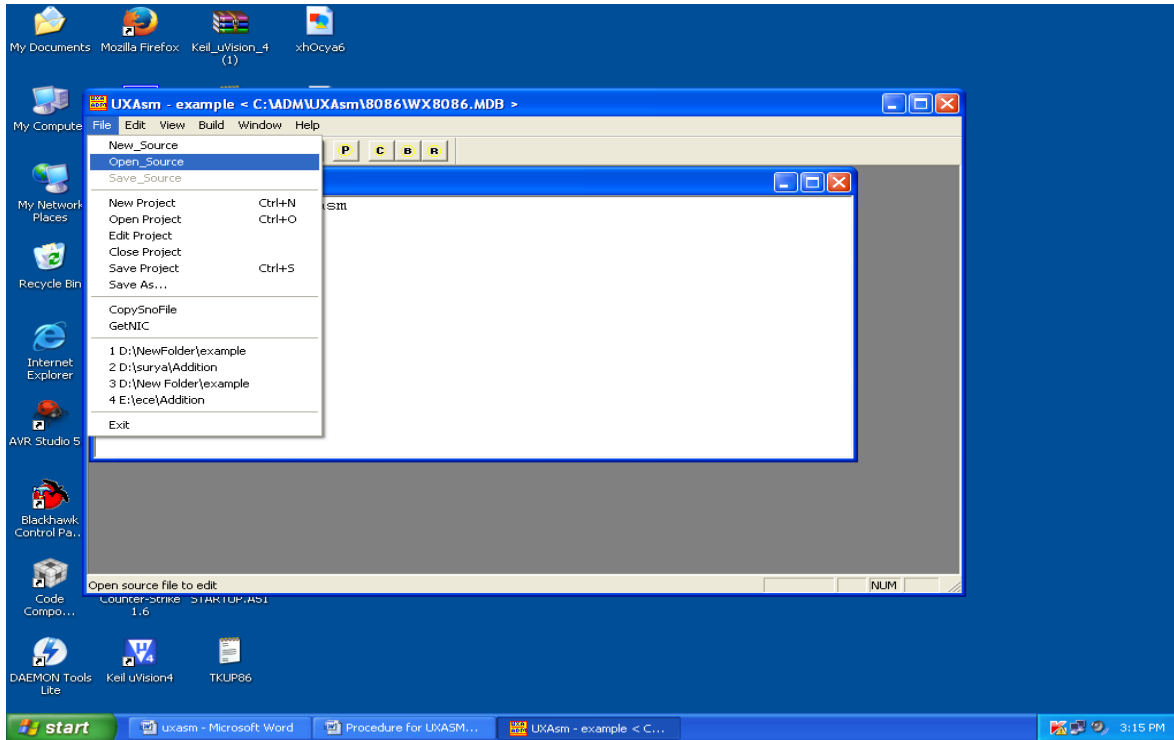
1. Go to start and select UXasm



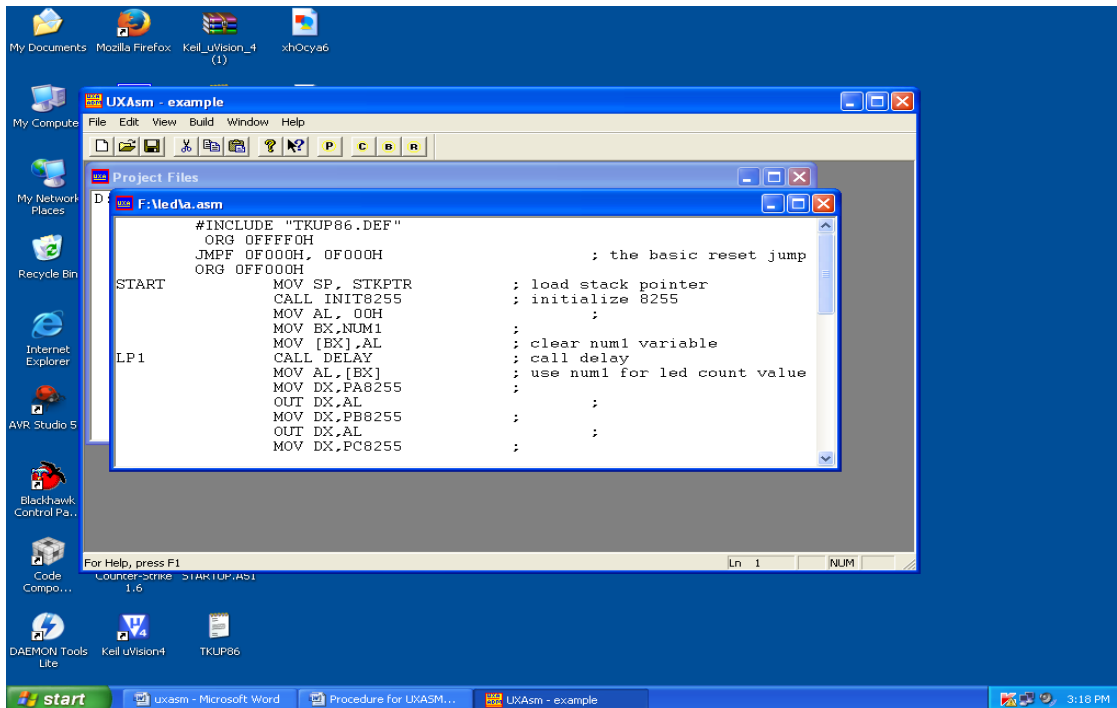
2. Verify the license by observing the following window and click "OK"



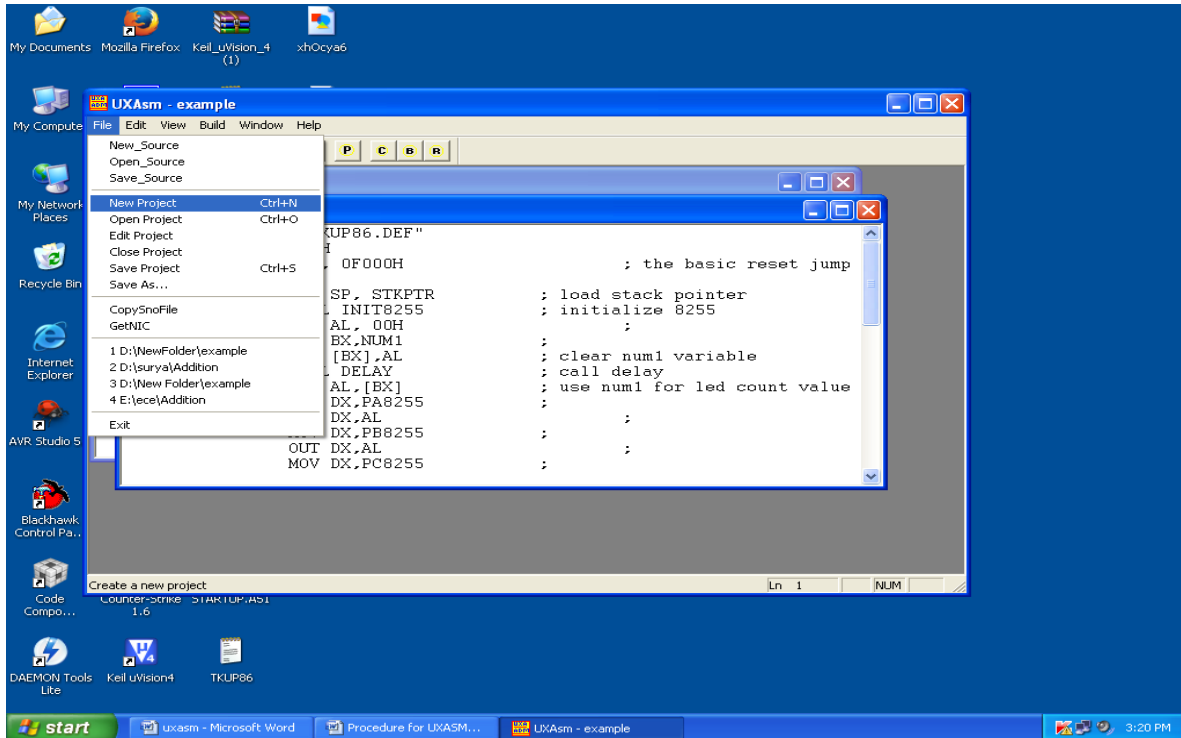
3. Go to file and select “open source” and browse the source file(.ASM file)



