

MICROPROCESSOR & MICROCONTROLLERS

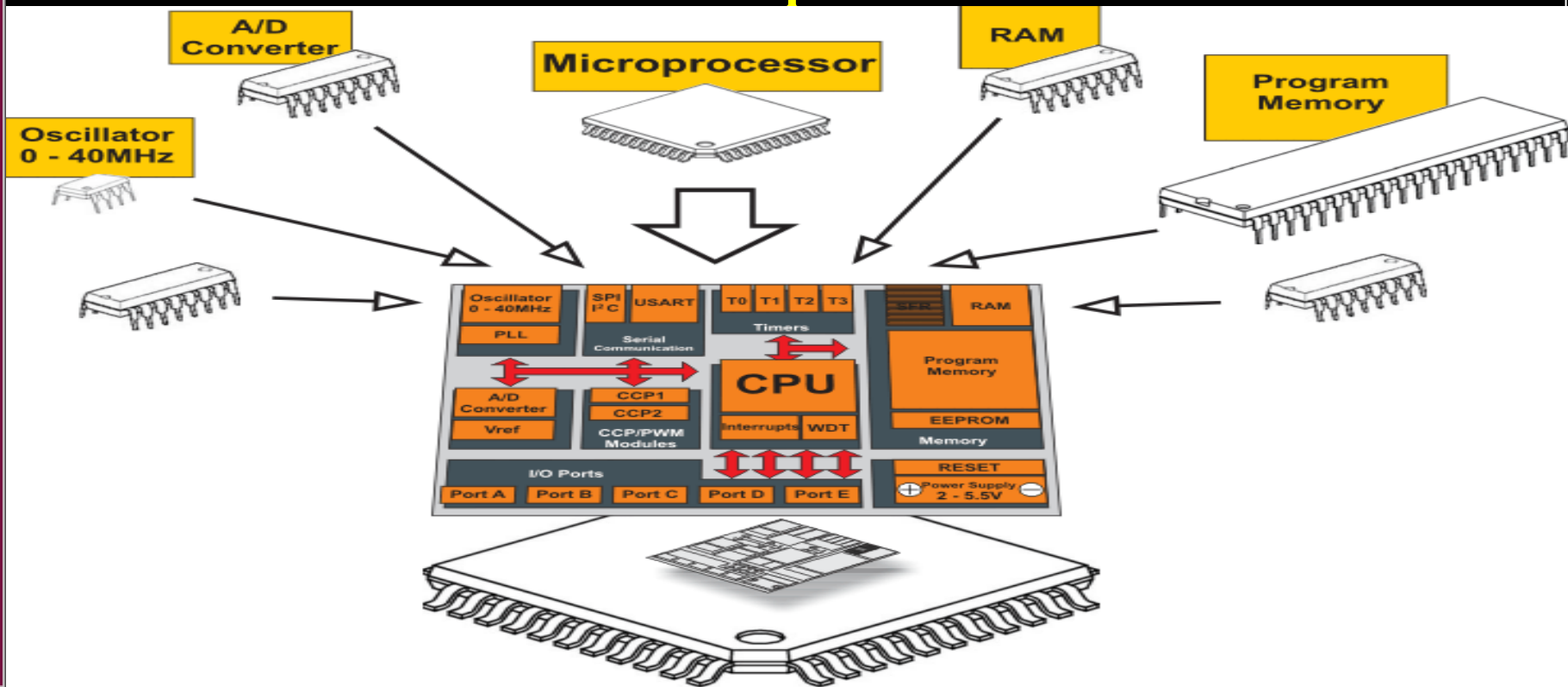
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Unit 1 – 8085 MICROPROCESSOR

Lecture 1-4 : 8085 Microprocessor Instruction Set

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Lecture 1-4: Outline

1

8085 Instruction Format

2

8085 Instruction Set

3

Classification of Instruction Set

8085 INSTRUCTION FORMAT

MP & MC

Lecture 4 – 8085 Microprocessor Instruction Set

INSTRUCTION FORMATS

```
graph TD; A[INSTRUCTION FORMATS] --> B[1 BYTE INSTRUCTION]; A --> C[2 BYTE INSTRUCTION]; A --> D[3 BYTE INSTRUCTION]; B --- E["MOV A,B --- 78H"]; C --- F["MVI B, 02 --- 06H 02"]; D --- G["JMP 6200H --- C3H 00 62"];
```

1 BYTE INSTRUCTION

2 BYTE INSTRUCTION

3 BYTE INSTRUCTION

MOV A,B --- 78H

MVI B, 02 --- 06H 02

**JMP 6200H ---
C3H 00 62**

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Lecture 4 – 8085 Microprocessor Instruction Set

Instruction Formats

Instruction set of 8085A consists of one, two and three byte instructions.

- ◆ *1 Byte Instruction*
- ◆ *2 Bytes Instruction*
- ◆ *3 Bytes Instruction*

The first byte is always the opcode; in two byte instructions the second byte is usually data; in three byte instructions the last two byte present address or 16-bit data

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Lecture 4 – 8085 Microprocessor Instruction Set

Instruction Formats

Instruction set of 8085A consists of one, two and three byte instructions.

◆ 1. One Byte Instruction

FORMAT Opcode

*For example: MOV B, C whose opcode is 41H which is one byte.
This instruction copies the contents of C register in B register*

2. Two byte instruction:

FORMAT Opcode Operand

*For example: MVI B, 08H. The opcode for this instruction is 06H and is always followed by a byte data (08H in this case).
This instruction is a two byte instruction which copies immediate data into B register*

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Lecture 4 – 8085 Microprocessor Instruction Set

Instruction Formats

Instruction set of 8085A consists of one, two and three byte instructions.

♦ 3. Three Byte Instruction

FORMAT:

