









REC - μVision4

File Edit View Project Flash Debug Peripherals Tools SVCS Window Help

Target 1

Project

- Target 1
 - Source Group 1

Text1*

```
ORG 0000H
MOV A, #35H
MOVR2, #34H
ADD A, R2
END
```

Build Output

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simulation L5 C4 CAP NUM SCRL OVR: RW

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New... Ctrl+N

Open Ctrl+O

Close

Save Ctrl+S

Save As...

Save All

Device Database...

License Management...

Print Setup...

Print... Ctrl+P

Print Preview

- 1 ADD12.asm
- 2 Ram.asm
- 3 LED.c
- 4 addition.asm
- 5 add.asm
- 6 ADD1.ASM
- 7 SUM.ASM
- 8 ADD2.ASM
- 9 togglebit.c
- 10 serial.c

Exit

Target 1

Text1*

```
ORG 0000H
MOV A, #35H
MOVR2, #34H
ADD A, R2
END
```

Build Output

Save the active document

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Target 1

Project

- Target 1
 - Source Group 1
 - ADD21.asm

```
1 ORG 0000H
2 MOV A, # [D:\Lab1\ADD21.asm]
3 MOV R2, #34H
4 ADD A, R2
5 END
```

Build Output

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Download
Erase

Project

- Target 1
 - Source Group 1
 - Configure Flash Tools...

```
1 ORG 0000H
2 MOV A, #35H
3 MOV R2, #34H
4 ADD A, R2
5 END
```

Build Output

Configure flash programming tools

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AMC21-22 - uVision2

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Project Target 1

ADD01.asm

```
1 ORG 0000H
2 MOV A, #35H
3 MOV R2, #54H
4 ADD A, R2
5 END
```

Options for Target Target 1

Device Target Output Listing User CS1 A51 BL51 Locate BL51 Mic Debug Utilities

Configure Flash Menu Command

Use Target Driver for Flash Programming

Init File: [] Settings [] Update Target before Debugging

Use External Tool for Flash Programming

Command: [] Arguments: []

Run Independent

OK Cancel Defaults Help

Kanchan is presenting

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AMC21-22 - uVision2

File Edit View Project Flash Debug Peripherals Tools SVCS Window Help

Project Target 1

ADD01.asm

```
1 ORG 0000H
2 MOV A, #35H
3 MOV R2, #54H
4 ADD A, R2
5 END
```

Options for Target Target 1

Device Target Output Listing User CS1 A51 BL51 Locate BL51 Mic Debug Utilities

Atmel T80C51

Xtal (MHz): 12.0 Use On-chip ROM (0x0-0xFFF)

Memory Model: Small: variables in DATA

Code Rom Size: Large: 54K program

Operating system: None

Off-chip Code memory

	Start:	Size:
Eprom		
Eprom		

Off-chip Xdata memory

	Start:	Size:
Ram		
Ram		

Code Banking

Banks:	Start:	End:
2	0x0000	0x0000

Use memory type support

Save address extension SFR in interrupts

OK Cancel Defaults Help

Kanchan is presenting

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AMC21-22 - uVision4

File Edit View Project Flash Debug Peripherals Tools SVCS Window Help

Target 1

Project

- Target 1
 - Source Group 1

ADD21.asm

```
1 ORG 0000H
2 MOV A, #35H
3 MOV R2, #34H
4 ADD A, R2
5 END
```

Options for Target Target 1

Device: Target Output: Listing User: C51 A51 BLS1 Locate BLS1 Mac Debug Utilities

Select Folder for Objects... Name of Executable: AMC21-22

Create Executable: \AMC21-22

Debug Information Browse Information

Create HEX File HEX Format: HEX-80

Create Library: \AMC21-22.LIB Create Batch File

OK Cancel Defaults Help

Build Output

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Type here to search

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File Edit View Project Flash Debug Peripherals Tools SVCS Window Help

Target 1

Project

- Target 1
 - Source Group 1

ADD21.asm

```
1 ORG 0000H
2 MOV A, #35H
3 MOV R2, #34H
4 ADD A, R2
5 END
```

Add Files to Group 'Source Group 1'

Look in: Lab1

Name	Date modified
asciitobcd.c	26-Sep-19 10:48 AM
bcdtoascii.c	26-Sep-19 10:44 AM
LED.c	16-Sep-19 5:07 PM
port1.c	17-Sep-19 9:23 AM
serial.c	03-Oct-19 10:35 AM

File name: ADD21.asm Add

Files of type: C Source file (*.c) Close

Build Output

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The screenshot shows the Keil uVision4 IDE interface. The menu bar includes File, Edit, View, Project, Flash, Debug, Peripherals, Tools, SVCS, Window, and Help. The Project window shows a project named 'Target 1' with a source group containing 'ADD21.asm'. The main editor window displays the assembly code for 'ADD21.asm':

```
1  ORG 0000H
2  MOV A, #35H
3  MOV R2, #34H
```

The 'Options for File 'ADD21.asm'' context menu is open, with 'Build target' highlighted. Other options include 'Open ADD21.asm', 'Rebuild all target files', 'Translate ADD21.asm', 'Stop build', 'Add Group...', 'Remove File 'ADD21.asm'', 'Manage Components...', and 'Show Include File Dependencies'. The Build Output window is empty. A 'meet.google.com' sharing notification is visible at the top of the Build Output window.