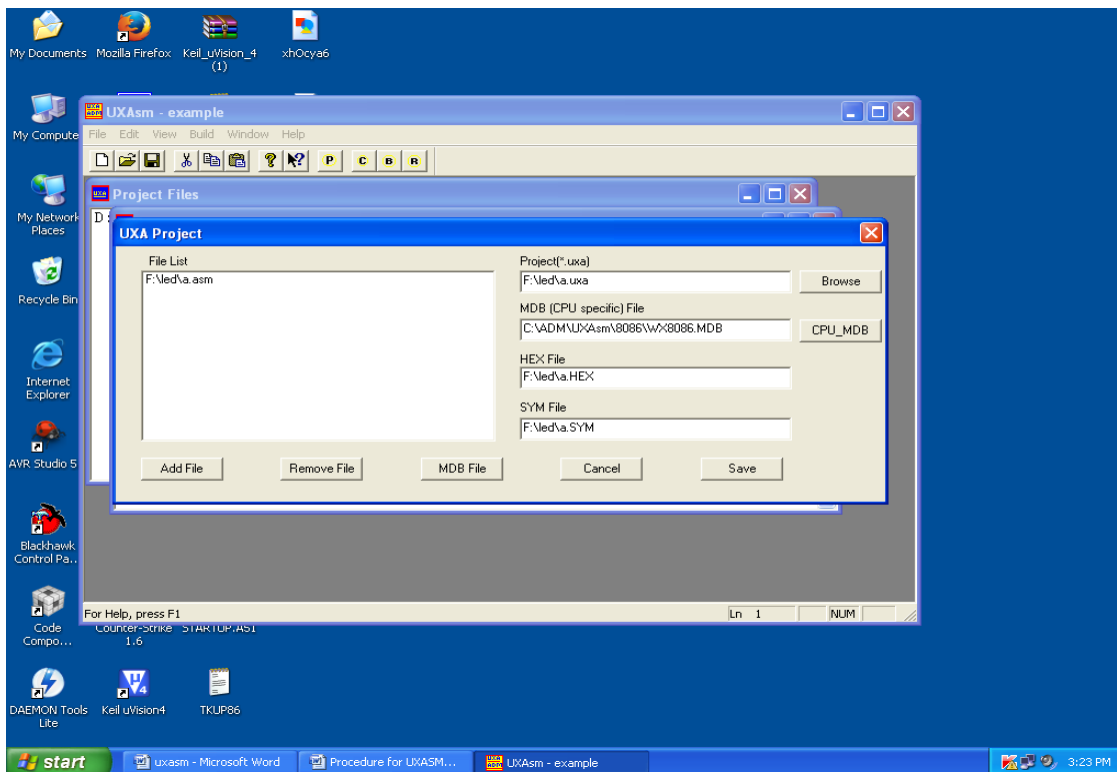
4. Observe the following window which shows the source code.



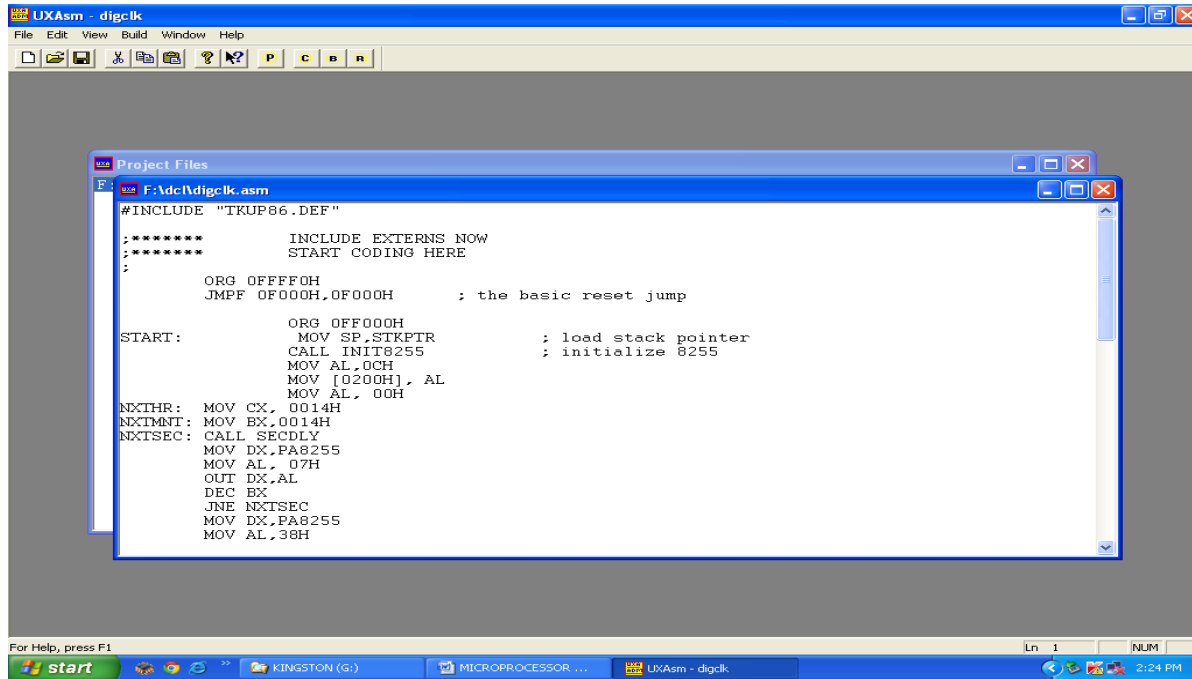
5. Again go to file select "New Project"



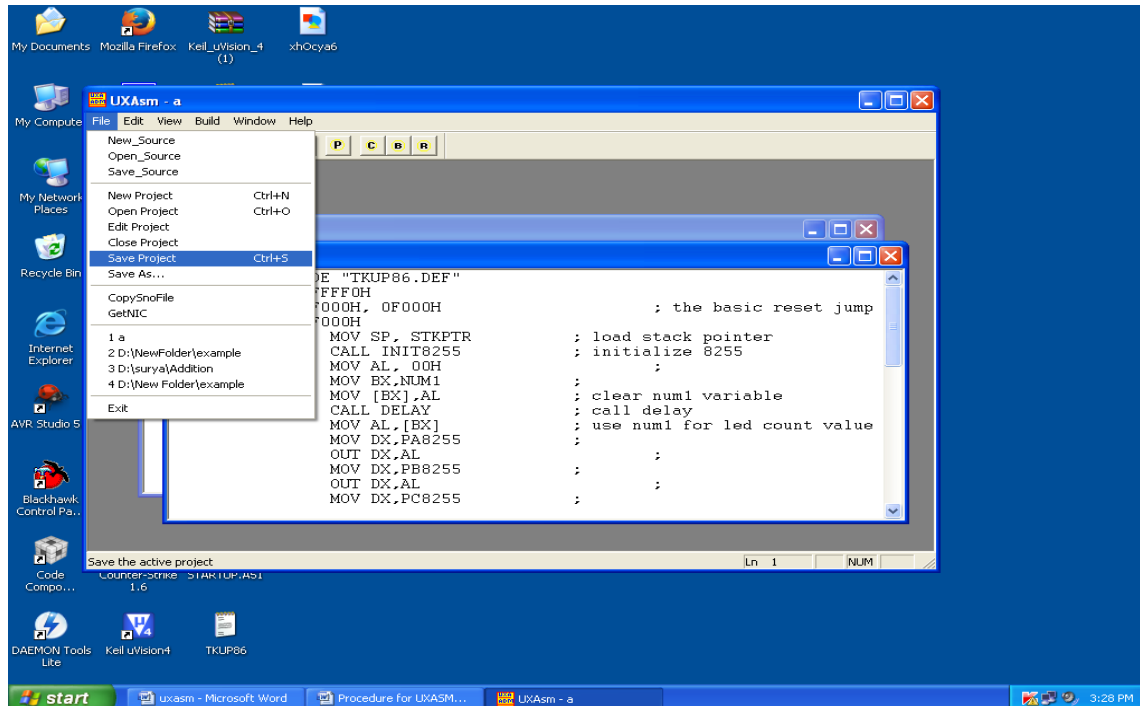
6. To add source file click on "Add File" and browse the source file and provide the source file path with .Uxa extension in the Project and press Tab and Press "Save" and click on "OK"