Opcode	Operand	Operand
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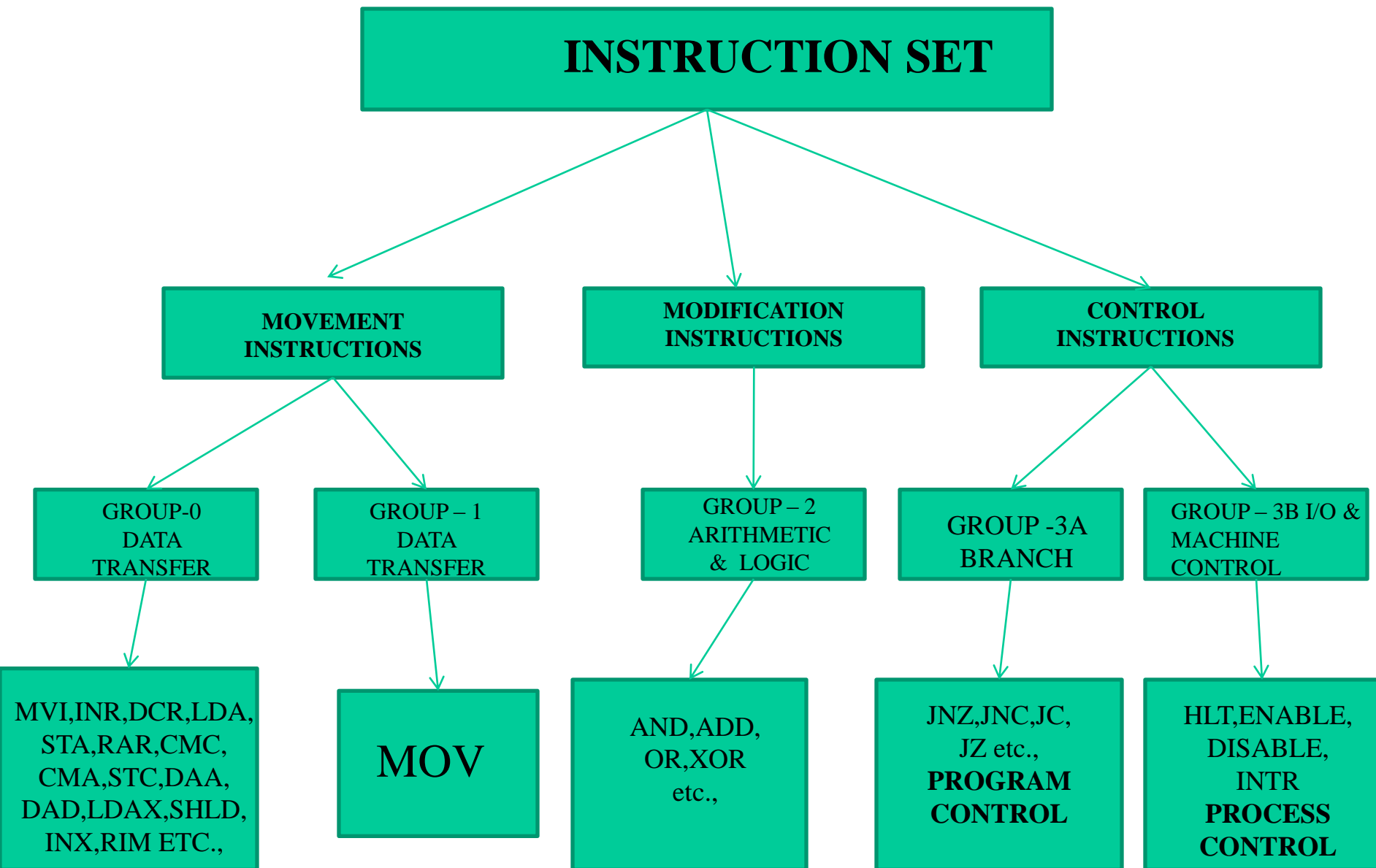
For example: JMP 8200H. The opcode for this instruction is C3H and is always followed by 16 bit address (8200H in this case).

This instruction is a three byte which loads 16 bit address into program counter

8085 INSTRUCTION SET

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BYTE ORGANIZATION

GROUP - 0



GROUP - 1



GROUP - 2



GROUP - 3



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Code For Receiving And Sending Registers/Pairs

REGISTERS	ADDRESS CODE	REGISTERS	ADDRESS CODE
B	000	B – C	00
C	001		
D	010	D – E	01
E	011		
H	100	H – L	10
L	101		
M	110	SP	11
A	111		

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Information Operations (I0 I0 I0)

ADDRESS			OPERATION
I0	I0	I0	
0	0	0	NOT USED
0	0	1	IMMEDIATE OPERATION REGISTER PAIR
0	1	0	LOAD / STORE
0	1	1	INCREMENT/ DECREMENT REGISTER PAIR
1	0	0	INCREMENT SINGLE REGISTER
1	0	1	DECREMENT SINGLE REGISTER
1	1	0	IMMEDIATE OPERATION ON SINGLE REGISTER
1	1	1	REGISTER SHIFTING

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Arithmetic And Logical Operations (A1 A1 A1)

ADDRESS			OPERATION
A1	A1	A1	
0	0	0	ADD
0	0	1	ADD WITH CARRY (ADC)
0	1	0	SUBTRACT (SUB)
0	1	1	SUBTRACT WITH BORROW (SBB)
1	0	0	LOGICAL AND
1	0	1	EXCLUSIVE OR (X-OR)
1	1	0	LOGICAL OR (OR)
1	1	1	COMPARE

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Conditions Of Branch (Cb Cb Cb)

ADDRESS			OPERATION
Cb	Cb	Cb	
0	0	0	IF NOT ZERO (JNZ)
0	0	1	IF ZERO (JZ)
0	1	0	IF NO CARRY(JNC)
0	1	1	IF CARRY (JC)
1	0	0	IF ODD PARITY (JPO)
1	0	1	IF EVEN PARITY (JPE)
1	1	0	WAS IT POSITIVE (JP)
1	1	1	WAS IT NEGATIVE (JM)

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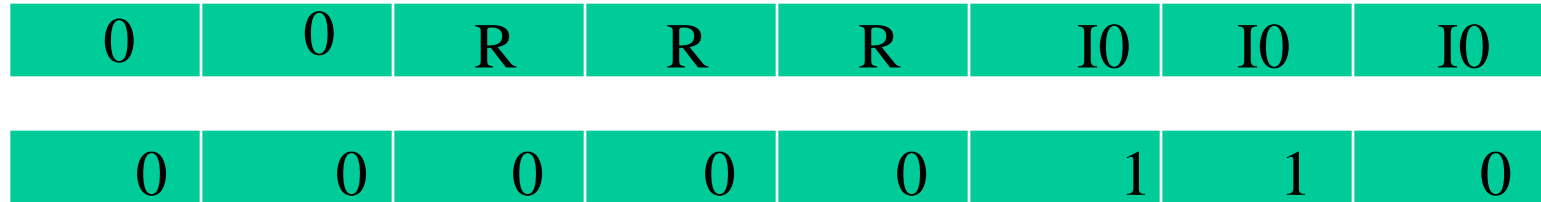
Branch Operations (BO BO BO)

ADDRESS			OPERATION
BO	BO	BO	
0	0	0	CONDITIONAL RETURN
0	0	1	SIMPLE RETURN
0	1	0	CONDITIONAL JUMP
0	1	1	UNCONDITIONAL JUMP
1	0	0	CONDITIONAL CALL
1	0	1	SIMPLE CALL
1	1	0	SPECIAL A/L OPERATIONS
1	1	1	SPECIAL UNCONDITIONAL JUMPS

