## **The 8085 Programming Model**

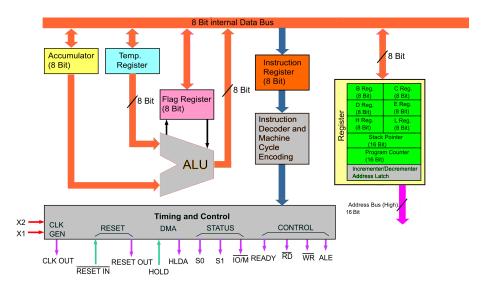
Dr. M. Shiple

Microprocessor Architecture, 2019

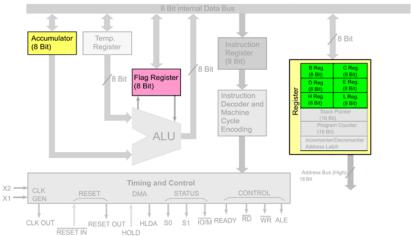


# **General Registers**

## 8085 Programming Model

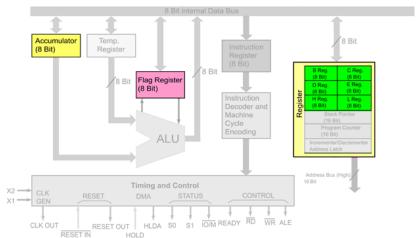


## 8085 Programming Model:Accumulator (8 bit register)



- Store 8 bit data & perform arithmetic and logical operations.
- 2 Store the result of an operation.
- Store 8 bit data during I/O transfer.

#### 8085 Programming Model:Flag Register (8 bit register)



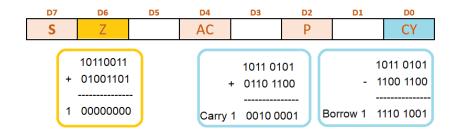
 Set or reset after an operation according to data conditions of the result in the accumulator and other registers

#### 8085 Programming Model:Flag Register (8 bit register) (Cont.)

| D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 |
|----|----|----|----|----|----|----|----|
| S  | Z  |    | AC |    | Р  |    | CY |

- S: Sign flag is set when result of an operation is negative.
- Z: Zero flag is set when result of an operation is 0.
- AC: Auxiliary carry flag is set when there is a carry out of lower nibble or lower four bits of the operation.
- P: Parity flag is set when result contains even number of 1's.
- CY: Carry flag is set when there is carry generated by an operation.

#### 8085 Programming Model:Flag Register (8 bit register) (Cont.)



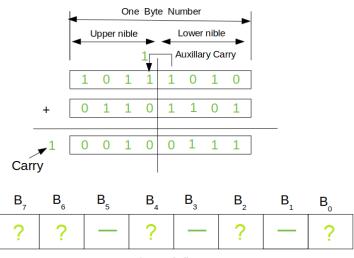
- Z: Zero flag is set when result of an operation is 0.
  - Result obtained after an operation (arithmetical or logical) is 0.
  - Increment or decrement operation of that register.
- CY: Carry flag is set when there is carry generated by an operation.
  - Is set if there is a carry or borrow from arithmetic operation.

#### 8085 Programming Model:Flag Register (8 bit register) (Cont.)



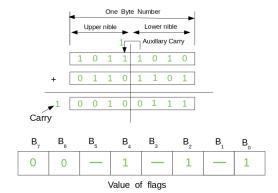
- S: Sign flag is set when result of an operation is negative.
  - After any operation if the MSB (D7) of the result is 1.
- AC: Auxiliary carry flag is set when there is a carry out of lower nibble or lower four bits of the operation.
- P: Parity flag is set when result contains even number of 1's.

## **8085 Programming Model:Flag Register (Example)**



Value of flags

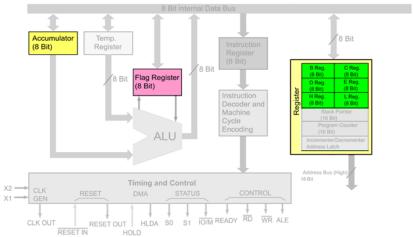
## **8085 Programming Model:Flag Register (Example)**



S= 0 : D7=0.

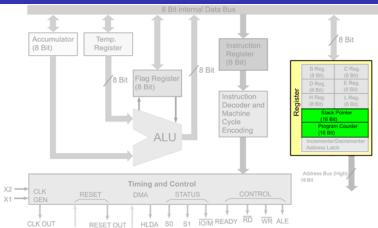
- **2 Z=0**: Flag register  $\neq$  0.
- AC=1: there is a carry at bit 3.
- P=1: number of 1's=4 even number.
- CY=1: there is a carry at bit 7.

## 8085 Programming Model: Six General Purpose Registers(8 bit)



- 8 bit registers: B, C, D, E, H, L.
- 16 bit registers pairs: BC, DE, HL.
- H & L can be used as a data pointer (holds memory address)

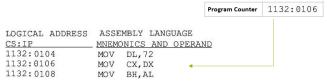
## 8085 Programming Model: Memory Registers (16 bit)



- Program Counter HOLD
  - A pointer to the next instruction to be executed
  - Updated after processor has fetched the instruction
  - Stack Pointer
    - Holds the address of the top of the stack
      http://Drshiple-courses.weebly.com/

## 8085 Programming Model: Memory Registers (16 bit)

- Program Counter
  - A pointer to the next instruction to be executed
  - Updated after processor has fetched the instruction



- Stack Pointer
  - Holds the address of the top of the stack.
  - Stack: FILO (First In Last Out) basis memory.

