1. Describe two differences between I<sup>2</sup>C master and slave devices?

A slave cannot start a transaction on its own.

The master initiates a transaction with a slave by sending the address of the

2. What are the two connections in an I<sup>2</sup>C bus? Describe their purpose.

<u>Serial Data (SDA) – for when the master device uses clock transitions.</u>

<u>Serial Clock (SCL) – allows for both the master and the slave to produce data, depending on the direction of the communication.</u>

3. What is the difference between open-drain and push-pull outputs?

Push-pull - depends on the voltage of external system.

<u>Open-drain – contains a single transistor, can only pull to a low state. Requires an external connection to return a line to a high state.</u>

4. What is the purpose of the I<sup>2</sup>C restart condition?

To allow a master to continue with a new transaction without having to stop and risk the chance of having other devices take control.

5. What peripheral register would you use to set the read/write direction of the next I<sup>2</sup>C transaction?

**CR2** Register

6. The 10-bit SADD bit-field holds the slave device address. Since standard I<sup>2</sup>C addresses only use 7 bits, to which bits in the bit-field would you write the shorter address? [7:1]

7. Name one thing you found confusing or unclear in the lab.

How to successfully bitmask an address without losing the data.