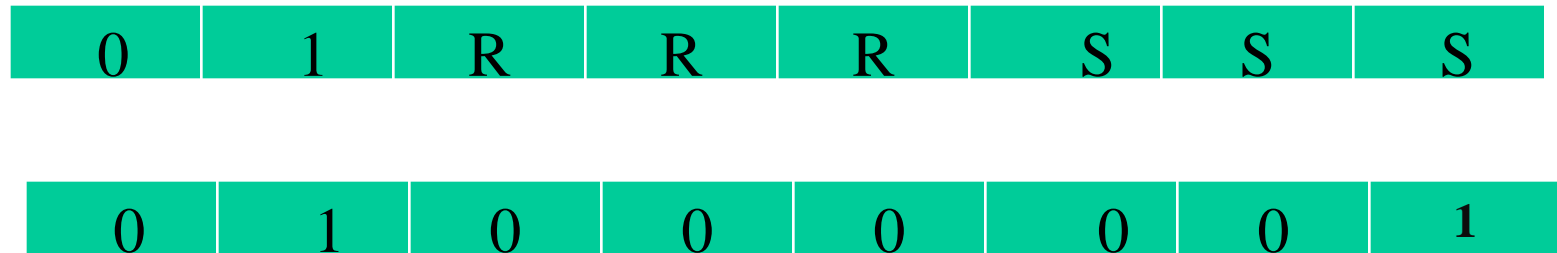
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Lecture 4 – 8085 Microprocessor Instruction Set

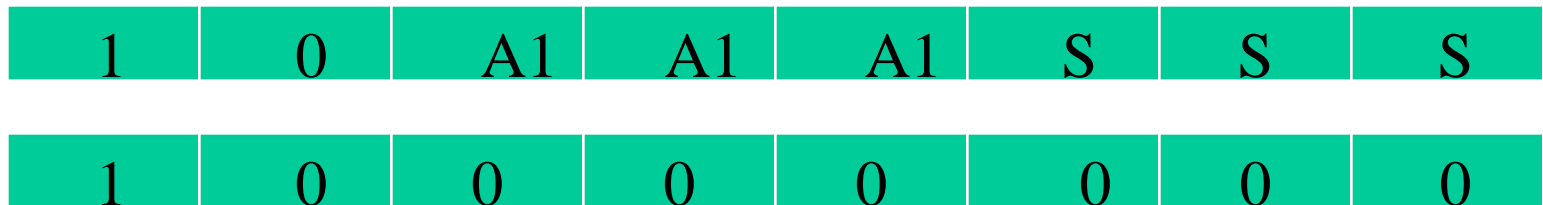
MVI B, BYTE



MOV B,C



ADD B



CLASSIFICATION OF INSTRUCTION SET

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Classification Of Instruction Set

There are 5 categories:

- **(1) Data Transfer Instruction,**
- **(2) Arithmetic Instructions,**
- **(3) Logical Instructions,**
- **(4) Branching Instructions,**
- **(5) Control Instructions,**

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Lecture 4 – 8085 Microprocessor Instruction Set

(1) Data Transfer Instructions

- *MOV Rd, Rs*
- *MOV M, Rs*
- *MOV Rd, M*
- This instruction copies the contents of the source register into the destination register.
- The contents of the source register are not altered.
- Example: **MOV B,A** or **MOV M,B** or **MOV C,M**

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Lecture 4 – 8085 Microprocessor Instruction Set

BEFORE EXECUTION

A	20	B	
---	----	---	--

MOV B, A

AFTER EXECUTION

A	20	B	20
---	----	---	----

A		F	
B	30	C	
D		E	
H	20	L	50

MOV M, B

A		F	
B	30	C	
D		E	
H	20	L	50

30

MEMORY

A		F	
B		C	
D		E	
H	20	L	50

40

MOV C, M

MEMORY

A		F	
B		C	40
D		E	
H	20	L	50

40

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(2) Data Transfer Instructions

- *MVI R, Data(8-bit)*
- *MVI M, Data(8-bit)*
- *The 8-bit immediate data is stored in the destination register (R) or memory (M), R is general purpose 8 bit register such as A, B, C, D, E, H and L.*
- *Example: MVI B, 60H or MVI M, 40H*

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BEFORE EXECUTION

A		F	
B		C	
D		E	
H		L	

MVI B,60H

AFTER EXECUTION

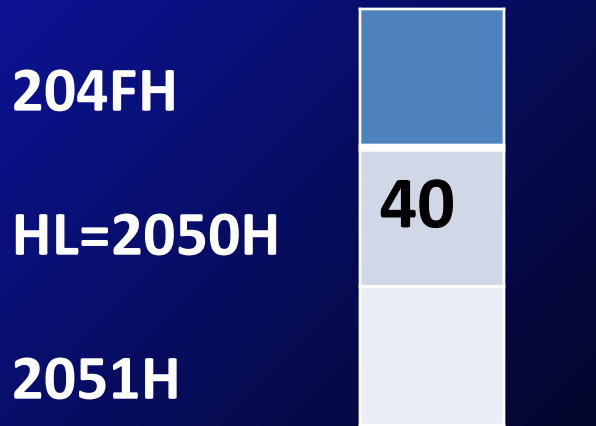
A		F	
B	60	C	
D		E	
H		L	

BEFORE EXECUTION



MVI M,40H

AFTER EXECUTION



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Lecture 4 – 8085 Microprocessor Instruction Set

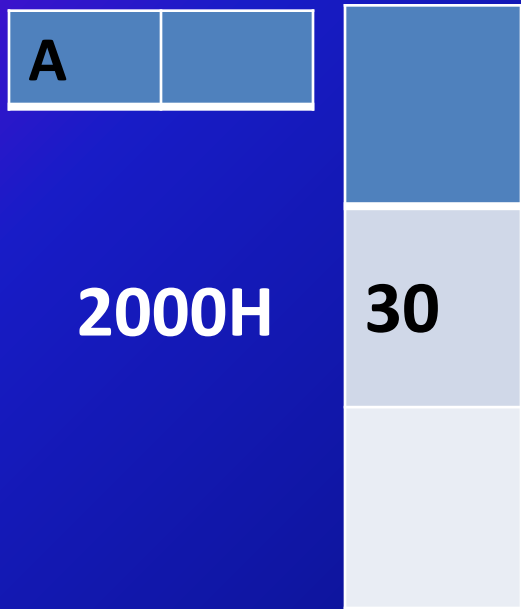
(3) Data Transfer Instructions

- **LDA 16-bit address**
- **The contents of a memory location, specified by a 16-bit address in the operand, are copied to the accumulator (A).**
- **The contents of the source are not altered.**
- **Example: LDA 2000H**

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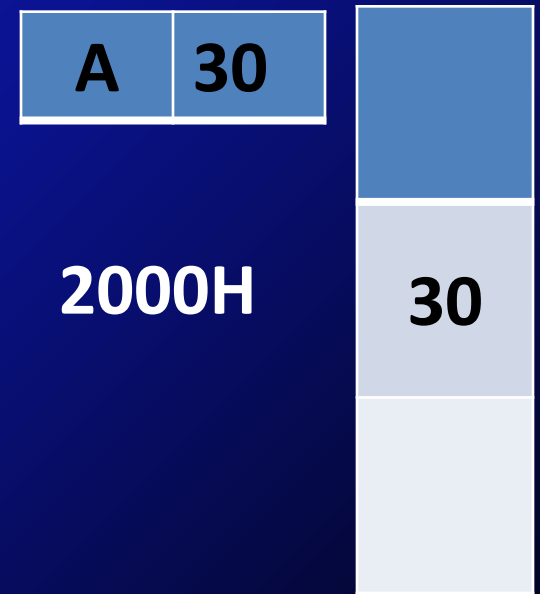
Lecture 4 – 8085 Microprocessor Instruction Set