The screenshot shows the Keil uVision4 IDE interface after the build process. The main editor window displays the complete assembly code for 'ADD21.asm':

```
1  ORG 0000H
2  MOV A, #35H
3  MOV R2, #34H
4  ADD A, R2
5  END
```

The Build Output window shows the following text:

```
Program Size: data=8.0 xdata=0 code=5
creating hex file from "AMC21-22"...
"AMC21-22" - 0 Error(s), 0 Warning(s).
```

The 'Start/Stop Debug Session (Ctrl+F5)' button is highlighted in the toolbar. A tooltip for this button reads: 'Start/Stop Debug Session (Ctrl+F5) Enter or leave a debug session'. The 'meet.google.com' sharing notification is still present at the top of the Build Output window.

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File Edit View Project Flash Debug Peripherals Tools SVCS Window Help

Target 1

Project

Source Group 1

ADD21.asm

```

1  ORG 0000H
2  MOV A, #35H
3  MOV R2, #34H
4  ADD A, R2
5  END

```

μVision

EXHIBITION MODE
Running with Code Size Limit: 2k

Build Output

Program Size: data=8.0 xdata=0 code=5
creating hex file from "AMC21-22"...
"AMC21-22" - 0 Error(s), 0 Warning(s).

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Registers

Register	Value
r0	0x00
r1	0x00
r2	0x00
r3	0x00
r4	0x00
r5	0x00
r6	0x00
r7	0x00
Sys	0x00
sp	0x00
sp_max	0x07
dptr	0x0000
PC	C:0x0000
states	0
sec	0.00000000
psw	0x00

Disassembly

```

2: MOV A, #35H
C:0x0000 7435 MOV A, #0x35
3: MOV R2, #34H
C:0x0002 7A34 MOV R2, #0x34
4: ADD A, R2
C:0x0004 2A ADD A, R2
C:0x0005 00 NOP
C:0x0006 00 NOP
C:0x0007 00 NOP
C:0x0008 00 NOP
C:0x0009 00 NOP

```

ADD21.asm

```

1  ORG 0000H
2  MOV A, #35H
3  MOV R2, #34H
4  ADD A, R2
5  END

```

Call Stack

Caller	Callee

Call Stack Locals Memory 1

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simulation

t1: 0.00000000 sec

CAP NUM SCRL OVR: RW

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File Edit View Project Flash Debug Peripherals Tools SVCS Window Help

Registers Run (F5) Start code execution

Register	Value
r0	0x00
r1	0x00
r2	0x00
r3	0x00
r4	0x00
r5	0x00
r6	0x00
r7	0x00
Sys	
a	0x00
b	0x00
sp	0x00
sp_max	0x07
dptr	0x0000
PC \$	C:0x0000
states	0
sec	0.00000000
psw	0x00
p	0
f1	0
ov	0
rs	0
fs	0
ac	0
cy	0

Disassembly

```

2: MOV A, #35H
C:0x0000 7435 MOV A, #0x35
3: MOV R2, #34H
C:0x0002 7A34 MOV R2, #0x34
4: ADD A, R2
C:0x0004 2A ADD A, R2
C:0x0005 00 NOP
C:0x0006 00 NOP
C:0x0007 00 NOP
C:0x0008 00 NOP
C:0x0009 00 NOP
  
```

ADD2.Lasm

```

1 ORG 0000H
2 MOV A, #35H
3 MOV R2, #34H
4 ADD A, R2
5 END
  
```

Call Stack

Caller

simulation t1: 0.00000000 sec CAP NUM SCRL OVR: R/W

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File Edit View Project Flash Debug Peripherals Tools SVCS Window Help

Registers Run (F5) Start code execution

Register	Value
r0	0x00
r1	0x00
r2	0x34
r3	0x00
r4	0x00
r5	0x00
r6	0x00
r7	0x00
Sys	
a	0x69
b	0x00
sp	0x07
sp_max	0x07
dptr	0x0000
PC \$	C:0x0005
states	3
sec	0.00000300
psw	0x00
p	0
f1	0
ov	0
rs	0
fs	0
ac	0
cy	0

Disassembly

```

2: MOV A, #35H
C:0x0000 7435 MOV A, #0x35
3: MOV R2, #34H
C:0x0002 7A34 MOV R2, #0x34
4: ADD A, R2
C:0x0004 2A ADD A, R2
C:0x0005 00 NOP
C:0x0006 00 NOP
C:0x0007 00 NOP
C:0x0008 00 NOP
C:0x0009 00 NOP
  
```

ADD2.Lasm

```

1 ORG 0000H
2 MOV A, #35H
3 MOV R2, #34H
4 ADD A, R2
5 END
  
```

Call Stack

Caller

simulation t1: 0.00000300 sec CAP NUM SCRL OVR: R/W

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Registers (F11) Step one line

Register	Value
r0	0x00
r1	0x00
r2	0x34
r3	0x00
r4	0x00
r5	0x00
r6	0x00
r7	0x00
Sys	0x69
b	0x00
sp	0x07
sp_max	0x07
dptr	0x0000
PC	0x0005
states	3
sec	0.00000300
psw	0x00

Disassembly

```
2: MOV A, #35H
C:0x0000 7435 MOV A, #0x35
3: MOV R2, #34H
C:0x0002 7A34 MOV R2, #0x34
4: ADD A, R2
C:0x0004 2A ADD A, R2
C:0x0005 00 NOP
C:0x0006 00 NOP
C:0x0007 00 NOP
C:0x0008 00 NOP
C:0x0009 00 NOP
```

ADD2.asm

```
1 ORG 0000H
2 MOV A, #35H
3 MOV R2, #34H
4 ADD A, R2
5 END
```

Call Stack

Caller	Callee

Call Stack Locals Memory 1

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simulation t1: 0.00000300 sec CAP NUM SCRL OVR RAW

Step one line

Windows taskbar: Search, File Explorer, Edge, Chrome, Word, Teams, OneDrive, Settings, Network, Volume, Power, ENG 3:39 PM, IN 26-Jul-21