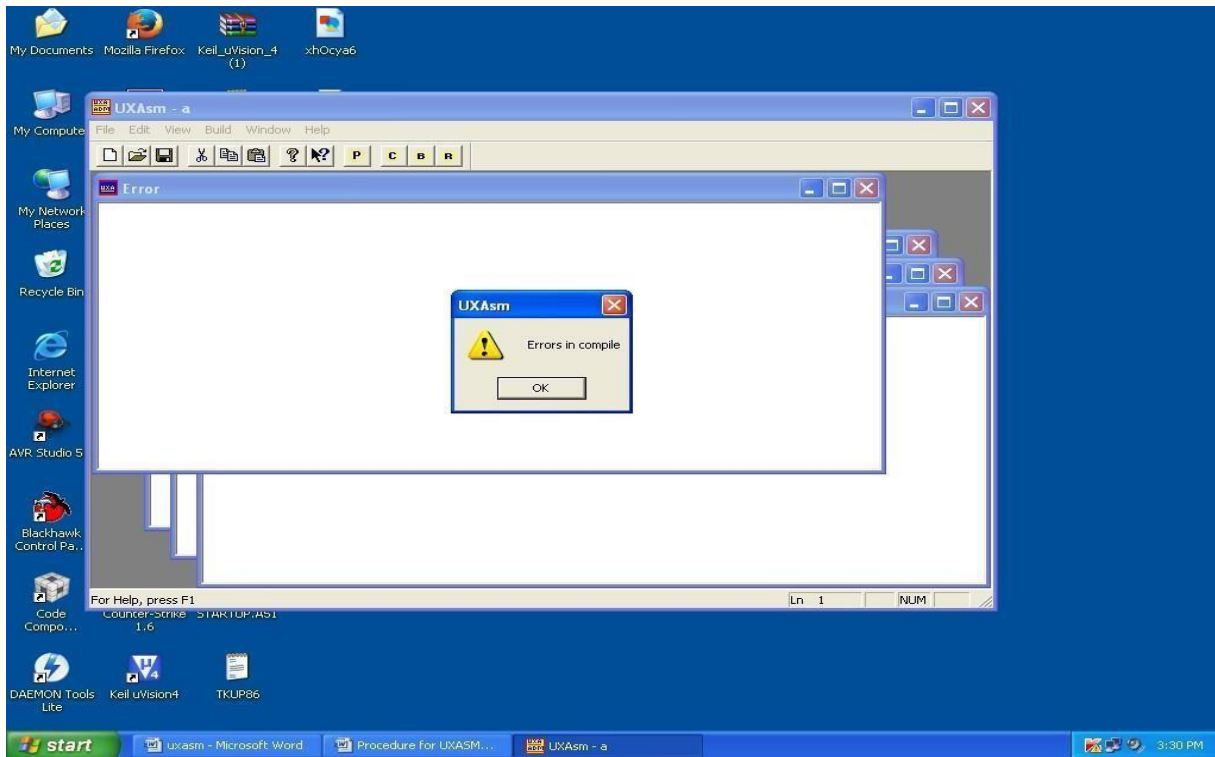
7. Observe the following window and double click on path of the File to view the program



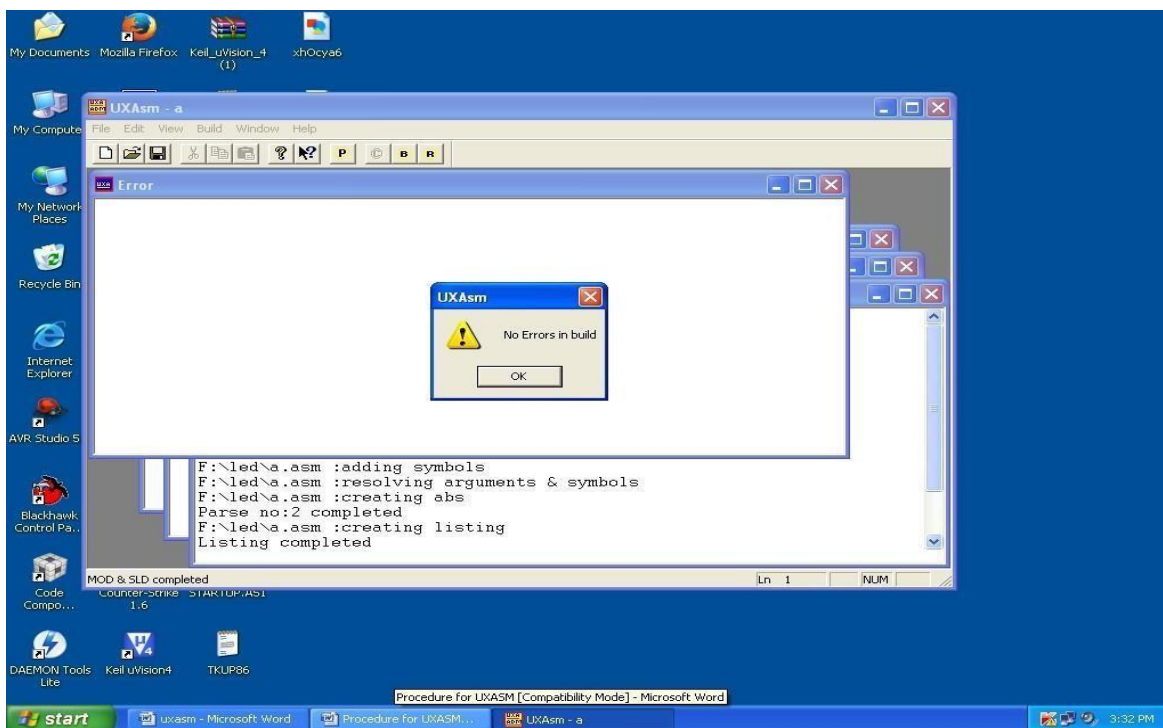
8. To save the project go to File select “save project”



9. To compile the program, click on “C” and observe the following window



10. If any errors, Fix the errors, click on “OK” and click on “B” to build the program



TK μ P

INTRODUCTION:

TK μ P is an ideal trainer cum development boards for Microprocessors like Z80, 8032, 8085, 8088 and 8086. All interface is provided through 10 pin polarized Box Headers. TK μ P user interface software communicates with the TK μ P hardware through PC parallel port LPT1 and provides fast download of hex files. The PC user interface can open multiple windows for memory Dump and List. Multiple dump windows is also useful to study memory move operations and programs.

TK μ P is made up of three sections:

1. CPU specific daughter board.

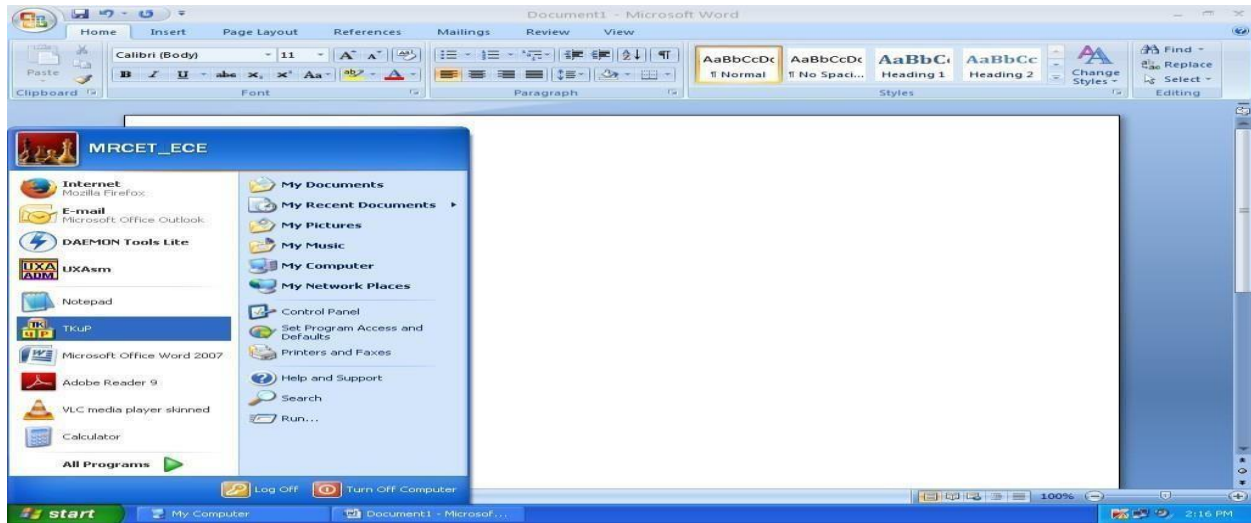
2. Base board section: It has following features

- Four sockets for memory which can accommodate maximum 4x128KB.
- 8279 key board display controller.
- 8255 IO expander.
- 8155 IO expander with timer counter.
- 8251 Asynchronous serial Transmitter and Receiver.

