



Computer Organization and Application

Lecture 7 Concepts of Microprocessors & Microcomputer & Microcontroller

Dr Mohammed Fadhil

Email: mohammed.fadhil1@uomus.edu.iq

MICROPROCESSOR 8085

- Reference Book: Ramesh S. Goankar, "Microprocessor Architecture, Programming and Applications with 8085", 5th Edition, Prentice Hall.
- Computer System Architecture- M. Morris Mano
- Structured Computer Organization- Andrew C. Tanenbaum

Details..of Unit-I

- Basic Concepts of Microprocessors.
- Differences among
 - Microcomputer
 - Microprocessor
 - Microcontroller
- What about micro
- Definition of the Microprocessor

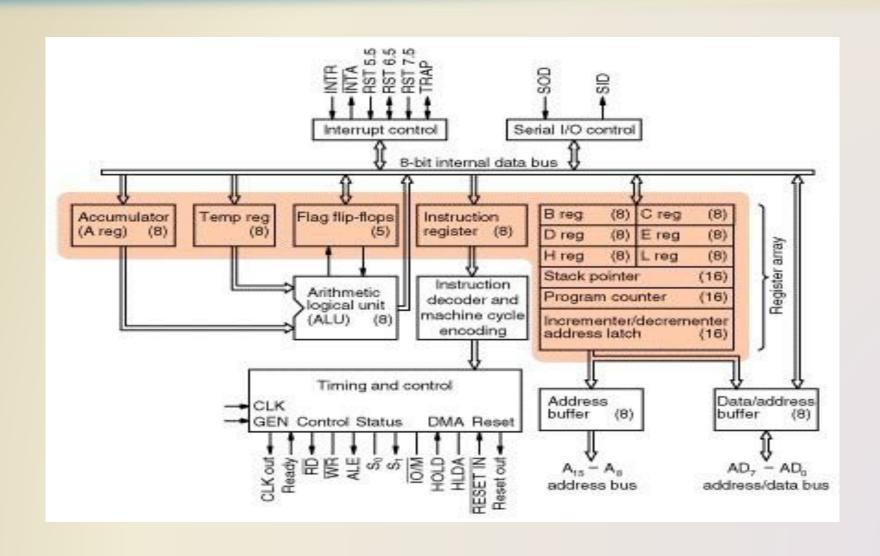
Definition

- The earliest microprocessor (the Intel 8088 and Motorola's 6800) recognized 8-bit words.
- Later microprocessors (8086 and 68000) were designed with 16-bit words.
- Today, all processors manipulate at least 32 bits at a time and there
 exists microprocessors that can process 64, 80, 128 bits

A Microprocessor-based system

- Internally, the microprocessor is made up of 3 main units.
- The Arithmetic/Logic Unit (ALU)
- The Control Unit.
- An array of registers for holding data while it is being manipulated.

Architecture of Intel 8085 Microprocessor



Memory

- Memory Map and Addresses.
- The three cycle instruction execution model.
- To execute a program, the microprocessor "reads" each instruction from memory, "interprets" it, then "executes" it.
- (Fetches/Decode/Execute)
- Machine Language.
- The 8085 Machine Language
- Assembly Language
 - Defines a symbolic code for the instructions. "mnemonics".

8085 Microprocessor Architecture

- 8-bit general purpose μp
- Capable of addressing 64 k of memory
- Has 40 pins
- Requires +5 v power supply
- Can operate with 3 MHz clock
- 8085 upward compatible

8085 MicroprocessorArchitecture...

- System Bus –wires connecting memory & I/O to microprocessor
 - Address Bus Unidirectional
 - Identifying peripheral or memory location
 - Data Bus Bidirectional
 - Transferring data
 - Control Bus
 - Synchronization signals
 - Timing signals
 - Control signal

Intel 8085 Microprocessor...

Microprocessor consists of:

- Control unit: Control microprocessor operations.
- ALU: performs data processing function.
- Registers: provide storage internal to CPU.
- Interrupts
- Internal data bus

The Internal Architecture

- The Program Counter (PC):
 - Control the sequencing of the execution of instructions.
- The Stack pointer:
 - The stack pointer is also a 16-bit register that is used to point into memory.
 - LIFO

Unit-II

- Introduction to 8085 Assembly Language Programming:
 - The 8085 Programming Model
 - Instruction Classification
 - Instruction
 - Data and Storage
 - Writing assembling and Execution of a simple program
 - Overview of 8085 Instruction Set
 - Writing and Assembling Program

Instruction and Data Formats

- Each instruction has two parts.
- The first part is the task or operation to be performed. This part is called the "opcode" (operation code).
- The second part is the data to be operated on Called the "operand".

The 8085 Instructions

- Data Transfer Operations
 - (MOV, MVI, LDA, and STA)
- Arithmetic Operations
 - (ADD, ADI, SUB, SUI)
 - Arithmetic Operations Related to Memory
- Logic Operations:
 - (ANA, ANI, ORA, ORI, XRA and XRI, Complement, Rotate, Compare)
- MOV M B:
 - Copy the data from register B into a memory location.
- LDAX Rp (LoaD Accumulator eXtended)
- LXI Rp, <16-bit address>(Load eXtended Immediate)
- The instruction LXI B 4000Hwill place the 16- bit number 4000 into the register pair B, C.

The 8085 Instructions...

- Operation: Load an 8-bit number into the accumulator.
- MVI A, 32
 - Operation: MVI A
 - Operand: The number 32
 - Binary Code:
 - 0011 11103E
 1st byte.
 - 0011 001032 2nd byte.

The 8085 Instructions...

- Branch Operations:
 - Two types: Unconditional branch. Go to a new location no matter what. (JMP, CALL, RET)
 - Conditional branch. Go to a new location if the condition is true. (JZ, JNZ, JC, JNC, JP, JM)
- Machine Control Operations
 - HLT--Stop executing the program. NOP--No operation