BEFORE EXECUTION



LDA 2000H

AFTER EXECUTION



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(4) Data Transfer Instructions

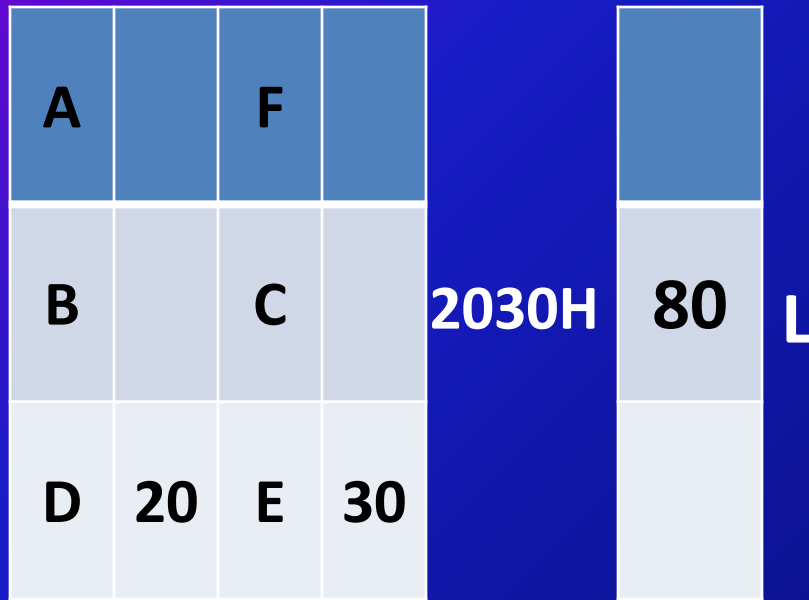
LDAX Register Pair

- Load accumulator (A) with the contents of memory location whose address is specified by BC or DE or register pair.
- The contents of either the register pair or the memory location are not altered.
- Example: LDAX D

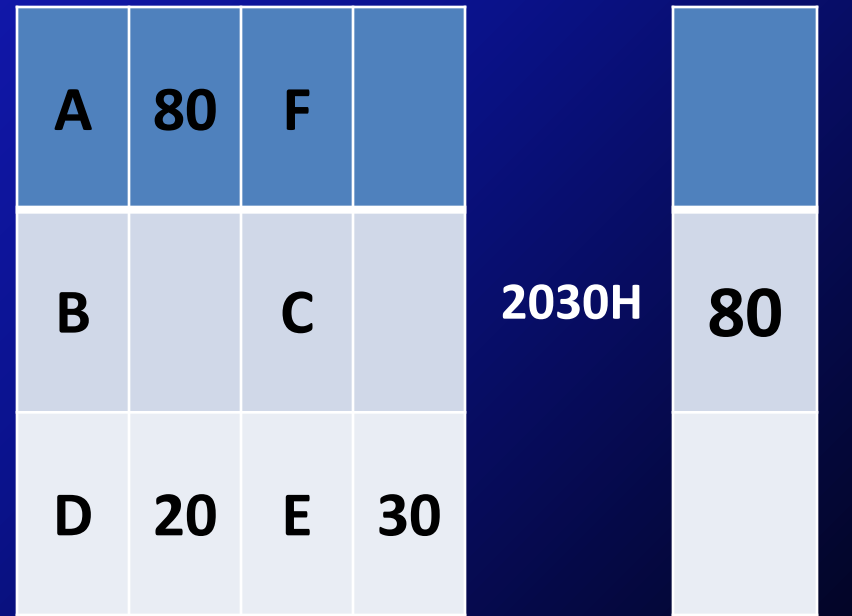
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BEFORE EXECUTION



AFTER EXECUTION



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(5) Data Transfer Instructions

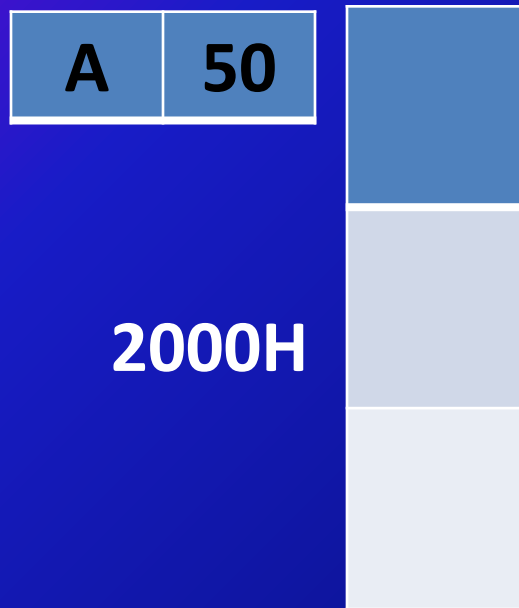
STA 16-bit address

- The contents of accumulator are copied into the memory location i.e. address specified by the operand in the instruction.
- Example: STA 2000 H

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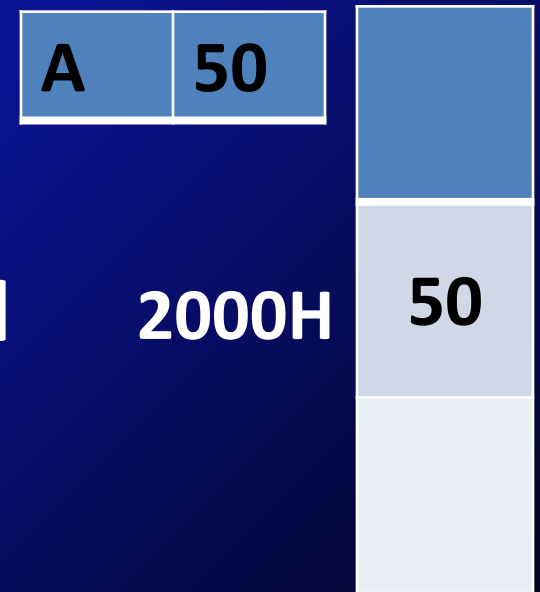
Lecture 4 – 8085 Microprocessor Instruction Set

BEFORE EXECUTION



STA 2000H

AFTER EXECUTION



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(6) Data Transfer Instructions

STAX Register Pair

- Store the contents of accumulator (A) into the memory location whose address is specified by BC Or DE register pair.
- Example: STAX B

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BEFORE EXECUTION

A	50	F	
B	10	C	20
D		E	

1020H



STAX B

AFTER EXECUTION

A	50	F	
B	10	C	20
D		E	

1020H 50



MEMORY

MEMORY

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(8) Data Transfer Instructions

