MODULE 02 INSTRUCTION SETS
QUESTION BANK

1. Define addressing mode. Explain the different types of addressing with examples.
2. Explain DAA instruction with example.
3. Explain Rotate Instruction with example.
4. Explain the Instructions with examples.

   a) SWAP or SWAP A
   b) XCH A, 40h
   c) XCHD A, 40h
   d) MUL AB
   e) SUBB

5. Explain the Instructions with examples.

   a) MOV C, bit
   b) DIV AB
   c) MOVX
   d) MOVC
   e) SETB

6. Explain Boolean Instructions with example.

7. Explain Logical Instructions with example.

8. With an example explain the conditional jump instructions.

9. Explain Unconditional Jump with example.

10. Define Assembler directives. Explain the different types of assembler directives.

11. Write an ALP to transfer a block of data from one memory to another memory without overlap

12. Write an ALP to transfer a block of data with overlap

13. Write an ALP to add two 8 bit data

14. Write an ALP to subtract two 8 bit data

15. Write an ALP to multiply two 8 bit data

16. Write an ALP to divide two 8 bit data

OBJECTIVE TYPE QUESTIONS

1. This program will be executed continuously

```
Go: MOV A, #01
    JNZ  Go
```

a. True b. False c. None of the above d. All of the above

2. Data transfer from I/O to external data memory can only be done with MOVX command
   a. True b. False c. None of the above d. All of the above

3. Mov A, #55h belongs to

   a. Immediate Addressing Mode
   b. Register Addressing Mode
   c. Direct Addressing Mode
   d. Indirect Addressing Mode

4. Mov R0,40h belongs to

   a. Immediate Addressing Mode
   b. Register Addressing Mode
   c. Direct Addressing Mode
   d. Indirect Addressing Mode

5. Mov RL, DPL belongs to

   a. Immediate Addressing Mode
   b. Register Addressing Mode
   c. Direct Addressing Mode
   d. Indirect Addressing Mode

6. Mov @R1, B belongs to

   a. Immediate Addressing Mode
   b. Register Addressing Mode
   c. Register Indirect Addressing Mode
   d. Indexed Addressing Mode

7. Movc A, @A + DPTR belongs to

   a. Immediate Addressing Mode
   b. Register Addressing Mode
   c. Register Indirect Addressing Mode
   d. Indexed Addressing Mode

8. In MOV instruction data always moves from

    a. Destination to Source
    b. Source to Destination
    c. Destination to Destination
    d. None of the above

9. In Register Indirect Addressing Modes we can use only
    a. R0 and R1
    b. R0 and R2
    c. R1 and R2
    d. R3 and R7

10. DAA stands for
    a. Decimal Adjust Accumulator After Addition
    b. Data Adjust After Addition
    c. Decimal Accurate Addition
    d. None of the above

11. AND operation is used to
    a. Set a bit
    b. Mask a bit
    c. To check weather two register have same value
    d. None of the above

12. OR operation is used to
    a. Set a bit
    b. Mask a bit
    c. To check weather two register have same value
    d. None of the above

13. XRL operation is used to
    a. Set a bit
    b. Mask a bit
    c. To check weather two register have same value
    d. None of the above

14. SWAP instruction is used to
    a. Interchange Lower Nibble with Upper Nibble
    b. Interchange D3 with D4
    c. All of the above
    d. None of the above

15. Identify the Unconditional Jump
    a. SJMP
    b. LJMP
    c. JMP
    d. All of the above

16. Identify the Conditional Jump
    e. SJMP
    f. LJMP
    g. DJNZ
    h. All of the above

17. This program will be executed continuously

```
Go: MOV A, #00
    JNZ  Go
```

    a. True b. False c. None of the above d. All of the above

18. NOP does
    a. Performs No Operations
    b. Performs ADD operation
    c. Complement Carry bit
    d. All of the above

19. CPL A does
    a. No operation
    b. Complement Accumulator
    c. Complement Carry bit
    d. All of the above

20. INC does
    a. Increment the content of register by 01
    b. Decrement the content of register by 01
    c. Increment the content of register by 02
    d. Decrement the content of register by 02