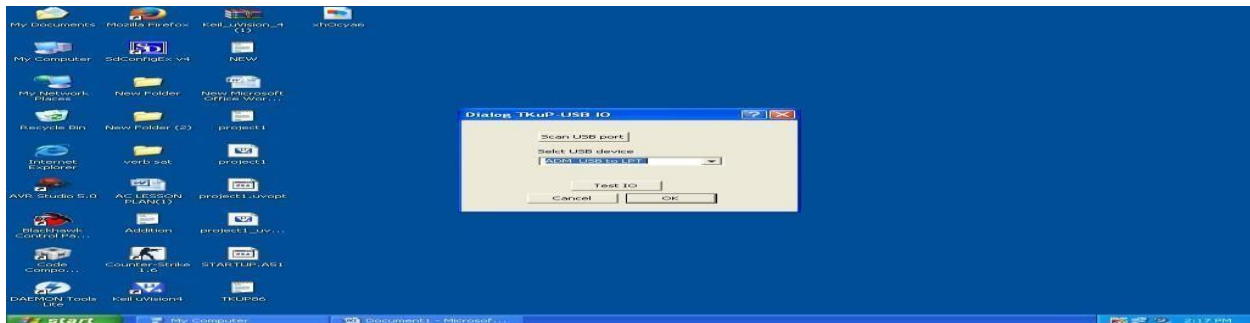
3. User interface section: It has following features

- Hex keypad.
- 8-Leds indicator.
- Four multiplexed 7-Segment displays.
- LCD 16 characters x 2 lines.
- I2C NVRAM 24C1024.
- I2C RTC PCF8583.
- I2C ADC/DAC PCF8591.
- Serial port interface through MAX232.

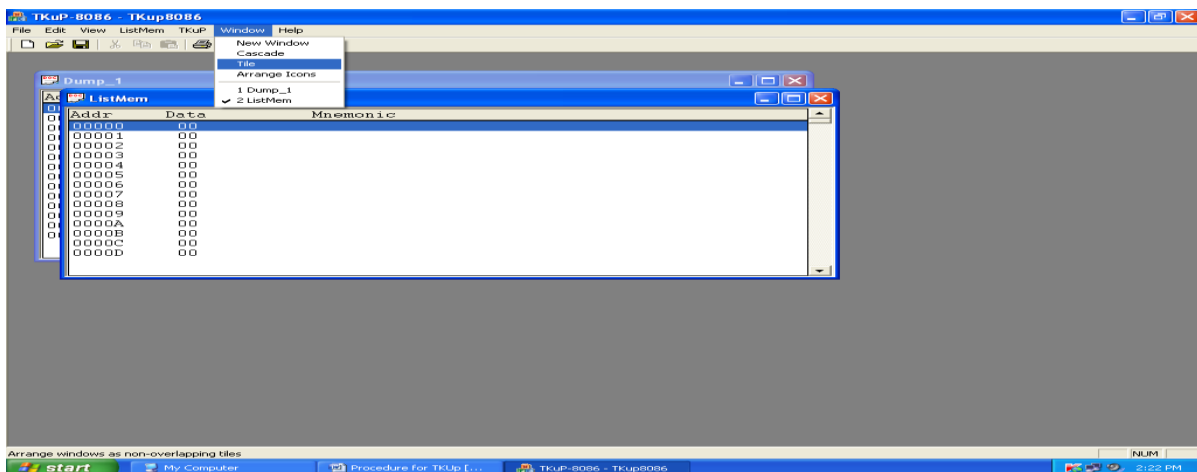
1. Go to start and select TKμP



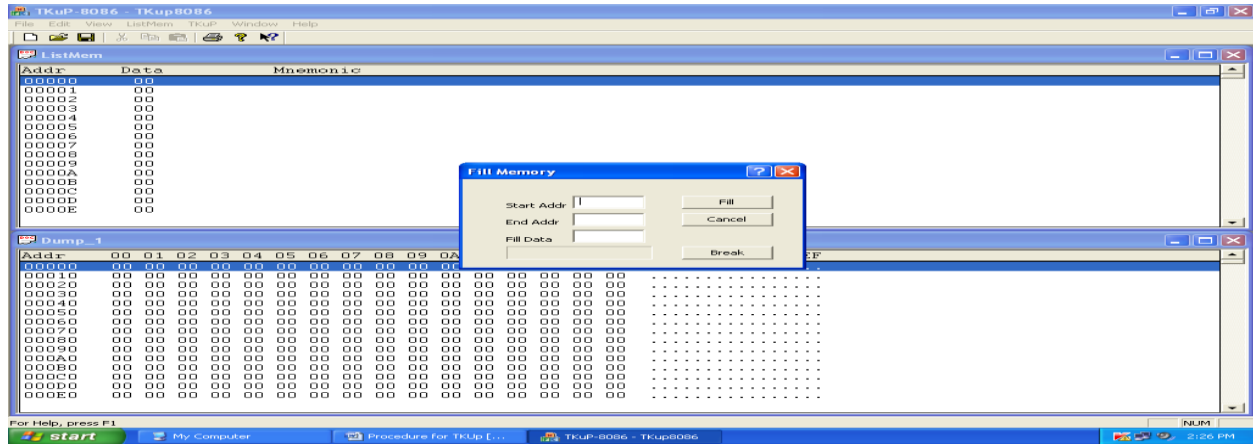
2. To Test the I/O connection clicks on Test I/O and click on OK



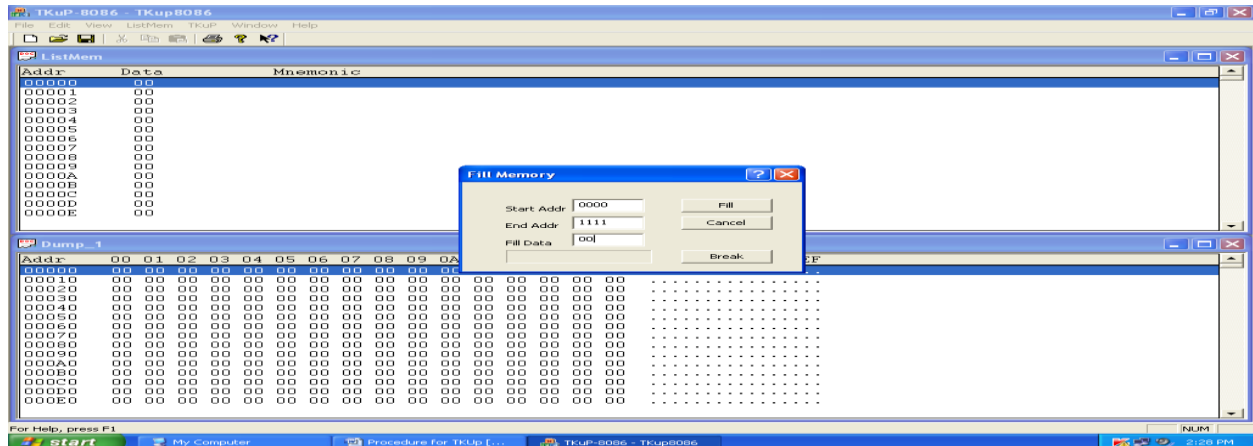
3. The following window will be displayed and go to window, select tile to avoid the overlap of windows



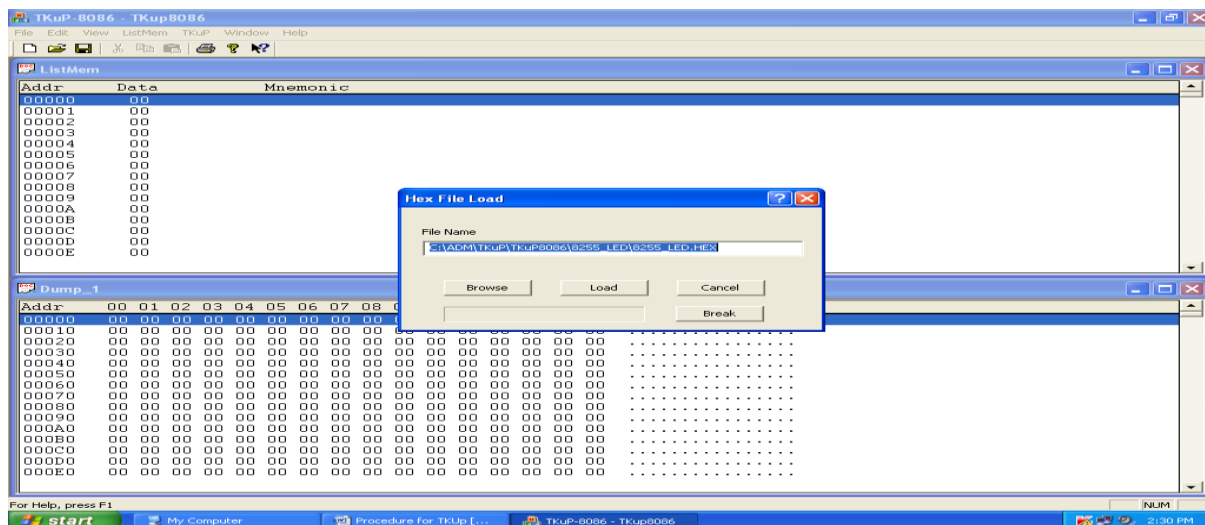
4. To clear the garbage data from dump window, go to Listmem and select fillmem