XCHG

- The contents of register H are exchanged with the contents of register D.
- The contents of register L are exchanged with the contents of register E.
- Example: XCHG

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BEFORE EXECUTION

D	20	E	40
H	70	L	80

XCHG

AFTER EXECUTION

D	70	E	80
H	20	L	40

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(12) Data Transfer Instructions

IN 8-bit port address

- *Copy data to accumulator from a port with 8-bit address.*
- **The contents of I/O port are copied into accumulator.**
- **Example: IN 80 H**

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BEFORE EXECUTION



IN 80H

AFTER EXECUTION



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(13) Data Transfer Instructions

- *OUT 8-bit port address*
- *Copy data from accumulator to a port with 8-bit address*
- The contents of accumulator are copied into the I/O port.
- Example: OUT 50 H

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BEFORE EXECUTION



OUT 50H

AFTER EXECUTION



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B. Arithmetic Instructions

These instructions perform the operations like:

- ***Addition***
- ***Subtraction***
- ***Increment***
- ***Decrement***

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(1) Arithmetic Instructions

- ***ADD R***
- ***ADD M***
- The contents of register or memory are added to the contents of accumulator.
- The result is stored in accumulator.
- If the operand is memory location, its address is specified by H-L pair.
- Example: **ADD C** or **ADD M**

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BEFORE EXECUTION

A	20		
B		C	30
D		E	
H		L	

ADD C
A=A+R

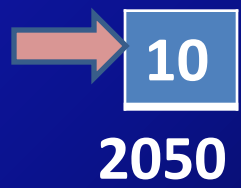
AFTER EXECUTION

A	50		
B		C	30
D		E	
H		L	

BEFORE EXECUTION

A	20		
B		C	
D		E	
H	20	L	50

ADD M
A=A+M



AFTER EXECUTION

A	30		
B		C	
D		E	
H	20	L	50



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(2) Arithmetic Instructions

- ***ADC R***
- ***ADC M***
- ***The contents of register or memory and Carry Flag (CY) are added to the contents of accumulator.***
- **The result is stored in accumulator.**
- ***If the operand is memory location, its address is specified by H-L pair.*** All flags are modified to reflect the result of the addition.
- **Example: ADC C or ADC M**

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BEFORE EXECUTION

CY	1		
A	50		
B		C	20
D		E	
H		L	

ADC C
A=A+R+CY

AFTER EXECUTION

CY	0		
A	71		
B		C	20
D		E	
H		L	

BEFORE EXECUTION

CY	1			
A	20	2050H	30	
H	20	L	50	

ADC M
A=A+M+CY

AFTER EXECUTION

CY	0			
A	51	2050H	30	
H	20	L	50	

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(3) Arithmetic Instructions

- ***ADI 8-bit data***
- ***The 8-bit data is added to the contents of accumulator.***
- **The result is stored in accumulator.**
- **Example: ADI 10 H**

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BEFORE EXECUTION

A	50
---	----

ADI 10H
 $A=A+DATA(8)$

AFTER EXECUTION

A	60
---	----

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(4) Arithmetic Instructions

- ***ACI 8-bit data***
- ***The 8-bit data and the Carry Flag (CY) are added to the contents of accumulator.***
- **The result is stored in accumulator.**
- **Example: ACI 20 H**

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BEFORE EXECUTION

CY	1
----	---

A	30
---	----

ACI 20H

$$A = A + \text{DATA}(8) + \text{CY}$$

AFTER EXECUTION

CY	0
----	---

A	51
---	----

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Lecture 4 – 8085 Microprocessor Instruction Set

(6) Arithmetic Instructions

- ***SUB R***
- ***SUB M***
- ***The contents of the register or memory location are subtracted from the contents of the accumulator.***
- **The result is stored in accumulator.**
- **If the operand is memory location, its address is specified by H-L pair.**
- **Example: SUB B or SUB M**

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Lecture 4 – 8085 Microprocessor Instruction Set

BEFORE EXECUTION

A	50		
B	30	C	
D		E	
H		L	

SUB B
A=A-R

AFTER EXECUTION

A	20		
B	30	C	
D		E	
H		L	

BEFORE EXECUTION

A	50		
H	10	L	20

1020H

	10
--	----

SUB M
A=A-M

AFTER EXECUTION

A	40		
H	10	L	20

1020H

	10
--	----

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(7) Arithmetic Instructions

- ***SBB R***
- ***SBB M***
- ***The contents of the register or memory location and Borrow Flag (i.e.CY) are subtracted from the contents of the accumulator.***
- **The result is stored in accumulator.**
- **If the operand is memory location, its address is specified by H-L pair.**
- **Example: SBB C or SBB M**

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Lecture 4 – 8085 Microprocessor Instruction Set

BEFORE EXECUTION

CY	1		
A	40		
B		C	20
D		E	
H		L	

AFTER EXECUTION

CY	0		
A	19		
B		C	20
D		E	
H		L	

SBB C
A=A-R-CY

BEFORE EXECUTION

CY	1			
A	50	2050H		10
H	20	L	50	

AFTER EXECUTION

CY	0			
A	39	2050H		10
H	20	L	50	

SBB M
A=A-M-CY

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(8) Arithmetic Instructions

- *SUI 8-bit data*
- *OPERATION: $A=A-DATA(8)$*
- *The 8-bit immediate data is subtracted from the contents of the accumulator.*
- **The result is stored in accumulator.**
- **Example: SUI 45 H**

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(9) Arithmetic Instructions

- **SBI 8-bit data**
- *The 8-bit data and the Borrow Flag (i.e. CY) is subtracted from the contents of the accumulator.*
- **The result is stored in accumulator.**
- **Example: SBI 20 H**

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BEFORE EXECUTION

CY	1
A	50

SBI 20H
A=A-DATA(8)-CY

AFTER EXECUTION

CY	0
A	29

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Lecture 4 – 8085 Microprocessor Instruction Set

(10) Arithmetic Instructions

- **INR R**
- **INR M**
- *The contents of register or memory location are incremented by 1.*
- The result is stored in the same place.
- If the operand is a memory location, its address is specified by the contents of H-L pair.
- Example: INR B or INR M

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Lecture 4 – 8085 Microprocessor Instruction Set

BEFORE EXECUTION

A			
B	10	C	
D		E	
H		L	

INR B
R=R+1

AFTER EXECUTION

A			
B	11	C	
D		E	
H		L	

BEFORE EXECUTION

H		L	
	20		50

2050H

INR M
M=M+1

AFTER EXECUTION

H		L	
	20		50

31

2050H

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(11) Arithmetic Instructions

- **INX Rp**
- *This instruction increments the contents of register pair by 1.*
- **The result is stored in the same place.**
- **Example: INX H**

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BEFORE EXECUTION

SP			
B		C	
D		E	
H	10	L	20

INX H
RP=RP+1

AFTER EXECUTION

SP			
B		C	
D		E	
H	10	L	21

QN: What is the next address after 11FF?

