

**MAHARASHTRA STATE BOARD OF SECONDARY AND
HIGHER SECONDARY EDUCATION – PUNE**

**Computer Science - D93 (Paper – I)
H.S.C. Board Practical Examination: 2017-2018**

Centre: _____

Jr. College No.: _____

Time: 7.30 am

Batch:

Date: /02/2018

Experiment No. 1

- A) Write a program in C++ that exchange data (Call by Value) using **SWAP** function i.e. *void swap(int, int)* to interchange the given two numbers. **15**
- B) Enter the program and verify proper execution of the same on the computer. **10**
- C) Obtain a hardcopy of the program listing as well as output. The output must list the given numbers before as well as after swapping. **05**

```
// call by value
#include<iostream.h> ✓
#include<conio.h>
void main ()
{
clrscr();
int a,b;
void swap(int,int);
cout<<"enter the value of two numbers:";
cin>>a>>b;

cout<<"before swapping A="<<a<<"b="<<b<<endl;
swap( a, b);
cout<<"after swapping A="<<a<<"b="<<b<<endl;
getch();
}
void swap(int x,int y) ✓
{
int temp;
temp=x;
x=y;
y=temp;
}
```

enter the value of two numbers:55

66

before swapping A=55b=66

after swapping A=55 b=66 ✓

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Experiment No. 2

- A) Write a program in C++ that exchange data (Call by Reference) using SWAP function *void swap(int *, int *)* to interchange the given two numbers. **15**
- B) Enter the program and verify proper execution of the same on the computer. **10**
- C) Obtain a hardcopy of the program listing as well as output. The output must list the given numbers before as well as after swapping. **05**

//Program to Demonstrate call by reference//

#include<iostream.h>

#include<conio.h>

void main ()

{

clrscr();

int a,b;

void swap(int*x,int*y);

cout<<"enter the value of two numbers:";

cin>>a>>b;

cout<<"before A="<<a<<"b="<<b<<endl;

swap(&a,&b);

cout<<"after A="<<a<<"b="<<b<<endl;

getch();

}

void swap(int*x,int*y)

{

int temp;

temp=*x;

*x=*y;

*y=temp;

}

enter the value of two numbers:55

66

before A=55b=66

after A=66b=55

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Experiment No. 3

- A) Write a program in C++, that first initializes an array of given 10 integer numbers. The program must verify whether a given element belongs this array or not, using **LINEAR SEARCH** technique. The element (to be search) is to be entered at the time of execution. If the number is found, the program should print "The Number is Found" otherwise it should print "The number is not Found". **15**
- B) Enter the program and verify proper execution of the same on the computer. **10**
- C) Obtain a hardcopy of the program listing as well as output. **05**

```
//LINEAR SEARCH//  
#include<iostream.h>  
#include<conio.h>  
void main ()  
{  
clrscr();  
int num[10],n;  
cout<<"enter the 10 numbers for the array."<<endl;  
for(int i=0;i<10;i++)  
cin>>num[i];  
cout<<"enter the number for linear search:";  
cin>>n;  
for(i=0;i<=10;i++)  
{  
if(num[i]==n)  
{  
cout<<"the number is present search successful at position"<<i+1<<endl;  
break;  
}  
}  
if (i==10)  
cout<<"the number is absent search unsuccessful"<<endl;  
getch();
```

enter the 10 numbers for the array.

1

2

3

4

5

6

78

8

9

10

enter the number for linear search:78

the number is present search successful at position7

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Experiment No. 4

- A) Write a program in C++, that first initializes an array of given 10 *sorted* integer numbers. The program must verify whether a given element belongs this array or not, using **BINARY SEARCH** technique. The element (to be search) is to be entered at the time of execution. If the number is found, the program should print "The Number is Found" otherwise it should print "The number is not Found". **15**
- B) Enter the program and verify proper execution of the same on the computer. **10**
- C) Obtain a hardcopy of the program listing as well as output. **05**

```
//Binary search//  
#include<iostream.h>  
#include<conio.h>  
void main()  
{  
clrscr();  
int a[10],n,i,x,beg,end,mid;  
cout<<"enter number of array elements"<<endl;  
cin>>n;  
beg=0;  
end=n-1;  
mid=(beg+end)/2;  
cout<<"enter the elements"<<endl;  
for(i=0;i<n;i++)  
cin>>a[i];  
cout<<"enter element to be search";  
cin>>x;  
while(a[mid]!=x&&beg<=end)  
{  
if(a[mid]>x)  
end=mid-1;  
  
beg=mid+1;  
mid=(beg+end)/2;  
}  
if(a[mid]==x)  
cout<<"element is present at position"<<mid+1;  
else  
cout<<"search unsuccessful";  
getch();  
}
```