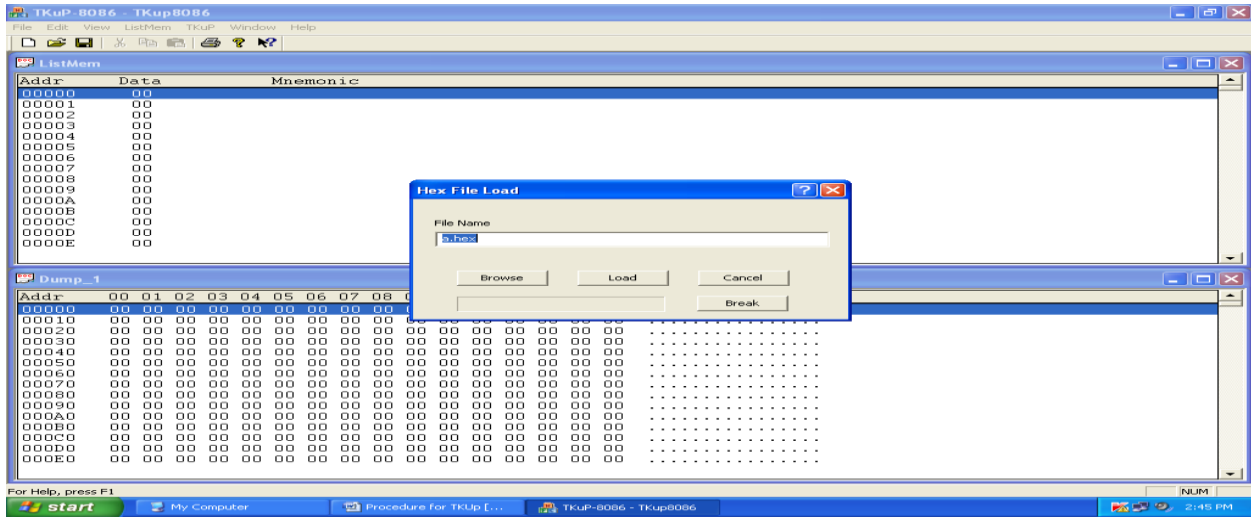
5. To clear the data from dump window, enter start and, end address and fill the data with 00



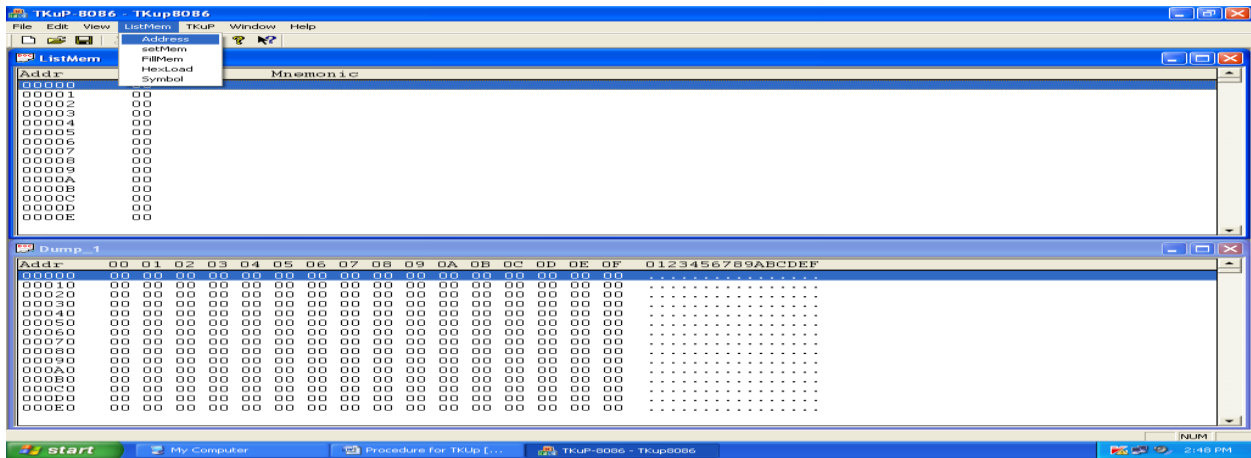
6. To load the hex file ,go to “Listmem” and select “HexLoad”



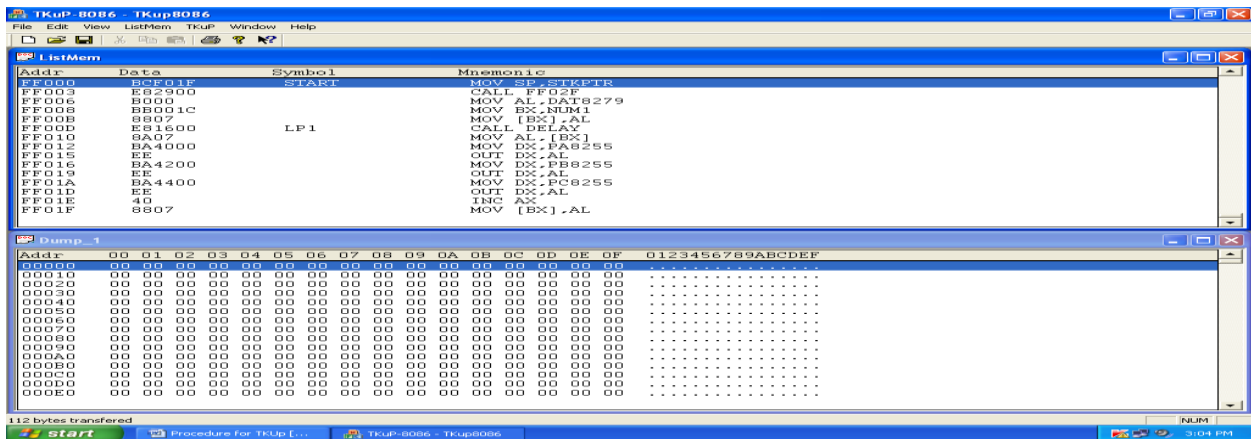
7. Browse the hex file from the source and click on “Load”



8. To view the program on the window, go to “Listmem” and select address



9. Enter the starting address of the program click “OK”



10. To verify the output, change the “SW-PP PROGRAM” switch to execution mode and verify output

EXPERIMENT NO: 6

DIGITAL CLOCK DESIGN USING 8086

AIM: Write an ALP for digital clock design using 8086

TOOLS:

- i. UXASM
- ii. TKUP
- iii. TKUP86 KIT
- iv. FRC CABLE

PROGRAM:

; CONNECT BH4 (PORT A) TO CNLED

```
#INCLUDE "TKUP86.DEF"
```

```
,*****      INCLUDE EXTERNS NOW
```

```
,*****      START CODING HERE
```

```
    ORG 0FFFF0H
```

```
    JMPF 0F000H,0F000H ; the basic reset jump
```

```
    ORG 0FF000H
```

```
START:    MOV SP,STKPTR          ; load stack pointer
```

```
    CALL INIT8255          ; initialize 825
```

```
    MOV AL,0CH
```

```
    MOV [0200H], AL
```

```
    MOV AL, 00H
```

```
NXTHR:    MOV CX, 003CH
```

```
NXTMNT:  MOV  BX,003CH
```

```
NXTSEC:  CALL SECDLY
```

```
    MOV DX,PA8255
```

```
    MOV AL, 07H
```

```
    OUT DX,AL
```

```
    DEC BX
```

```
    JNE NXTSEC
```

```
MOV DX,PA8255
MOV AL,38H
OUT DX,AL
DEC CX
JNE NXTMNT
MOV DX, PA8255
MOV AL, 0C0H
OUT DX, AL
MOV AX,[0200H]
DEC AX
MOV [0200H], AX
JNE NXTHR
SECDLY: PUSH AX
        PUSH BX
        PUSH CX
        PUSH DX
        MOV CX, 1234H
DLY:    NOP
        NOP
        LOOP DLY
        POP DX
        POP CX
        POP BX
        POP AX
        RET
;***** initialize 8255
INIT8255
        MOV AL,080H
        MOV DX, CMD8255
        OUT DX,AL
```



```
MOV AL,00H
OUT DX,AL
MOV DX,PB8255
OUT DX,AL
MOV DX,PC8255
OUT DX,AL
RET
```

RESULT: INPUT:

OUTPUT:

Exercise Questions:

- 1) Write an assembly language program for the different clock rates to display the clock on the LCD.

Viva Questions:

- 1) What is the use of IN and OUT instructions?
- 2) What is meant by procedure?
- 3) What is meant by PPI?
- 4) What are the modes of 8255?

