# Addition of two 8-bit numbers without carry 

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## ADDITION OF TWO 8 -BIT NUMBERS WITHOUT CARRY

## OBJECTIVE

To write a assembly language program to add two 8-bit numbers and display the value.

## INDIRECT ADDRESSING MODE

## ASSEMBLY LANGUAGE PROGRAM

(Note: In assembly language program mentioned below, coloumn 1 represents the address, coloumn 2 represents Mnemonics, coloumn 3 represents Hex code and coloumn 4 represents the description.)

C000 LXI H C100 21 ; Load the address of the data(i.e.C100) in
C001 00 ; memory location to register pair HL
C002 C1 ; immediately
C003 MOV A M 7E ; Move the content of memory location(AddendInput data) into the accumulator (C100) $=>(A)=03$
C004 INX H 23 ; Increment the HL register pair and it points to augend (Input data) $(C 100)+(0001)=>(C 101)=0 A$
C005 ADD M
86 ; Add the content of memory location(augend) with accumulator content (addend) $(C 101)+(A)=>(A)$

0A $+03=>0 D$
C006 INX H 23 ; Increment the HL register pair
(C101) $+(0001)=>(C 102)$
C007 MOV M A 77 ; Move the accumulator content (Sum - Output data) to the memory location
(A) $=>(C 102)=0 D$

C008 HLT
76 ; Halt the execution

## EXECUTION

(Note: In the below mentioned data, coloumn 1 represents the address, coloumn 2 represents the data, coloumn 3 represents description.)

C100 03 ; Addend(Input data)
C101 0A ; Augend(Input data)
C102 0D ; Sum(Output data)

## PROGRAM TRACE

| Addr | MC | Mnemonic | A | B | C | D | E | H | L | SP | Flaq Word |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  |  | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 0000 | 00000000 |
| C000 | 21 | LXIH C100 | 00 | 00 | 00 | 00 | 00 | C1 | 00 | 0000 | 00000000 |
| C003 | 7E | MOVAM | 03 | 00 | 00 | 00 | 00 | C1 | 00 | 0000 | 00000000 |
| C004 | 23 | INXH | 03 | 00 | 00 | 00 | 00 | C1 | 01 | 0000 | 00000000 |
| C005 | 86 | ADD M | OD | 00 | 00 | 00 | 00 | C1 | 01 | 0000 | 00000000 |
| C006 | 23 | INXH | OD | 00 | 00 | 00 | 00 | C1 | 02 | 0000 | 00000000 |
| C007 | 77 | MOVMA | OD | 00 | 00 | 00 | 00 | C1 | 02 | 0000 | 00000000 |
| C008 | 76 | HLT | OD | 00 | 00 | 00 | 00 | C1 | 02 | 0000 | 0000000 |

## FLAG WORD

(Note: The final content of the flag)

| S | Z | x | Ac | x | P | x | CY |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |

## DIRECT ADDRESSING MODE

## ASSEMBLY LANGUAGE PROGRAM

```
C200 LDA 1000 3A ; Load the Accumulator with Addend(Input data)
C201
C202
C203 MOV B A
00 ; (1000) => (A) = 08
10;
4 7 \text { ; Move Accumulator content (Addend) to B}
Register
(A) => (B) = 08
C204 LDA 1001 3A ; Load the Accumulator with Augend(Input data)
C205
01 ; (1001) => (A) = 07
10 ;
C207 ADD B
8 0 ~ ; ~ A d d ~ t h e ~ A c c u m u l a t o r ~ c o n t e n t ~ w i t h ~ B ~ r e g i s t e r ~
                                    Content
                                    (A) + (B) => (A)
                                    07 + 08 => 0F
C208 STA 1400 32 ; Store the sum in the Accumulator
C209 00 ; (A) => (1400) = 0F
C20A 14 ;
C20B HLT 76 ; Halt the execution
```


## EXECUTION

```
1000 08 ; Addend(Input data)
1 0 0 1 0 7 ~ ; ~ A u g e n d ( I n p u t ~ d a t a )
1400 0F ; Sum(Output data)
```


## PROGRAM TRACE

|  | MC | Mnemonic | A | B | C | D | E | H | L | SP | Flaq W |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  |  | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 0000 | 0000000 |
| 00 | 34 | LDA 1000 | 08 | 00 | 00 | 00 | 00 | 00 | 00 | 0000 | 00000 |
| C203 | 47 | MOVBA | 08 | 08 | 00 | 00 | 00 | 00 | 00 | 0000 | 00000000 |
| C204 | 34 | LDA 100 | 07 | 08 | 00 | 00 | 00 | 00 | 00 | 0000 | 000 |
| C207 | 80 | ADD B | OF | 08 | 00 | 00 | 00 | 00 | 00 | 0000 | 0000 |
| C208 | 32 | STA 1 | OF | 08 | 00 | 00 | 00 | 00 | 00 | 0000 | 000001 |
| C20B | 76 | HLT | OF | 08 | 00 | 00 | 00 | 00 | 00 | 000 | 000 |

## FLAG WORD

| S | Z | x | Ac | x | P | x | $\mathrm{C} \boldsymbol{y}$ |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 |

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