

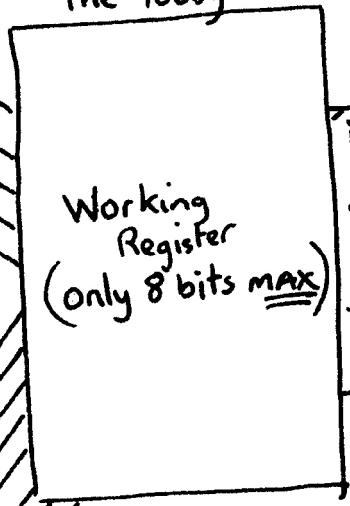
The HOTEL Analogy

The doors



ONE WAY ONLY
FOR EACH
ENTRANCE/EXIT

The lobby

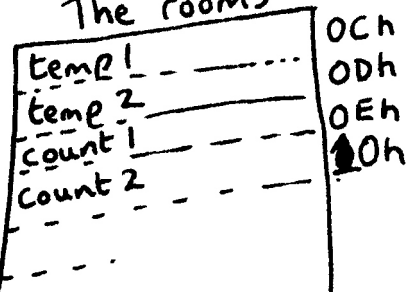


Set input or output by;
movlw b'00111'
movwf TRISA

The doors.



The rooms



Each location
can store
8 bits.

File registers

Define names
and locations
using

'Definitions'
'Register Usage'

temp 1 equ 0Ch
↑ (stored) ↑
name (in) hex room number.

eg. movwf COUNT1

mov → move.

movlw → move the (literal) number to working register (lobby)

movwf → move working register number to file named → PORTA
→ COUNT1.