enter number of array elements

5

enter the elements

10 20 30 40 50

enter element to be search 30

element is present at position3

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Experiment No. 5

- A) Write a program in C++, that first initializes an array of given 10 *integer numbers*.
The program must sort numbers in Ascending/Descending order using **BUBBLE SORT** method. It should print the given list of numbers as well as the sorted list. **15**
- B) Enter the program and verify proper execution of the same on the computer. **10**
- C) Obtain a hardcopy of the program listing as well as output. **05**

```
//Bubble sort//
#include<iostream.h>
#include<conio.h>
void main()
{
clrscr();
int i,j,t,sort[10];
cout<<"enter the array element";
for(i=0; i<10;i++)
{
cin>>sort[i];
}
for(i=0;i<10;i++)
{
for(j=10;j>0;j--)
{
if(sort[j-1]>sort[j])
{
t=sort[j-1];
sort[j-1]=sort[j];
sort[j]=t;
}
}
}
cout<<"sorted array is-"<<endl;
for(i=0;i<10;i++)
{
cout<<sort[i]<<endl;
}
getch();
}
enter the array element10
2 5 3 8 25 14 57 25 147 10
sorted array is-
2
3
5
8
10
14
25
25
57
147
```

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Experiment No. 6

- A) Write a program in C++, that first initializes an array of given 5 *integer numbers*.
The program should perform summation of array elements using **POINTER**. **15**
- B) Enter the program and verify proper execution of the same on the computer. **10**
- C) Obtain a hardcopy of the program listing as well as output **05**

```
//sum of array  
#include<iostream.h>  
#include<conio.h>  
void main()  
{  
clrscr();  
int num[5],i,*p,sum=0;  
cout<<"enter array elements:=\n";  
for(i=0;i<5;i++)  
cin>>num[i];  
p=num;  
for(i=0;i<5;i++,p++)  
{  
sum=sum+*p;  
}  
cout<<"the sum of array is "<<sum;  
getch();  
}
```

enter array elements:=

2

3

1

4

5

the sum of array is 15

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Experiment No. 7

- A) Write a program in C++, using OOP to create the class *fib* with **CONSTRUCTOR AND DE-CONSTRUCTOR** and one member function `void genfib()`. The program must print the message "OBJECT IS BORN" when the OBJECT is create i.e. Class Fib F. The program must display "OBJECTSARE DESTROYED...." when the class de- constructor is called for the object when it reaches the end of its scope. **15**
- B) Enter the program and verify proper execution of the same on the computer. **10**
- C) Obtain a hardcopy of the program listing as well as output. **05**

```
//Constructor and destructor//
#include<iostream.h>
#include<conio.h>
class fib
{
private:
int f1,f2,f3;//data members
public:
fib();//constructor member function
~fib();//destructor member function
{
cout<<"object are destroyed....";
}
void genfib();
};
//memberfunctions are define outside the class
fib::fib()
{
f1=0;
f2=1;
f3=0;
cout<<f1<<endl<<f2<<endl;
cout<<"object is born"<<endl;
}
void fib ::genfib()
{
cout<<"object is alive"<<endl;
while(f3<55)
{
f3=f1+f2;
cout<<f3<<endl;
f1=f2;
f2=f3;
}
}
void main()
{
clrscr();
class fib f;//create object and call constructor when object f is born
f.genfib();
getch();
} //destructor will be called here
0
1
object is born
object is alive
1
2
3
5
8
13
21
34
55
object are destroyed....
```

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Experiment No. 8

- A) Write a program in C++, using OOP to demonstrating the implementation of **SINGLE INHERITANCE**, having two class viz. student and result. **15**
- B) Enter the program and verify proper execution of the same on the computer. **10**
- C) Obtain a hardcopy of the program listing as well as output. **05**

//Demonstrating inheritance//

#include<iostream.h>

#include<conio.h>

class student

{

private:

float rollno;

public:

float p,c,m,b,e;

void getdata()

{

cout<<"enter the marks of 5 subjects:-";

cin>>p>>c>>m>>b>>e;