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Lecture 4 – 8085 Microprocessor Instruction Set

(12) Arithmetic Instructions

- **DCR R**
- **DCR M**
- *The contents of register or memory location are decremented by 1.*
- The result is stored in the same place.
- If the operand is a memory location, its address is specified by the contents of H-L pair.
- Example: DCR E or DCR M

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Lecture 4 – 8085 Microprocessor Instruction Set

BEFORE EXECUTION

A			
B		C	
D		E	20
H		L	

DCR E
R=R-1

AFTER EXECUTION

A			
B		C	
D		E	1F
H		L	

BEFORE EXECUTION

H		L	
	20		50

2050H

		21	

DCR M
M=M-1

H		L	
	20		50

2050H

		20	

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Lecture 4 – 8085 Microprocessor Instruction Set

(13) Arithmetic Instructions

DCX Rp

- *This instruction decrements the contents of register pair by 1.*
- The result is stored in the same place.
- Example: DCX D

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Lecture 4 – 8085 Microprocessor Instruction Set

BEFORE EXECUTION

SP			
B		C	
D	10	E	20
H		L	

DCX D
RP=RP-1

AFTER EXECUTION

SP			
B		C	
D	10	E	1F
H		L	

QN: What is the address before 10F0?

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Lecture 4 – 8085 Microprocessor Instruction Set

(1) Logical Instructions

- **ANA R**
- **ANA M**
- *AND specified data in register or memory with accumulator.*
- **Store the result in accumulator (A).**
- **Example: ANA B, ANA M**

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Lecture 4 – 8085 Microprocessor Instruction Set

BEFORE EXECUTION

A	AA		
B	0F	C	
D		E	
H		L	

1010 1010=AAH
0000 1111=0FH

0000 1010=0AH

ANA B
A=A and R

AFTER EXECUTION

A	0A		
B	0F	C	
D		E	
H		L	

BEFORE EXECUTION

A	55			2050H
H	20	L	50	

				B3
--	--	--	--	----

0101 0101=55H
1011 0011=B3H

0001 0001=11H

ANA M
A=A and M

AFTER EXECUTION

A	11			2050H
H	20	L	50	

				B3
--	--	--	--	----

MP & MC APPLICATIONS

Lecture 4 – 8085 Microprocessor Instruction Set

(2) Logical Instructions

- **ANI 8-bit data**
- **AND 8-bit data with accumulator (A).**
- **Store the result in accumulator (A)**

- **Example: ANI 3FH**

MP & MC APPLICATIONS

Lecture 4 – 8085 Microprocessor Instruction Set

BEFORE EXECUTION

1011 0011=B3H

0011 1111=3FH

0011 0011=33H

ANI 3FH

A=A and DATA(8)

AFTER EXECUTION

A	B3
---	----

A	33
---	----

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Lecture 4 – 8085 Microprocessor Instruction Set

(3) Logical Instructions

- **XRA Register (8-bit)**
- **XOR specified register with accumulator.**
- **Store the result in accumulator.**
- **Example: XRA C**

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Lecture 4 – 8085 Microprocessor Instruction Set

BEFORE EXECUTION

CY		AC	
----	--	----	--

A	AA		
B		C	2D
D		E	
H		L	

1010 1010=AAH

0010 1101=2DH

1000 0111=87H

XRA C

A=A xor R

AFTER EXECUTION

CY	0	AC	0
----	---	----	---

A	87		
B		C	2D
D		E	
H		L	

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Lecture 4 – 8085 Microprocessor Instruction Set

(4) Logical Instructions

- **XRA M**
- *XOR data in memory (memory location pointed by H-L pair) with Accumulator.*
- **Store the result in Accumulator.**
- **Example: XRA M**

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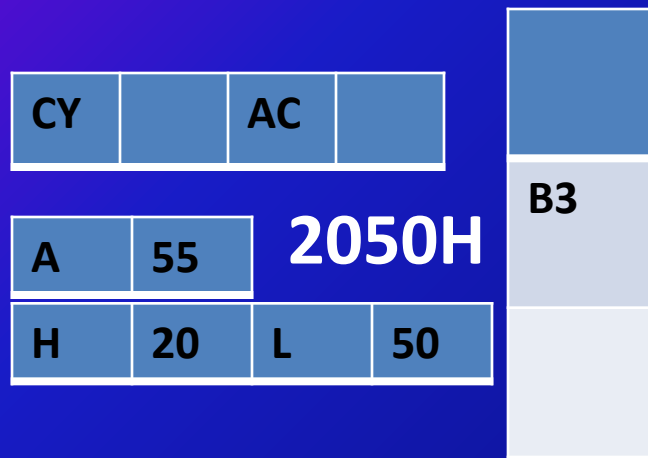
BEFORE EXECUTION

0101 0101=55H

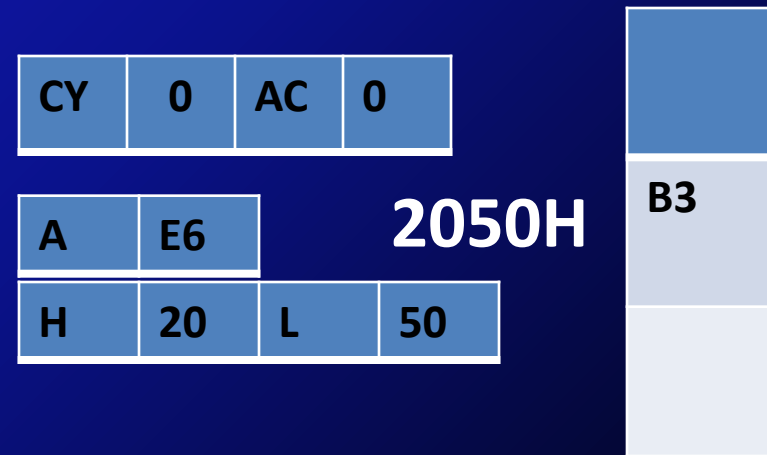
1011 0011=B3H

AFTER EXECUTION

1110 0110=E6H



XRA M
A=A xor
M



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(5) Logical Instructions

XRI 8-bit data

- *XOR 8-bit immediate data with accumulator (A).*
- **Store the result in accumulator.**
- **Example: XRI 39H**

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1011 0011=B3H

0011 1001=39H

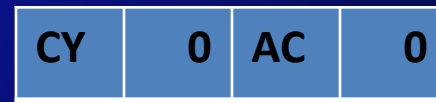
1000 1010=8AH

BEFORE EXECUTION

AFTER EXECUTION



XRI 39H



A=A xor DATA(8)



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(6) Logical Instructions

- **ORA Register**
- OR specified register with accumulator (A).
- Store the result in accumulator.

