

Multiplication of two 8-bit numbers

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MULTIPLICATION OF TWO 8-BIT NUMBERS

AIM

To write an assembly language program to multiply the two 8-bit numbers

ASSEMBLY LANGUAGE PROGRAM

```

C000 LDA  C100    3A ; Load the accumulator with the content of
C001                00 ; Multiplicand
C002                C1 ;
C003 MOV  D A    57 ; Move the accumulator content (Multiplicand)
                    to D register
C004 LDA  C101    3A ; Load the accumulator with the content of
C005                01 ; Multiplier
C006                C1 ;
C007 MOV  B A    47 ; Move the accumulator content (Multiplier)
                    to B register
C008 MVI  E 00    1E ; Intialize E register with 00H
C009                00 ;
C00A MVI  A 00    3E ; Clear the accumulator content
C00B                00 ;
C00C ADD  D      82 ; Add the D register to accumulator
C00D JNC  C011    D2 ; If carry =0, then jump to C011H
C00E                11 ;
C00F                C0 ;
C010 INR  E      1C ; Increment the C register content
C011 DCR  B      05 ; Decrement the B register content
C012 JNZ  C00C    C2 ; If Z not equal to zero, then jump to C00CH
C013                0C ;
C014                C0 ;
C015 STA  C102    32 ; Store the content of accumulator (Lower byte
C016                02 ; of Product) to memory address C102H
C017                C1 ;
C018 MOV  A E     7B ; Move the content of E register to
                    accumulator
C019 STA  C103    32 ; Store the accumulator content (Higher byte of
C01A                03 ; Product) to memory address C103H
C01B                C1 ;
C01C HLT                    76 ; Halt the execution

```

EXECUTION

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C100 02 ; Multiplicand (Input data)
C101 03 ; Multiplier (Input data)
C102 06 ; LSB of Product (Output data)
C103 00 ; MSB of Product (Output data)

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PROGRAM TRACE

Addr	MC	Mnemonic	A	B	C	D	E	H	L	SP	Flag Word
C000	3A	LDA C100	02	00	00	00	00	00	00	0000	0000 0000
C003	57	MOV D A	02	00	00	02	00	00	00	0000	0000 0000
C004	3A	LDA C101	03	00	00	02	00	00	00	0000	0000 0000
C007	47	MOV B A	03	03	00	02	00	00	00	0000	0000 0000
C008	1E	MVI E 00	03	03	00	02	00	00	00	0000	0000 0000
C00A	3E	MVI A 00	00	03	00	02	00	00	00	0000	0000 0000
C00C	82	ADD D	02	03	00	02	00	00	00	0000	0000 0000
C00D	D2	JNC C011	02	03	00	02	00	00	00	0000	0000 0000
C011	05	DCR B	02	02	00	02	00	00	00	0000	0001 0000
C012	C2	JNZ C00C	02	02	00	02	00	00	00	0000	0001 0000
C00C	82	ADD D	04	02	00	02	00	00	00	0000	0000 0000
C00D	D2	JNC C011	04	02	00	02	00	00	00	0000	0000 0000
C011	05	DCR B	04	01	00	02	00	00	00	0000	0001 0000
C012	C2	JNZ C00C	04	01	00	02	00	00	00	0000	0001 0000
C00C	82	ADD D	06	01	00	02	00	00	00	0000	0000 0100
C00D	D2	JNC C011	06	01	00	02	00	00	00	0000	0000 0100
C011	05	DCR B	06	00	00	02	00	00	00	0000	0101 0100
C012	C2	JNZ C00C	06	00	00	02	00	00	00	0000	0101 0100
C015	32	STA C102	06	00	00	02	00	00	00	0000	0101 0100
C018	7B	MOV A E	00	00	00	02	00	00	00	0000	0101 0100
C019	32	STA C103	00	00	00	02	00	00	00	0000	0101 0100
C01C	76	HLT	00	00	00	02	00	00	00	0000	0101 0100

FLAG WORD

S	Z	x	Ac	x	P	x	Cy
0	1	0	1	0	1	0	0

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