}

};

class result : public student

{

private:

float total,per;

public:

void disdata();

};

void result::disdata()

{

getdata();

total=p+c+m+b+e;

per=total/500*100;

cout<<"total::"<<total<<"percentage::"<<per;

}

void main()

{

clrscr();

class result z1;

z1.disdata();

getch();

}

enter the marks of 5 subjects:-

95

96

94

93

92

total::470

percentage::94

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Experiment No. 9

- A) Write a program in C++, using OOP to demonstrating the implementation of **FRIEND**, having two class viz. XYZ and ABC. **15**
- B) Enter the program and verify proper execution of the same on the computer. **10**
- C) Obtain a hardcopy of the program listing as well as output. **05**

```
//friend function
#include<iostream.h>
#include<conio.h>
class abc;//forward declaration
class xyz
{
private:
int x;
public:
void setvalue(int i)
{
x=i;
}
friend void max(xyz,abc);
};

class abc
{
private:
int a;
public:
void setvalue(int i)
{
a=i;
}
friend void max(xyz,abc);
};

void max(xyz m,abc n)
{
if(m.x>n.a)
cout<<"greatest number is"<<m.x<<endl;
else
cout<<"greatest number is"<<n.a<<endl;
}
void main()
{
clrscr();
xyz T1;
T1.setvalue(10);
abc T2;
T2.setvalue(20);
max(T1,T2);
getch();
}
```

greatest number is 20

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Experiment No. 10

- A) Write a program in C++, using OOP to demonstrating the implementation of **FUNCTION OVERLOADING** having two classes. **15**
- B) Enter the program and verify proper execution of the same on the computer. **10**
- C) Obtain a hardcopy of the program listing as well as output. **05**

```
//functional overloading//
#include<iostream.h>
#include<conio.h>
class ex
{
public:
void calc(int x,int y);
void calc(float a,float b);
};
void ex::calc(int x,int y)
{
int total;
total=x+y;
cout<<"\ntotal="<<total;
}
void ex::calc(float a,float b)
{
float sub;
sub=a-b;
cout<<"\nsub="<<sub;
}
void main()
{
ex ob;
clrscr();
int x,y;
float a,b;
cout<<"enter the value for x and y";
cin>>x>>y;
cout<<"enter the value for a and b";
cin>>a>>b;
ob.calc(a,b);
getch();
}
```

enter the value for x and y

12

10

enter the value for a and b

14

10

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Experiment No. 11

- D) Write a program in HTML, to create college profile. **15**
E) Enter the program and verify proper execution of the same on the computer. **10**
F) Obtain a hardcopy of the program listing as well as output. **05**

<pre>Page1.html : <HTML> <HEAD> <TITLE>PROGRAM NO.10</TITLE> </HEAD> <BODY BGCOLOR="YELLOW"TEXT="GREEN"> <H1 ALIGN="CENTER">B.G.E SOCIETY</H1> <H2 ALIGN="CENTER">Universal College of Science</H2> <HR> <CENTER>VISIT TO R.L.T COLLEGE</CENTER> <HR> <H4 ALIGN="CENTER">CIVIL LINE ROAD, NEAR ARTS COLLEGE AKOLA
PIN CODE=444001
INDIA (MAHARASHTRA)</H4> <H3 ALIGN="LEFT">COURSES AVAILABLE</H3> COMPUTER SCIENCE ELECTRONICS F.W.F.C I.T GENERAL SCIENCE <H3 ALIGN="LEFT">FACILITIES</H2> QUALIFIED STAFF WELL MAINTAINED COMPUTER LAB CHEMISTRY LAB PHYSICS LAB WELL EQUIPIED CANTEEN WELL DEVELOPED LIBRARY AUDITORIUM FOR SPECIAL PROGRAM BEST TEACHER STAFF BEST RESULT IN MAHARASHTRA BOXING RING BOTINICAL GARDEN RESEARCH LAB COMPUTER LAB WIFI CAMPUS <A HREF=file:C:\Documents and Settings\Dell 3\Desktop/college1.html CLICK HERE </BODY> </HTML></pre>	<pre>Page1.html : <HTML> <TITLE> THIS IS SECOND PAGE</TITLE> <bodybgcolor="YELLOW"> Vision and mission <P>To Become one of the best education in the country aspiring for national recognition of excillience through teachinglearning research and extension in the field of science and technology.</P> <TABLE> <CAPTION>DEPARTMENT OF COMPUTER SCIENCE</CAPTION> <TR> <TH>SR NO.</TH> <TH>TEACHING AND NON TEACHING STAFF</TH> <TH>QUALIFICATION</TH> <TH>DESIGNAITION</TH> <TH>COLLEGE</TH></TR> <TR> <TD>1</TD> <TD>MR. R G CHAVAN</TD> <TD>MSc.(Electronic)</TD> <TD>H.O.D Incharge</TD> <TD>Sr. College</TD></TR> <TR><TD>2</TD> <TD>MRS R.S CHANDAK</TD> <TD> MSc.(COMPUTER SCIENCE)</TD> <TD>LECT. OR FIX PAY</TD> <TD> Sr.College</TD></TR> <TR> <TD>3</TD> <TD>MRS. V M VIBHUTE</TD> <TD>MSc.(COMP SCI)</TD> <TD> CHB</TD> <TD>Sr.College</TD></TR> <TR> <TD>4</TD> <TD>MRS M.D.KHETAN</TD> <TD>MSc.(INF.TEC)</TD> <TD>CHB</TD> <TD>Sr.College</TD></TR> </TABLE> </BODY> </HTML></pre>
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Experiment No. 12