- **Example: ORA B**

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BEFORE EXECUTION

CY		AC	
----	--	----	--

A	AA
---	----

B	12	C	
D		E	
H		L	

1010 1010=AAH
0001 0010=12H

1011 1010=BAH

ORA B
A=A or R

AFTER EXECUTION

CY	0	AC	0
----	---	----	---

A	BA
---	----

B	12	C	
D		E	
H		L	

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(7) Logical Instructions

- **ORA M**
- *OR H-L pair (i.e. M) with accumulator (A).*
- **Store the result in accumulator.**
- **Example: ORA M**

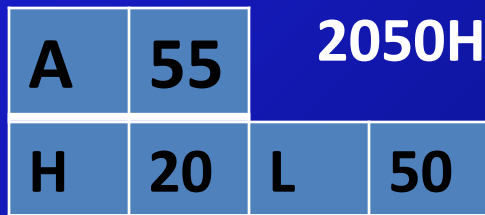
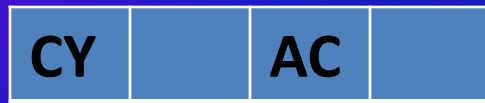
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0101 0101=55H

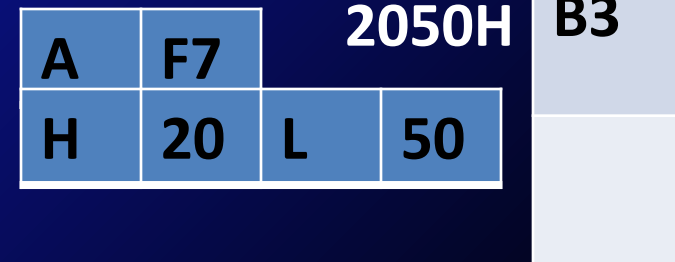
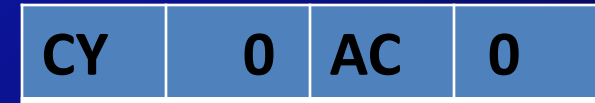
1011 0011=B3H

BEFORE EXECUTION



ORA M
A=A or M

AFTER EXECUTION



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(8) Logical Instructions

ORI 8-bit data

- **OR 8-bit data with accumulator (A).**
- **Store the result in accumulator.**

- **Example: ORI 08H**

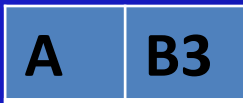
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1011 0011=B3H

0000 1000=08H

BEFORE EXECUTION

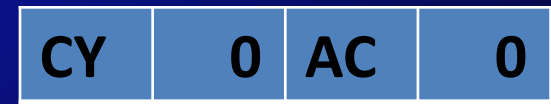


1011 1011=BBH

ORI 08H

A=A or DATA(8)

AFTER EXECUTION



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(9) Logical Instructions

- **CMP Register**
- **CMP M**
- *Compare specified data in register or memory with accumulator (A).*
- **Store the result in accumulator.**
- **Example: CMP D or CMP M**

BEFORE EXECUTION

CY		Z	
----	--	---	--

A	B8
---	----

B		C	
D	B9	E	
H		L	

A>R: CY=0,Z=0

A=R: CY=0,Z=1

A<R: CY=1,Z=0

CMP D
A-R

AFTER EXECUTION

CY	0	Z	0
----	---	---	---

A	B8
---	----

B		C	
D	B9	E	
H		L	

BEFORE EXECUTION

CY		Z	
----	--	---	--

A	B8	2050H
---	----	-------

H	20	L	50
---	----	---	----

B8

A>M: CY=0,Z=0

A=M: CY=0,Z=1

A<M: CY=1,Z=0

CMP M
A-M

AFTER EXECUTION

CY	0	Z	1
----	---	---	---

A	B8	2050H
---	----	-------

H	20	L	50
---	----	---	----

B8

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(10) Logical Instructions

- **CPI 8-bit data**
- *Compare 8-bit immediate data with accumulator (A).*
- **Store the result in accumulator.**
- **Example: CPI 30H**

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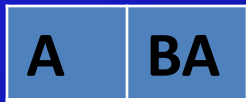
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A>DATA: CY=0, Z=0

A=DATA: CY=0, Z=1

A<DATA: CY=1, Z=0

BEFORE EXECUTION



CPI 30H

A-Data

AFTER EXECUTION



1011 1010=BAH

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(11) Logical Instructions

- **STC**
- *It sets the carry flag to 1.*
- **Example: STC**

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BEFORE EXECUTION

CY	0
-----------	----------

STC
CY=1

AFTER EXECUTION

CY	1
-----------	----------

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(12) Logical Instructions

- **CMC**
- *It complements the carry flag.*
- **Example: CMC**

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BEFORE EXECUTION

CY	1
----	---

CMC

AFTER EXECUTION

CY	0
----	---

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(13) Logical Instructions

- **CMA**
- *It complements each bit of the accumulator.*
- **Example: CMA**

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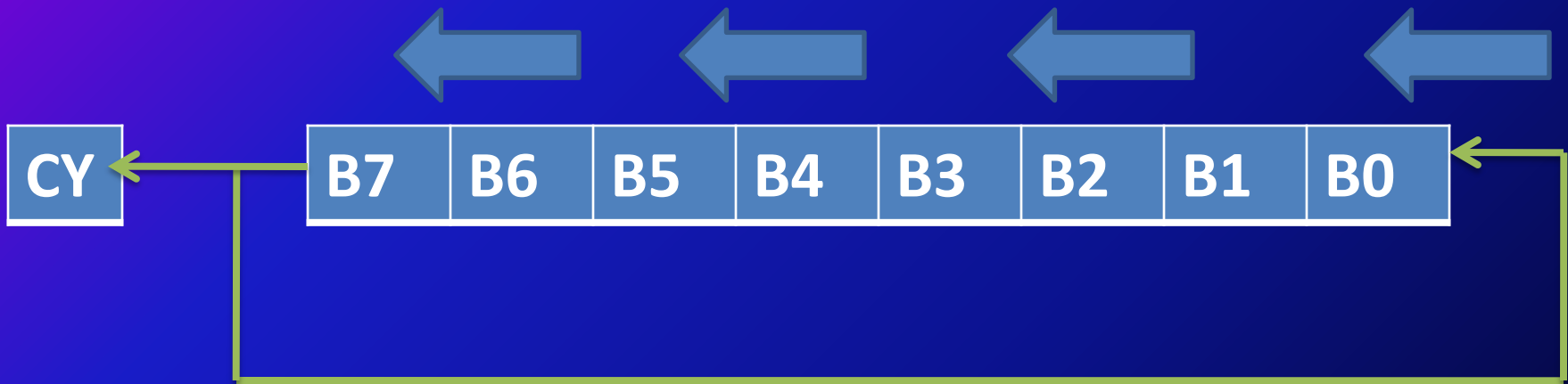
(14) Logical Instructions

- ***RLC***
- *Rotate accumulator left*
- *Each binary bit of the accumulator is rotated left by one position.*
- ***Bit D7 is placed in the position of D0 as well as in the Carry flag.***
- *CY is modified according to bit D7.*
- *Example: RLC.*

