

## Assignment 2(SKEMA)

1. Show how the flag register is affected by the following instructions:

(i)	MOVLW	B'00001111'	L = 00001111 W = L = 00001111
	ANDLW	B'10110000'	L = 10110000 W AND L = 00001111 <u>10110000</u> 00000000 Affected flag is Z, Z = 1, because result of the operation is ZERO
(ii)	MOVLW	B'00110001'	L = 00110001 W = L = 00110001
	IORLW	B'11001110'	L = 11001110 W IOR L = 00110001 <u>11001110</u> 11111111 Affected flag is Z, Z=0, because result of operation is NOT ZERO
(iii)	MOVLW	B'11111111'	L = 11111111 W = L = 11111111
	ADDLW	B'00000001'	L = 00000001 W + L = 11111111 <u>00000001</u> [1]00000000 Affected flag are C, DC, Z Z = 1, because result of the operation is ZERO C=1, because there is a carry beyond the D7 bit DC=1, because there is a carry from the D3 to the D4 bit
(iv)	MOVLW	B'11111000'	L = 11111000 W = L = 11111000
	MOVWF	Mybyte	F = Mybyte Mybyte = W = 11111000
	MOVLW	B'10001001'	L = 10001001 W = L = 10001001
	ADDWF	Mybyte,0	F = Mybyte W + F, result of operation save in W W + Mybyte = 10001001 <u>11111000</u> [1] 10000001 Affected flag are C, DC, Z Z = 0, because result of the operation is NOT ZERO C=1, because there is a carry beyond the D7 bit DC=1, because there is a carry from the D3 to the D4 bit
(v)	MOVLW	B'00001111'	L = 00001111 W = L = 00001111
	MOVWF	MyReg	F = MyReg MyReg = W = 00001111

MOVLW	B'00001111'	L = 00001111 W = L = 00001111
SUBWF	MyReg, 0	F = MyReg W - F, result of operation save in W W - MyReg = 00001111 <u>00001111</u> [0] 00000000 Affected flag are C, DC, Z Z = 1, because result of the operation is ZERO C=0, because there is no carry beyond the D7 bit DC=0, because there is no carry from the D3 to the D4 bit

2. State the contents of the file register RAM locations after the following program:

MOVLW	H'99'	L = H'99' W = L = H'99'
MOVWF	H'12'	F → H'12' F = W = H'99' H'12' = H'99'
MOVLW	H'85'	L = H'85' W = L = H'85'
MOVWF	H'13'	F → H'13' F = W = H'85' H'13' = H'85'
MOVLW	H'3F'	L = H'3F' W = L = H'3F'
MOVWF	H'14'	F → H'14' F = W = H'3F' H'14' = H'3F'
MOVLW	H'63'	L = H'63' W = L = H'63'
MOVWF	H'15'	F → H'15' F = W = H'63' H'15' = H'63'
MOVLW	H'12'	L = H'12' W = L = H'12'
MOVWF	H'16'	F → H'16' F = W = H'12' H'16' = H'12'

3. State the contents of RAM locations 0x12 and WREG after the following program:

MOVLW	0	L = 0 W = L = 0
MOVWF	0x12	F → 0x12 F = W = 0 0x12 = 0
MOVLW	0x22	L = 0x22 W = L = 0x22
ADDWF	0x12, F	W + F, result of operation save in F; F → 0x12 = 0 W + F = 00100010 <u>00000000</u> 00100010 F → 0x12 = 0x22
ADDWF	0x12, F	W + F, result of operation save in F; F → 0x12 = 0x22 W + F = 00100010 <u>00100010</u> 01000100 F → 0x12 = 0x44
ADDWF	0x12, F	W + F, result of operation save in F; F → 0x12 = 0x44 W + F = 00100010 <u>01000100</u> 01100110 F → 0x12 = 0x66
ADDWF	0x12, F	W + F, result of operation save in F; F → 0x12 = 0x66 W + F = 00100010 <u>01100110</u> 10001000 F → 0x12 = 0x88 W = 0x22

4. State the contents of RAM locations 0x12 and WREG after the following program:

MOVLW	0	L = 0 W = L = 0
MOVWF	0x12	F → 0x12 F = W = 0 0x12 = 0
MOVLW	0x22	L = 0x22 W = L = 0x22
ADDWF	0x12, W	W + F, result of operation save in W; F → 0x12 = 0 W + F = 00100010 <u>00000000</u> 00100010

		W = 0x22
ADDWF	0x12, W	W + F, result of operation save in W; F → 0x12 = 0 W + F = 00100010 <u>00000000</u> 00100010 W = 0x22
ADDWF	0x12, W	W + F, result of operation save in W; F → 0x12 = 0 W + F = 00100010 <u>00000000</u> 00100010 W = 0x22
ADDWF	0x12, W	W + F, result of operation save in W; F → 0x12 = 0 W + F = 00100010 <u>00000000</u> 00100010 W = 0x22 F → 0x12 = 0

5. Write a program to get data from the SFRs of Port B and send it to the SFRs of PORT C continuously.

Again	MOVF	PORTB, W	F → PORTB W = F = PORTB
	MOVWF	PORTC	F → PORTC PORTC = W = PORTB
	GOTO	Again	Goto label 'Again' to repeat the process again

6. Write a program to get data from the SFRs of Port B. Add the value 5 to it and send it to the SFRs of Port C

Again	MOVF	PORTB, W	F → PORTB W = F = PORTB
	ADDLW	D'5'	L = 5 W + L = PORTB + 5
	MOVWF	PORTC	F → PORTC PORTC = W = PORTB + 5
	GOTO	Again	Goto label 'Again' to repeat the process again