### **PROGRAMMING WITH 8085**

## Unit 2 LECTURE 5

## Writing a Assembly Language Program

- Steps to write a program
   Analyze the problem
  - -Develop program Logic
  - -Write an Algorithm
  - -Make a Flowchart
  - -Write program Instructions using Assembly language of 8085
  - -Start troubleshooting i.e. debugging a program if error occurs.

Program 8085 in Assembly language to add two 8bit numbers and store 8-bit result in register C.

- 1. Analyze the problem
  - Addition of two 8-bit numbers to be done
- 2. Program Logic
  - Add two numbers
  - Store result in register C
  - Example

00111001 (39H) D 10011001 (99H) E 11010010 (D2H) C

# Algorithm

- 1. Get two numbers
- 2. Add them
- 3. Store result
- 4. Stop

## Translation to 8085 operations

- Load 1<sup>st</sup> no. in register D
   Load 2<sup>nd</sup> no. in register E
- Copy register D to A
- Add register E to A
- Copy A to register C
- Stop processing

## Assembly Language Program

#### 1. Get two

- a) Load 1<sup>st</sup> no. in register D
- b) Load 2<sup>nd</sup> no. in register E
  - ) Copy register D to A
- b) Add register E to A
- a) Copy A to register C
- 4. Stop

a) Stop processing

MVI D, 2H MVI E, 3H

MOV A, D ADD E

MOV C, A

HLT

Program 8085 in Assembly language to add two 8bit numbers. Result can be more than 8-bits.

#### 1. Analyze the problem

- Result of addition of two 8-bit numbers can be 9-bit
- Example

#### 10011001 (99H) A +10011001 (99H) B 100110010 (132H)

• The 9<sup>th</sup> bit in the result is called CARRY bit.

- How 8085 does it?
  - Adds register A and B
  - Stores 8-bit result in A
  - SETS carry flag (CY) to indicate carry bit



#### Storing result in Register memory



Step-1 Copy A to C
Step-2
a) Clear register B
b) Increment B by 1

## 2. Program Logic

- 1. Add two numbers
- 2. Copy 8-bit result in A to C
- 3. If CARRY is generated
  - Handle it
- 4. Result is in register pair BC

## 3. Algorithm

#### Franslation to 8085 operations

- 1. Load two numbers in registers D, E
- 2. Add them

Stop

6.

- 3. Store 8 bit result in C
- 4. Check CARRY flag
- 5. If CARRY flag is SET
  - Store CARRY in register B

#### • Load registers D, E

- Copy register D to A
- Add register E to A
- Copy A to register C
- Use Conditional Jump instructions
- Clear register B
- Increment B
- Stop processing