

Ex 1

$$\text{Prescaler} = 8 \rightarrow T_{\text{counter-clock}} = \frac{8}{162} \mu\text{s} \\ = 0.5 \mu\text{s}$$

$$\text{Counter increments needed} = \frac{4 \text{ ms}}{0.5 \mu\text{s}} = 4000 \text{ steps}$$

Too large  $\rightarrow$  Timer 0 can only go upto 256

$$\text{Prescaler} = 64 \rightarrow T_{\text{counter-clock}} = \frac{64}{16} \mu\text{s} \\ = 4 \mu\text{s}$$

$$\text{Counter increments needed} = \frac{2 \text{ ms}}{4 \mu\text{s}} = 500$$

Still too large

$$\text{Prescaler} = 256 \rightarrow T_{\text{counter-clock}} = \frac{256}{16} \mu\text{s} \\ = 16 \mu\text{s}$$

$$\text{Counter increments needed} = \frac{2 \text{ ms}}{16 \mu\text{s}} = 125$$

This is within the range of timer 0 ( $\leq 255$ )

Ex 2

$\therefore$  Initial counter value  $= 255 + (125 - 1) = 131$

Assuming same prescaler of 256

$$\text{Counter increments needed} = \frac{500 \text{ ms}}{16 \mu\text{s}} = 31250$$

$\therefore$  Timer 0 cannot be used. We can either

- └ we can increase prescaler
- └ switch to timer 1

Option 1

$$T_{\text{counter-clock}} = \frac{1024}{16} \mu\text{s} = 64 \mu\text{s}$$

$$\text{Counter increments} = \frac{500 \text{ ms}}{64} = 7812.5 \text{ steps}$$

This greater than the range of timer 0

$\therefore$  Only option 2 is viable

Ex 3

$$\text{Highest counter value (Prescaler=1024)} = \frac{1024}{16} = 64 \mu\text{s}$$

$$\text{Max possible steps in Timer 0} = 255$$

$$\therefore \text{Highest possible countable time} = 64 \times 255 = 16.32 \text{ ms}$$

Ex 4

$$T_{\text{counter clock (Prescaler 1024)}} = \frac{1024}{16} = 64 \mu\text{s}$$

$$\text{Counter increment} = \frac{1 \text{ s}}{64 \mu\text{s}} = 15625$$

$$\text{Initial value} = 65536 - 15625 = 49911$$

Ex 5

$$\text{Highest possible countable time for timer 0} = 16.32 \text{ ms}$$

$$\therefore \text{To reach } 100 \text{ ms} \rightarrow \frac{100}{16.32} \approx 6.1$$

$\therefore$  8 overflows

$$\text{If} \rightarrow 6 \times 16.32 = 98.3 \text{ ms}$$

$$\text{If} \rightarrow 7 \times 16.32 = 114.7 \text{ ms}$$

Ex

For timer 0

Highest possible countable = 16.32  
time

∴ To get to 50ms → 3 overflows

For timer 1

$T_{\text{counter\_clock}} = 64 \mu\text{s}$

Number of increments =  $\frac{500 \text{ ms}}{64 \mu\text{s}} = 7812.5$

∴ Initial counter value =  $65536 - 7813$   
= 57723