OBSERVATION:

EXPERIMENT NO: 7**PROGRAM FOR INTERFACING ADC&DAC TO 8086**

AIM: Write an ALP for interfacing ADC to 8086

TOOLS:

- i. UXASM
- ii. TKUP
- iii. TKUP86 KIT
- iv. FRC CABLE
- v. ADC KIT

PROGRAM:

```
; CONNECT BH4 (PORT A) TO DAC BH1A
; CONNECT BH5 (PORTB) TO DAC BH2B
; CONNECT CRO PROBES TO CND1_1 OF DAC
```

```
#INCLUDE "TKUP86.DEF"
```

```
DATA SEGMENT
```

```
    PORTA EQU 9000H
    PORTC EQU 9004H
    CNTLPRT EQU 9006H
    MEM DW 2000H
```

```
DATA ENDS
```

```
CODE SEGMENT
```

```
ASSUME CS: CODE, DS: DATA
```

```
START: MOV AX, DATA
```

```
    MOV DS, AX
    MOV DX, CNTLPRT
    MOV AL, 98H
    OUT DX, AL
    MOV AL, 01H
    OUT DX, AL
```

```

MOV AL, 00
OUT DX, AL
MOV DX, PORTC
CHK:   IN AL, DX
      AND AL, 80H
      JZ CHK
      MOV DX, PORTA
      IN AL, DX
      MOV MEM, AL
      INT 03H

CODE ENDS
END START

```

RESULT: INPUT :

OUTPUT :

INTERFACING DAC TO 8086

AIM: Write an ALP for interfacing DAC to 8086

TOOLS:

- i. UXASM
- ii. TKUP
- iii. TKUP86 KIT
- iv. FRC CABLE

PROGRAM:

```

; CONNECT BH4 (PORT A) TO DAC BH1A
; CONNECT BH5 (PORTB) TO DAC BH2B
; CONNECT CRO PROBES TO CND1_1 OF DAC

```

```
#INCLUDE "TKUP86.DEF"
```

```
ORG OFFF0H
```

```
JMPF 0F000H,0F000H
```

```
    ORG 0FF000H
    MOV AL,080H
    MOV DX,CMD8255
    OUT DX,AL
    MOV AL,00H
    MOV DX,PA8255
    OUT DX,AL
    MOV DX,PB8255
    OUT DX,AL
    MOV DX,PC8255
    OUT DX,AL
RPT:  MOV AL,00H
      MOV AL,0FFH
AGAIN: MOV DX, PA8255
      OUT DX, AL
      CALL DELAY
      CALL DELAY
      CALL DELAY
      CALL DELAY
      CALL DELAY
      CALL DELAY
      CALL DELAY
      CALL DELAY
      INC AX
      JNE AGAIN
      JMP RPT
DELAY: MOV CX, 0FF00H
NXT2: MOV BX, 1234H
NXT:  NOP
      NOP
      NOP
      NOP
      NOP
```

DEC BX

JNE NXT

RET

RESULT: INPUT :

OUTPUT :

Exercise Questions:

- 1) Write an assembly language program to convert a saw tooth wave into digital.
- 2) Write an assembly language program for the generation of triangular wave

Viva Questions:

- 1) What is the function of INC Instruction?
- 2) What is the function of NOP Instruction?
- 3) What is the size of the ports of 8255?
- 4) What is the function of the control word register of 8255?

OBSERVATION:

EXPERIMENT NO: 8**PARALLEL COMMUNICATION BETWEEN TWO MICROPROCESSORS
USING 8255**

AIM: Write an ALP for parallel communication between two microprocessors using 8255

TOOLS:

- i. UXASM
- ii. TKUP
- iii. TKUP86 KIT
- iv. FRC CABLE

PROGRAM: FOR DATA IN KIT

```
#INCLUDE "TKUP86.DEF"

    ORG 0FFFF0H
    JMPF 0F000H,0F000H

    ORG 0FF000H
    MOV AL,080H
    MOV DX,CMD8255
    OUT DX,AL

    MOV AL,00H
    MOV DX,PA8255
    OUT DX,AL

    MOV DX,PB8255
    OUT DX,AL

    MOV DX,PC8255
    OUT DX,AL

RPT: MOV AL,47H
    MOV DX,PA8255
    OUT DX,AL

    MOV DX,PB8255
    OUT DX,AL

    MOV DX,PC8255
    OUT DX,AL

    JMP RPT
```

PROGRAM: FOR DATA OUT KIT

```
#INCLUDE "TKUP86.DEF
ORG 0FFFF0H
JMPF 0F000H,0F000H
ORG 0FF000H
MOV AL,090H
MOV DX,CMD8255
OUT DX,AL
MOV AL,00H
MOV DX,PA8255
OUT DX,AL
MOV DX,PB8255
OUT DX,AL
MOV DX,PC8255
OUT DX,AL
RPT: MOV DX,PA8255
      IN AL,DX
      MOV [0200H],AL
      MOV DX,PB8255
      OUT DX,AL
      MOV DX,PC8255
      OUT DX,AL
      JMP RPT
```

RESULT:**Exercise Questions:**

- 1) Write an assembly language program to transfer MRCET string in between two 8255 kits.

Viva Questions:

- 1) What is the function of IN Instruction?
- 2) What is the function of OUT Instruction?
- 3) What is the size of the ports of 8255?
- 4) What is the function of the control word register of 8255?

OBSERVATION:

EXPERIMENT NO: 9**PROGRAM FOR INTERFACING STEPPER TO 8086****(A) ROTATE THE STEPPER MOTOR IN ANTICLOCKWISE DIRECTION**

; Connect 8255 Ports A to CNLED

```

;**** INCLUDE DEFINATION FILES NOW
#INCLUDE "TKUP86.DEF"

```

```

;****START CODING HERE

```

```

                ORG 0FFFF0H
                JMPF 0F000H,0F000H ; the basic reset jump
                ORG 0FF000H
START  MOV SP,STKPTR           ; load stack pointer
                CALL INIT8255   ; initialize 8255
LP1    MOV AL,01H              ; use num1 for led count value
                MOV DX,PA8255
                OUT DX,AL       ;
                CALL DELAY      ; call delay
                MOV AL,02H      ; use num1 for led count value
                MOV DX,PA8255
                OUT DX,AL
                CALL DELAY      ; call delay
                MOV AL,04H      ; use num1 for led count value
                MOV DX,PA8255
                OUT DX,AL
                CALL DELAY      ; call delay
                MOV AL,08H      ; use num1 for led count value
                MOV DX,PA8255
                OUT DX,AL
                CALL DELAY      ; call delay
                JMP START       ; restart again

;*****      Delay module

DELAY  NOP                    ;
                MOV CX,03500H   ; load Delay count = 0x3500
                NOP              ;
DLY1   NOP                    ;
                LOOP DLY1       ;
                RET              ; end of delay

;*****      initialize 8255

```


INIT8255

```

MOV AL,080H      ; make all ports output
MOV DX, CMD8255
OUT DX,AL        ; write to command register
MOV AL,00H       ; clear all ports
MOV DX,PA8255
OUT DX,AL        ;
MOV DX,PB8255
OUT DX,AL        ;
MOV DX,PC8255
OUT DX,AL        ;
RET              ;

```

(B) ROTATE THE STEPPER MOTOR IN CLOCKWISE DIRECTION

```

;***** START CODING HERE

```

```

ORG 0FFFF0H
JMPF 0F000H,0F000H ; the basic reset jump

```

```

ORG 0FF000H
START MOV SP,STKPTR      ; load stack pointer
      CALL INIT8255     ; initialize 8255
LP1   MOV AL,08H         ; use num1 for led count value
      MOV DX,PA8255
      OUT DX,AL
      CALL DELAY        ; call delay
      MOV AL,04H        ; use num1 for led count value
      MOV DX,PA8255
      OUT DX,AL
      CALL DELAY        ; call delay
      MOV AL,02H        ; use num1 for led count value
      MOV DX,PA8255
      OUT DX,AL
      CALL DELAY        ; call delay
      MOV AL,01H        ; use num1 for led count value
      MOV DX,PA8255
      OUT DX,AL
      CALL DELAY        ; call delay
      JMP START         ; restart again

```

```

;***** Delay module

```

```

DELAY NOP

```

```

        MOV CX,03500H    ; load Delay count = 0x3500
        NOP
DLY1   NOP
        LOOP DLY1
        RET              ; end of delay

;***** initialize 8255
INIT8255
        MOV AL,080H     ; make all ports output
        MOV DX, CMD8255
        OUT DX,AL       ; write to command register
        MOV AL,00H     ; clear all ports
        MOV DX,PA8255
        OUT DX,AL
        MOV DX,PB8255
        OUT DX,AL
        MOV DX,PC8255
        OUT DX,AL
        RET

```

RESULT: INPUT:

OUTPUT:

Exercise Questions:

- 1) Write an assembly language program to rotate a stepper motor for 20steps in clockwise direction?

