

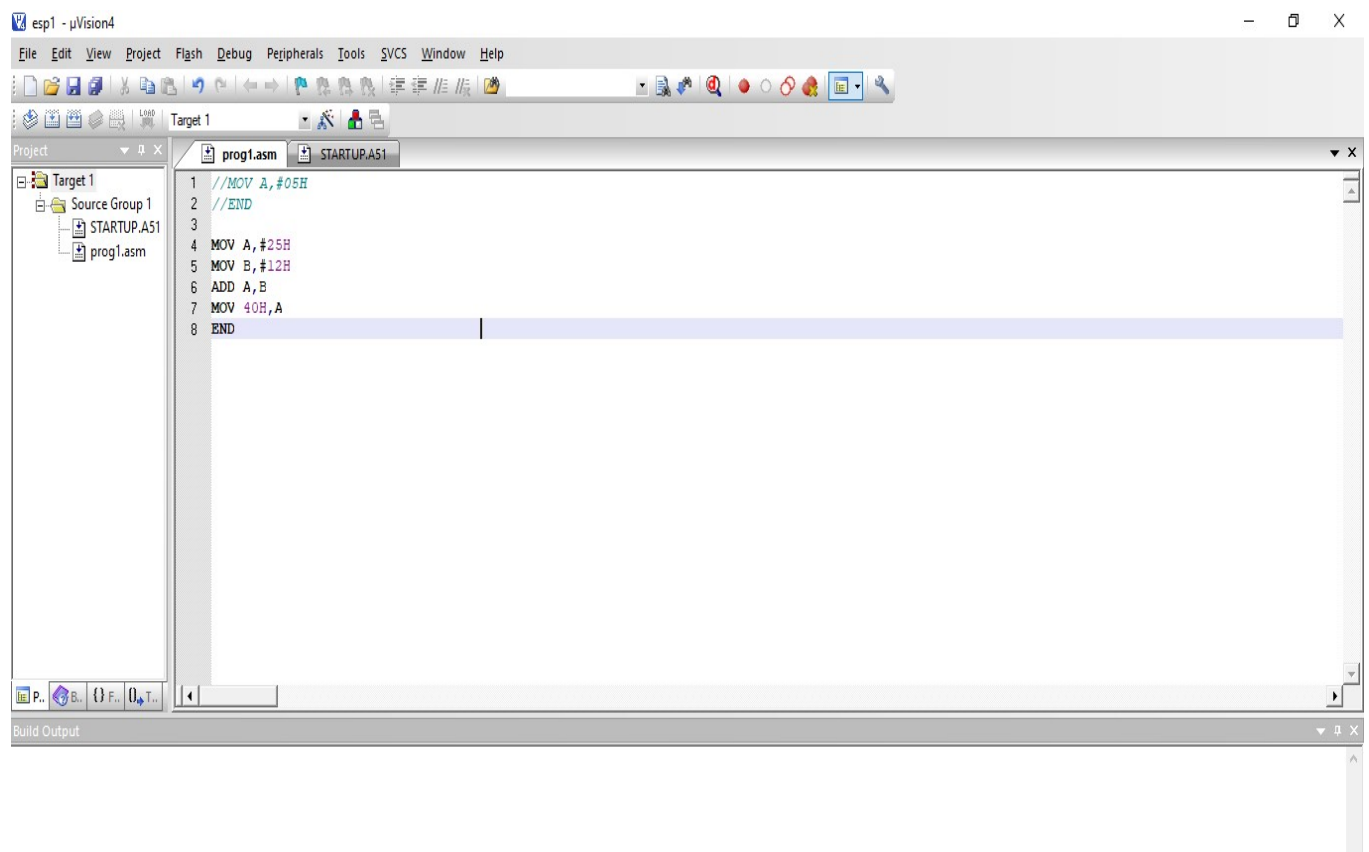
Assembly language program (8051 Micro Controller) through Kiel:

Program:

```
//MOV A,#05H  
//END
```

```
MOV A,#25H  
MOV B,#12H  
ADD A,B  
MOV 40H,A  
END
```

Before Execution:



After Execution:

The screenshot displays the Keil uVision4 IDE interface during a simulation. The main window is divided into several panes:

- Registers:** A table showing the current values of registers r0 through r7 and system registers a, b, sp, sp_max, dptr, PC, states, sec, and psw. All registers are currently set to 0x00.
- Disassembly:** A list of assembly instructions with their addresses and hex values. The instruction at address 0x0000 is highlighted in yellow: `4: MOV A, #25H`. Other instructions include `5: MOV B, #12H`, `6: ADD A, B`, `7: MOV 40H, A`, and several `NOP` instructions.
- Source Code (prog1.asm):** The assembly source code is shown, with the instruction `4: MOV A, #25H` highlighted in yellow, corresponding to the instruction in the Disassembly pane.
- Command Window:** Displays the command `Running with Code Size Limit: 2K` and the load path `Load "D:\MNNII-2021-22\Embedded System\Kiel\KeilProg\P1\esp1"`.
- Memory Window:** Shows the memory dump starting at address 0x40. The memory contains several zero-filled bytes, with some non-zero values (FF 07, FF 00, FF 00) appearing at addresses 0x70, 0x88, and 0xA0.

The status bar at the bottom indicates the simulation is running, with a timer of 0.00000000 sec, L8 C:35, and CAP NUM SCRL OVR R/W.