- G) Write a program in HTML, to create college profile. **15**
H) Enter the program and verify proper execution of the same on the computer. **10**
I) Obtain a hardcopy of the program listing as well as output. **05**

<p>Page1.html : <HTML><HEAD> <TITLE>TOURITS LEAFLET</TITLE></HEAD><BODY BG COLOR="ORANGE"> <CENTER><BIG>PRAKASH TOURISM
TOURIST LEAFLET FOR AURANGABAD </BIG></CENTER> <OL?MODES OF TRANSPORT BY ROAD-ABOUT 350KM FROM MUMBAI .ONE CAN USE TAXIESOR BUSES TO REACH BY RAIL-MANY TRAINS ARE AVAILABLE FROM MUMBAI TO A'BAD BY AIR-MANY TYPES OF FLIGHTS ARE AVAILABLE AT VARIOUS TIMINIGSACCOMODATION BEING A BIG CITY THERE ARE ALL TYPES OF HOTELS AVAILABLE FOR ALL TYPESOF POCKETS MAJOR ATTRACTION AURANGABAD IS A HISTORICAL CITY THUS MANY PLACES HERE ARE OF HISTORICAL IMPORTANCE FORT OF DAULATABAD AJANTA & ELLORA CAVES BIBI KA MAUBARA SPECIAL ATTRACTION MANY PEOPLE FROM WHOLE WORLD COME HERE TO SEE THE ANCIENT CAVES OF AJANTA & ELLORA THE BIBI KA MQUBARA IS AN ALMOST REPLICA OF THE MAGNIFICENT MOGHUL ARTIFACT THE TAJ MAHAL<PRE> WE WOULD ALL OF YOU TO COME HERE TO VISIT THE BEAUTIFUL AND ANCIENT AND
HISTORICAL IMPORTANT CITY AURANGABAD AND GET LOST IN ITS BEAUTY</PRE></BODY></HTML></p>	<p>Page1.html : <html> <head> <title>Maharashtra State</title> </head> <body bgcolor="aqua" text="red" link="black"> <center>Welcome to official website of
<u>Maharashtra</u></center> <center>Maharashtra State</center> <p>Maharashtra is the state in the western region of India. Literally the word Maharashtra is derived from the sanskrit words i.e. Maha means "The Great" and Rashtra means "Nation". Thus the meaning of Maharashtra is "The Great Nation".Mumbai is the capital of the state. Marathi is the mother tounge of this state,who are knows as Marathas or Maharashtrians.</p> <h1 align left>General info. of Maharashtra</h1> <ol type="1"> Country: India State: Maharashtra Established: 1 May 1960 (Maharashtra Day) Location: Western region of India Capital: Mumbai Capital of tourism: Aurangabad Time to visit: Sep to Apr(Cost), Jun to Sep(Hill stations) Language: Marathi, Hindi, English,Urdu Population: 11,23,72,972 Area: 3,07,713 km.sq. Area rank: Third Literacy: 82.9% Industrial output: 15% Forest area: 17% of total area of state Crops; Cotton, Soya, Wheat, Rice, Oilseads Rivers: Krishna, Godavari, Purna Official language: Marathi Website: www.maharashtra.gov.in </body> </html></p>
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**MAHARASHTRA STATE BOARD OF SECONDARY AND
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**Computer Science D9 (Paper – II)
H.S.C. Board Practical Examination: 2017-2018**

Centre: _____ Jr. College No.: _____

Time: 7.30 am **Batch:** _____ **Date: /02/2018**

Experiment No. 1

- A) Write an A.L. Program that performs **ADDITION** of two 1- bytes hexadecimal numbers stored at _____ and _____. Store the results immediately after the end of the block. **20**
- B) Enter the program on the microprocessor kit. **05**
- C) Execute the program. Write the contents of data memory locations before and after execution as well as the contents of the registers used in the program after execution and also the bit contents of all five flags individually. Verify the results. **05**

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Experiment No. 1

- D) Write an A.L. Program that performs **ADDITION** of two 1- bytes hexadecimal numbers stored at _____ and _____. Store the results immediately after the end of the block. **20**
- E) Enter the program on the microprocessor kit. **05**
- F) Execute the program. Write the contents of data memory locations before and after execution as well as the contents of the registers used in the program after execution and also the bit contents of all five flags individually. Verify the results. **05**

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Experiment No. 1

- G) Write an A.L. Program that performs **ADDITION** of two 1- bytes hexadecimal numbers stored at _____ and _____. Store the results immediately after the end of the block. **20**
- H) Enter the program on the microprocessor kit. **05**
- I) Execute the program. Write the contents of data memory locations before and after execution as well as the contents of the registers used in the program after execution and also the bit contents of all five flags individually. Verify the results. **05**

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Experiment No. 2

- A) Write an A.L. Program that performs **SUBTRACTION** of two 1- bytes hexadecimal numbers stored at _____ and _____. Store the results immediately after the end of the block. **20**
- B) Enter the program on the microprocessor kit. **05**
- C) Execute the program. Write the contents of data memory locations before and after execution as well as the contents of the registers used in the program after execution and also the bit contents of all five flags individually. Verify the results. **05**

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Experiment No. 2

- D) Write an A.L. Program that performs **SUBTRACTION** of two 1- bytes hexadecimal numbers stored at _____ and _____. Store the results immediately after the end of the block. **20**
- E) Enter the program on the microprocessor kit. **05**
- F) Execute the program. Write the contents of data memory locations before and after execution as well as the contents of the registers used in the program after execution and also the bit contents of all five flags individually. Verify the results. **05**

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Experiment No. 2

- G) Write an A.L. Program that performs **SUBTRACTION** of two 1- bytes hexadecimal numbers stored at _____ and _____. Store the results immediately after the end of the block. **20**
- H) Enter the program on the microprocessor kit. **05**
- I) Execute the program. Write the contents of data memory locations before and after execution as well as the contents of the registers used in the program after execution and also the bit contents of all five flags individually. Verify the results. **05**

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Experiment No. 3

- A) Write a program that **MULTIPLIES** two 1- bytes hex numbers stored in consecutive memory locations starting from _____. Store the two bytes result in consecutive memory locations starting from _____ beginning with lower order byte. **20**
- B) Enter the program on the microprocessor kit. **05**
- C) Execute the program. Write the contents of data memory locations before and after execution as well as the contents of the registers used in the program after execution and also the bit contents of all five flags individually. Verify the results. **05**

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Experiment No. 4

- A) Write a program that **DIVIDES** two 1 byte hex number where the dividend is stored in _____ and the divisor is stored in _____. Store the quotient and the remainder in the next consecutive memory locations respectively. **20**
- A) Enter the program on the microprocessor kit. **05**
- B) Execute the program. Write the contents of data memory locations before and after execution as well as the contents of the registers used in the program after execution and also the bit contents of all five flags individually. Verify the results. **05**

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Experiment No. 11

- A) A block of data is stored in memory locations from _____. The length of the block is stored at _____. Write a program that **TRANSFERS** the entire block data to the new location starting at _____. **20**
- B) Enter the program on the microprocessor kit. **05**
- C) Execute the program. Write the contents of data memory locations before and after execution as well as the contents of the registers used in the program after execution and also the bit contents of all five flags individually. Verify the results. **05**