Viva Questions:

1. Explain the principle of stepper motor.
2. How to calculate step angle?
3. What are the applications of stepper motor

OBSERVATION:

EXPERIMENT NO: 10**ARITHMETIC, LOGICAL AND BIT MANIPULATION INSTRUCTIONS OF 8051**

AIM: Write an ALP for Arithmetic, logical and bit manipulation operations in 8051

TOOLS:

- i. UXASM
- ii. TKUP
- iii. TKUP86 KIT
- iv. FRC CABLE

A) PROGRAM: FOR ARITHMETIC INSTRUCTIONS OF 8051

;Connect P1 to CNLED1

```
#INCLUDE "TKUP52.DEF"
```

```
ORG 0000H
```

```
START: LJM MAIN
```

```
ORG 0150H
```

```
MAIN MOV SP,#50H
```

```
MOV R0,#20H
```

```
MOV R1,#07H
```

```
MOV A,R0
```

```
ADD A,R1
```

```
MOV P1,A
```

```
LCALL DELAY
```

```
MOV A,R0
```

```
SUBB A,R1
```

```
MOV P1,A
```

```
LCALL DELAY
```

```
MOV A,R0
```

```
MOV 0F0H,R1
```

```
MUL AB
```

```
MOV P1,A
```

```

    LCALL DELAY
    MOV P1,0F0H
    LCALL DELAY
    MOV A,R0
    MOV 0F0H,R1
    DIV AB
    MOV P1,A
    LCALL DELAY
    MOV P1,0F0H
    LCALL DELAY
    LJMPL MAIN
DELAY NOP
    MOV R4,#020H
DLY3 MOV R3,#0FFH
DLY2 MOV R2,#0FFH
    NOP
DLY1 NOP
    NOP
    NOP
    DJNZ R2,DLY1
    DJNZ R3,DLY2
    DJNZ R4,DLY3
    RET ;

```

B) PROGRAM: FOR LOGICAL INSTRUCTIONS OF 8051

i) ;Connect P1 to CNLED1

```

    #INCLUDE "TKUP52.DEF"
    ORG 0000H
START: LJMPL MAIN
    ORG 0150H
MAIN MOV SP,#50H

```

```
MOV A,#35H
ANL A,#0FH
MOV P1,A
ACALL DLY
MOV A,#04H
ORL A,#30H
MOV P1,A
ACALL DLY
MOV A,#54H
XRL A,#78H
MOV P1,A
ACALL DLY
MOV A,#55H
CPL A
MOV P1,A
ACALL DLY
DLY  NOP
      NOP
      MOV R4,#020H
DLY3 MOV R3,#0FFH
DLY2 MOV R2,#0FFH
      NOP
DLY1 NOP
      NOP
      NOP
      NOP
      DJNZ R2,DLY1
      DJNZ R3,DLY2
      DJNZ R4,DLY3
      RET
```

ii) ;Connect P1 to CNLED1


```
#INCLUDE "TKUP52.DEF"
        ORG 0000H
START:   LJMPL MAIN
        ORG 0150H
MAIN:    MOV SP,#060H
        MOV A,#0A5H
        MOV P1,A
        LCALL SFTDL
        RR A
        MOV P1,A
        LCALL SFTDL
        SWAP A
        MOV P1,A
        LCALL SFTDL
        RL A
        MOV P1,A
        LCALL SFTDL
        SETB C
        RLC A
        MOV P1,A
        LCALL SFTDL
        RRC A
        MOV P1,A
        LCALL SFTDL
        LJMPL MAIN
SFTDL   MOV R4,#50H
DL3     MOV R5,#0FFH
DL2     MOV R6,#0FFH
DL1     DJNZ R6,DL1
        DJNZ R5,DL2
```

```
DJNZ R4,DL3
```

```
RET
```

**C) PROGRAM: FOR BIT MANIPULATION INSTRUCTIONS OF 8051
; Connect P1 to CNLED1**

```
#INCLUDE "TKUP52.DEF"
```

```
ORG 0000H
```

```
START: LJM MAIN
```

```
ORG 0150H
```

```
MAIN MOV SP,#50H
```

```
MOV P1,#00H
```

```
MOV C,00H
```

```
SETB C
```

```
MOV P1_7,C
```

```
LCALL SFTDL
```

```
CLR C
```

```
ANL C,00H
```

```
MOV P1_7,C
```

```
LCALL SFTDL
```

```
CPL C
```

```
MOV P1_3,C
```

```
LCALL SFTDL
```

```
ORL C,00H
```

```
MOV P1_7,C
```

```
LCALL SFTDL
```

```
LJM MAIN
```

```
SFTDL MOV R4,#50H
```

```
DL3 MOV R5,#0FFH
```

```
DL2 MOV R6,#0FFH
```

```
DL1 DJNZ R6,DL1
```

```
DJNZ R5,DL2
```

RET

RESULT: INPUT:

OUTPUT:

Exercise Questions:

- 1) Write an assembly language program for the addition of 012H and 376H in 8051?

Viva Questions:

- 1) What are the ports of 8051?
- 2) What is the use of DJNZ instruction?
- 3) What are the bit manipulation instructions of 8051?
- 4) What are the flags of 8051?

OBSERVATION:

EXPERIMENT NO: 11
TIMER/COUNTERS IN 8051

AIM: Write an ALP to verify timer/counter operation in 8051

TOOLS: i) UXASM
ii) TKUP
iii) TKUP86 KIT
IV) FRC CABLE

PROGRAM:

; Connect P1 to CNLED1

```
#INCLUDE "TKUP52.DEF"
        ORG 0000H
START:   LJMP MAIN
        ORG 0150H
MAIN:    MOV SP,#060H
        MOV TMOD,#01H
BACK:    MOV TL0,#075H
        MOV TH0,#0B8H
        MOV P1,#0AAH
        LCALL SFTDL
        ACALL DELAY
        MOV TL0,#00H
        MOV TH0,#00H
        MOV P1,#055H
        ACALL DELAY
        LCALL SFTDL
        SJMP BACK
        ORG 300H
DELAY:   SETB TCON4
AGAIN:   JNB TCON5,AGAIN
```



```
CLR TCON4
```

```
CLR TCON5
```

```
RET
```

```
SFTDL    MOV R4,#10H
DL3      MOV R5,#0FFH
DL2      MOV R6,#0FFH
DL1      DJNZ R6,DL1
          DJNZ R5,DL2
          DJNZ R4,DL3
          RET
```

RESULT:

INPUT:

OUTPUT:

Exercise Questions:

- 1) Write an assembly language program for counting the number of 1's and 0's in 34H?

Viva Questions:

- 1) What are timer/counter registers in 8051?
- 2) What is the size of timer/Counter?
- 3) When timer overflow occurs?
- 4) What are special function registers of 8051?

OBSERVATION:

EXPERIMENT NO: 12

INTERRUPT HANDLING IN 8051

AIM: Write an ALP to verify the interrupt handling in 8051

TOOLS

- i) UXASM
- ii) TKUP
- iii) TKUP86 KIT
- iv) FRC CABLE

PROGRAM:

```
#INCLUDE "TKUP52.DEF"
    ORG 0000H
START: LMP MAIN
    ORG 0150H
MAIN   MOV SP,#50H
       MOV IE,#85H
HERE   MOV P1,#7EH
       SJMP HERE
       ORG 0003H      ; INTO ISR
       MOV P1,#0AAH
       LCALL DELAY
       LCALL DELAY
       LCALL DELAY
       RETI
       ORG 0013H      ; INT1 ISR
       MOV P1,#0A5H
       LCALL DELAY
       LCALL DELAY
       RETI
DELAY NOP
```

```
MOV R4,#020H
DLY3    MOV R3,#0FFH
DLY2    MOV R2,#0FFH
DLY1    NOP
        NOP
        DJNZ R2,DLY1
        DJNZ R3,DLY2
        DJNZ R4,DLY3
        RET
```

RESULT: **INPUT:**

OUTPUT:

Exercise Questions:

- 1) Write the program for interrupt handling of 8051 using PORT 0?

Viva Questions:

- 1) What are the interrupts of 8051?
- 2) What is the Priority among 8051 interrupts?
- 3) What are the interrupt registers of 8051?
- 4) What is the size of the interrupt registers of 8051?