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BEFORE EXECUTION



AFTER EXECUTION



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(15) Logical Instructions

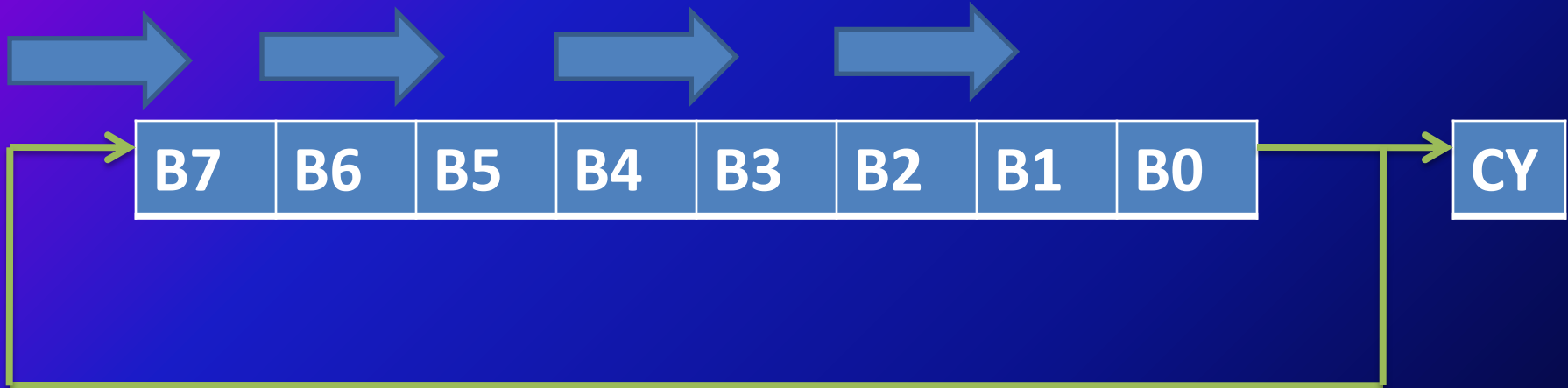
RRC

- *Rotate accumulator right*
- *Each binary bit of the accumulator is rotated right by one position.*
- Bit D0 is placed in the position of D7 as well as in the Carry flag.
- CY is modified according to bit D0.
- Example: RRC.

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BEFORE EXECUTION



AFTER EXECUTION



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Branching Instructions

- *The branch group instructions allows the microprocessor to change the sequence of program either conditionally or under certain test conditions.* The group includes,
 - (1) Jump instructions,
 - (2) Call and Return instructions,
 - (3) Restart instructions,

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(1) Branching Instructions

JUMP address

- BEFORE EXECUTION



JMP 2000H

- AFTER EXECUTION



- *Jump unconditionally to the address.*
- *The instruction loads the PC with the address given within the instruction and resumes the program execution from specified location.*
- Example: JMP 2000H

Conditional Jumps

Instruction Code	Description	Condition For Jump
JC	Jump on carry	CY=1
JNC	Jump on not carry	CY=0
JP	Jump on positive	S=0
JM	Jump on minus	S=1
JPE	Jump on parity even	P=1
JPO	Jump on parity odd	P=0
JZ	Jump on zero	Z=1
JNZ	Jump on not zero	Z=0

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(2) Branching Instructions

CALL address

- *Call unconditionally a subroutine whose starting address given within the instruction and used to transfer program control to a subprogram or subroutine.*
- Example: CALL 2000H

Conditional Calls

Instruction Code	Description	Condition for CALL
CC	Call on carry	CY=1
CNC	Call on not carry	CY=0
CP	Call on positive	S=0
CM	Call on minus	S=1
CPE	Call on parity even	P=1
CPO	Call on parity odd	P=0
CZ	Call on zero	Z=1
CNZ	Call on not zero	Z=0

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(4) Branching Instructions

RST n

- Restart n (0 to 7)
- *This instruction transfers the program control to a specific memory address. The processor multiplies the RST number by 8 to calculate the vector address (in hexadecimal).*
- Example: RST 6

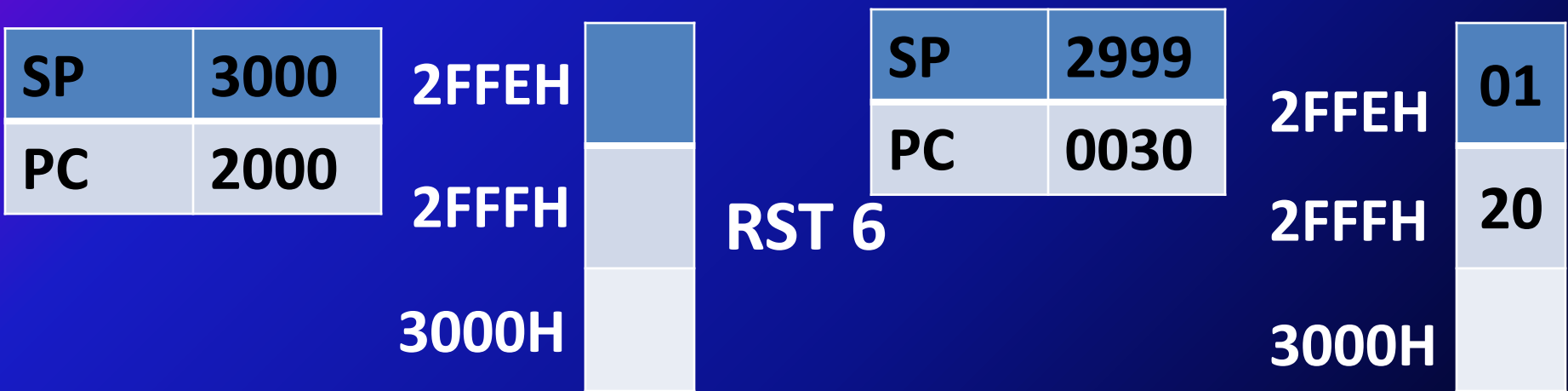
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BEFORE EXECUTION

AFTER EXECUTION

SP-1



ADDRESS OF THE NEXT INSTRUCTION IS 2001H

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Vector Address For Return Instructions

Instruction Code	Vector Address
RST 0	$0 * 8 = 0000H$
RST 1	$1 * 8 = 0008H$
RST 2	$2 * 8 = 0010H$
RST 3	$3 * 8 = 0018H$
RST 4	$4 * 8 = 0020H$
RST 5	$5 * 8 = 0028H$
RST 6	$6 * 8 = 0030H$
RST 7	$7 * 8 = 0038H$

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(1) Control Instructions

NOP

- *No operation*
- *No operation is performed.*
- The instruction is fetched and decoded but no operation is executed.
- Example: NOP

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(2) Control Instructions

- **HLT**
- **Halt**
- *The CPU finishes executing the current instruction and halts any further execution.*
- **An interrupt or reset is necessary to exit from the halt state.**
- **Example: HLT**