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Experiment No. 11

- D) A block of data is stored in memory locations from _____. The length of the block is stored at _____. Write a program that **TRANSFERS** the entire block data to the new location starting at _____. **20**
- E) Enter the program on the microprocessor kit. **05**
- F) Execute the program. Write the contents of data memory locations before and after execution as well as the contents of the registers used in the program after execution and also the bit contents of all five flags individually. Verify the results. **05**

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Experiment No. 11

- G) A block of data is stored in memory locations from _____. The length of the block is stored at _____. Write a program that **TRANSFERS** the entire block data to the new location starting at _____. **20**
- H) Enter the program on the microprocessor kit. **05**
- I) Execute the program. Write the contents of data memory locations before and after execution as well as the contents of the registers used in the program after execution and also the bit contents of all five flags individually. Verify the results. **05**

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Experiment No. 13

- A) A block of data is stored in memory locations from _____. The length of the block is stored at _____. Write a program that **TRANSFERS** the entire block data to the new location in **REVERSE ORDER** starting at _____. **20**
- B) Enter the program on the microprocessor kit. **05**
- C) Execute the program. Write the contents of data memory locations before and after execution as well as the contents of the registers used in the program after execution and also the bit contents of all five flags individually. Verify the results. **05**

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Experiment No. 11

- J) A block of data is stored in memory locations from _____. The length of the block is stored at _____. Write a program that **TRANSFERS** the entire block data to the new location starting at _____. **20**
- K) Enter the program on the microprocessor kit. **05**
- L) Execute the program. Write the contents of data memory locations before and after execution as well as the contents of the registers used in the program after execution and also the bit contents of all five flags individually. Verify the results. **05**

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Experiment No. 11

- M) A block of data is stored in memory locations from _____. The length of the block is stored at _____. Write a program that **TRANSFERS** the entire block data to the new location starting at _____. **20**
- N) Enter the program on the microprocessor kit. **05**
- O) Execute the program. Write the contents of data memory locations before and after execution as well as the contents of the registers used in the program after execution and also the bit contents of all five flags individually. Verify the results. **05**

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Experiment No. 5

- A) A block of data is stored in memory locations from _____ to _____. Another block of data having the same length is stored in memory locations starting from _____. Write a program to **EXCHANGE** the contents of these two blocks. **20**
- B) Enter the program on the microprocessor kit. **05**
- C) Execute the program. Write the contents of data memory locations before and after execution as well as the contents of the registers used in the program after execution and also the bit contents of all five flags individually. Verify the results. **05**

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Experiment No. 9

- A) A block of data is stored in memory locations from _____. The length of the block is stored at _____. Write a program that searches for the **FIRST OCCURRENCE** of the data byte ____ in the given block. Store the address of this occurrence in the HL pair. If number is not found, then HL pair must contains **AA**. **20**
- B) Enter the program on the microprocessor kit. **05**
- C) Execute the program. Write the contents of data memory locations before and after execution as well as the contents of the registers used in the program after execution and also the bit contents of all five flags individually. Verify the results. **05**

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Experiment No. 10

- A) A block of data is stored in memory locations from _____. The length of the block is stored at _____. Write a program that performs **ADDITION** of given **BLOCK** of data. Use **B** register to store any carry generated during the addition of bytes. Store the result at two consecutive memory locations. **20**
- B) Enter the program on the microprocessor kit. **05**
- C) Execute the program. Write the contents of data memory locations before and after execution as well as the contents of the registers used in the program after execution and also the bit contents of all five flags individually. Verify the results. **05**

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Experiment No. 10

- D) A block of data is stored in memory locations from _____. The length of the block is stored at _____. Write a program that performs **ADDITION** of given **BLOCK** of data. Use **B** register to store any carry generated during the addition of bytes. Store the result at two consecutive memory locations. **20**
- E) Enter the program on the microprocessor kit. **05**
- F) Execute the program. Write the contents of data memory locations before and after execution as well as the contents of the registers used in the program after execution and also the bit contents of all five flags individually. Verify the results. **05**

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Experiment No. 10

- G) A block of data is stored in memory locations from _____. The length of the block is stored at _____. Write a program that performs **ADDITION** of given **BLOCK** of data. Use B register to store any carry generated during the addition of bytes. Store the result at two consecutive memory locations. **20**
- H) Enter the program on the microprocessor kit. **05**
- I) Execute the program. Write the contents of data memory locations before and after execution as well as the contents of the registers used in the program after execution and also the bit contents of all five flags individually. Verify the results. **05**