OBSERVATION:

EXPERIMENT NO: 13
UART OPERATION IN 8051

AIM: To observe the UART operation in 8051

TOOLS: i) UXASM

ii) TKUP

iii) TKUP86 KIT

iv) FRC CABLE

PROGRAM:

; CONNECT THE RS232 FROM PC TO TKUP51 KIT

; CONNECT THE Tx PIN OF 8051 TO Rx OF MAX232 AND VICE VERSA

; CONNECT PORT1 TO CNLED

```
#INCLUDE "TKUP52.DEF"
```

```
ORG 0000H
```

```
START: LMP MAIN
```

```
ORG 0150H
```

```
MAIN: MOV SP,#060H
```

```
MOV IE,#85H
```

```
MOV TMOD,#20H
```

```
MOV TH1,#0FAH
```

```
MOV SCON,#50H
```

```
SETB TCON6
```

```
RPT: MOV SBUF,#'Y'
```

```
HERE: JNB SCON1,HERE
```

```
CLR SCON1
```

```
MOV A,#'A'
```

```
MOV P1,A
```

```
SJMP RPT
```

RESULT: INPUT:

OUTPUT:

Exercise Questions:

- 1) Where do we prefer the serial communication & Why?

Viva Questions:

- 1) What is the full form of UART?
- 2) What is meant by Synchronous and Asynchronous communication?
- 3) What is the serial communication registers in 8051?
- 4) Which data communication method is supported by 8051?

OBSERVATION:

EXPERIMENT NO: 14
INTERFACING LCD TO 8051

AIM: Write an ALP for interfacing LCD to 8051

TOOLS:

- I) UXASM
- II) TKUP
- III) TKUP86 KIT
- IV) FRC CABLE

PROGRAM:

```
;CONNECT BH4 TO CNLCDC
;CONNECT BH6 TO CNLCDD

#include "TKUP52.DEF"
    org 0000H
START: LJMP MAIN
    org 0150H
    MAIN MOV SP,#060H
    LCALL INIT8255
LOOP MOV DPTR,#CMDTBL
    LCALL INIT_LCD
    MOV DPTR,#STRTBL
LP1  MOV A,#0
    MOVC A,@A+DPTR
    CJNE A,#00,LP2
    LCALL DELAY
    LCALL DELAY
    LCALL DELAY
    LJMP MAIN
LP2 LCALL WR_DAT
```

```

    INC DPTR
    LCALL SDELAY
    LJMPLP1
;*****LCD init module
INIT_LCD
    MOV A,#0
    MOVC A,@A+DPTR
    CJNE A,#00,IL2
    RET
IL2    LCALL WR_CMD
    INC DPTR
    LJMPLP1
;*****    LCD Write CMD module
WR_CMDPUSH DPH
    PUSH DPL
    MOV DPTR,#PB8255
    LCALL WRPORT
    LCALL SDELAY
    MOV A,#04
    MOV DPTR,#PA8255
    LCALL WRPORT
    LCALL SDELAY
    MOV A,#00
    MOV DPTR,#PA8255
    LCALL WRPORT
    LCALL SDELAY
    POP DPL
    POP DPH
    RET
;*****    LCD Write Data module
WR_DAT    PUSH DPH

```

```

PUSH DPL

MOV DPTR,#PB8255

LCALL WRPORT

LCALL SDELAY

MOV A,#05H

MOV DPTR,#PA8255

LCALL WRPORT

LCALL SDELAY

MOV A,#01H

MOV DPTR,#PA8255

LCALL WRPORT

LCALL SDELAY

POP DPL

POP DPH

RET

```

```

;*****Write Port

```

```

WRPORT    CLR P1_7
          MOVX @DPTR,A
          SETB P1_7
          RET

```

```

;*****          Read Port

```

```

RDPORT    CLR P1_7
          MOVX A,@DPTR
          SETB P1_7
          RET

```

```

;*****          Delay module

```

```

SDELAY    NOP
          MOV R0,#0FFH
          MOV R1,#01H
          LJMPL DLY1

```

```

NOP
DELAY NOP
    MOV R0,#0FFH
    MOV R1,#055H
    NOP
DLY1 DJNZ R0,DLY1
    MOV R0,#0FFH
    DJNZ R1,DLY1
    RET
;*****      initialize 8255
INIT8255
    MOV A,#080H
    MOV DPTR,#CMD8255
    LCALL WRPORT
    RET
    ORG 0500H
;*****      initialize seven segment table
CMDTBL HEX 38,0E,02,01,00
STRTBL ASCII "HELLO ADM - TKUP"
ENDTBL HEX 00,00
RESULT:          INPUT :
                   OUTPUT :

```

Viva Questions:

- 1) What are the special function register of 8051?
- 2) What is the function of accumulator register?
- 3) What is the function of CJNE instruction?
- 4) What is the function of MOVX instruction?

OBSERVATION:

EXPERIMENT NO: 15

INTERFACING MATRIX/KEYBOARD TO 8051

AIM: Write an ALP for interfacing Matrix/keyboard to 8051

TOOLS: i) UXASM

ii) TKUP

iii) TKUP86 KIT

iv) FRC CABLE

PROGRAM:

```

,*****      8255_KBD
*****      INCLUDE DEFINATION FILES NOW

;      1. Connect 8255 PA0-7 to CNMUX of L1C peripheral board
;      2. Connect 8255 PC0-7 to CNKEY of L1C peripheral board
;      3. Connect 8255 PB0-7 to CNSEG of L1C peripheral board
;      4. Motor one segment showing 0000->0001->....->000F->0000 (key press)

#include "TKUP52.DEF"

      org 0000H

START: Ljmp MAIN

      org 0150H

MAIN MOV SP,#060H

      LCALL INIT8255
      MOV DPTR,#NUM1
      LCALL CLRMEM
      MOV DPTR,#NUM2
      LCALL CLRMEM
      MOV DPTR,#NUM3
      LCALL CLRMEM
      NOP

```

LOOP LCALL SCANKBD

```

MOV DPTR,#NUM3
MOVX A,@DPTR
MOV DPTR,#SEGTBL
MOVC A,@A+DPTR
MOV DPTR,#PB8255
LCALL WRPORT
MOV A,#070H
MOV DPTR,#PA8255
LCALL WRPORT
LJMP LOOP

```

```

,*****      MATRIX KBD SCAN module
,*****      Output either E0,D0,B0,70 for Row 1,2,3,4
,*****      Read PC port ended with 0x0F, expect 0F,0E,0D,0B,07

```

```

SCANKBD      MOV A,#00H
SKLOOP      MOV DPTR,#NUM1
             MOVX @DPTR,A
             MOV DPTR,#KBDTBL
             MOVC A,@A+DPTR
             CJNE A,#00,SKL1
             RET
SKL1        MOV DPTR,#PC8255
             LCALL WRPORT
             MOV DPTR,#PC8255
             LCALL RDPORT
             ANL A,#0FH
             CJNE A,#0FH,SKL2
             MOV DPTR,#NUM1
             MOVX A,@DPTR

```

```
LJMP SKLOOP
SKL2  LJMP GETKEY
,*****      GETKEY module
GETKEY      MOV DPTR,#NUM2
            MOVX @DPTR,A
            MOV DPTR,#RETTBL
            MOVC A,@A+DPTR
            MOV R0,A
            MOV DPTR,#NUM1
            MOVX A,@DPTR
            MOV DPTR,#ROWTBL
            MOVC A,@A+DPTR
            ADD A,R0
            MOV DPTR,#NUM3
            MOVX @DPTR,A
            RET
,*****      Clear memory location
CLRMEM      MOV A,#0
            MOVX @DPTR,A
            RET
WRPORT CLR P1_7
            MOVX @DPTR,A
            SETB P1_7
            RET
,*****      Read Port
RDPORT      CLR P1_7
            MOVX A,@DPTR
            SETB P1_7
            RET
```

```

,*****      Delay module

SDELAY      NOP

            MOV R0,#0FFH
            MOV R1,#01H
            LIMP DLY1
            NOP

DELAY NOP

            MOV R0,#0FFH          ; load lsb of delay=0x34FF
            MOV R1,#055H          ; load msb
            NOP

DLY1 DJNZ R0,DLY1
            MOV R0,#0FFH          ; decrement msb count
            DJNZ R1,DLY1
            RET                    ; end of delay

,*****      initialize 8255

INIT8255

            MOV A,#081H          ; make all ports output
            MOV DPTR,#CMD8255     ; write to command register
            LCALL WRPORT
            RET

            ORG 0500H

,*****      initialize seven segment table

SEG_TBL     HEX    3F,06,5B,4F,66,6D,7D,07,7F,6F,77,7C,39,5E,79,71,00
KBD_TBL     HEX    E0,D0,B0,70,00
RETTBLHEX   00,00,00,00,00,00,00,03,00,00,00,02,00,01,00,00,00
ROW_TBL     HEX    00, 04, 08, 0C, 00

```

RESULT: INPUT:

 OUTPUT:

Exercise Question:

- 1) Write an assembly language program for the display of MRCET string on LCD by using 8051

Viva Questions:

- 1) What are the special function registers of 8051?
- 2) What is the function of the accumulator register?
- 3) How many pins are available for 8051?
- 4) What is the function of the SP register?

OBSERVATION:

