

Homework 11

ANALYSIS AND DESIGN QUESTIONS

Section 10.1

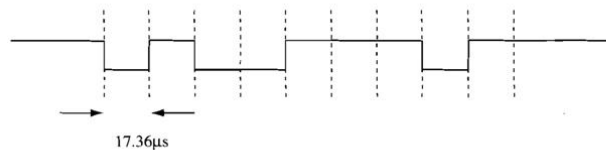
10.1 Refer to Figure 10–37 to answer the following questions.

- (a) What is the data rate in bits per second for this waveform?
- (b) What is the character rate, assuming 7 data bits, 1 start bit, 1 stop bit, and no parity?
- (c) What ASCII character is being sent?

10.2 The following questions refer to the serial receiver program shown in Figure 10–38 and flowcharted in Figure 10–4; the hardware is as shown in Figure 10–2.

- (a) Give an example of the code that could be used for the BIT_0 procedure.
- (b) What is the purpose of the code in lines 5–7?

Figure 10–37.
Figure for Analysis and
Design Question 10.1.



	SERIAL_RCVR	PROC	NEAR
1	wait_high	call	bit_0
2		jz	wait_high
3	wait_low	call	bit_0
4		jnz	wait_low
5		call	half_delay
6		call	bit_0
7		jnz	wait_high
8		mov	cx,8
9	form_byte	call	full_delay
10		in	al,0
11		ror	al,1
12		loop	form_byte
13		call	full_delay
14		call	bit_0
15		jz	error
16		stosb	
	SERIAL_RCVR	ENDP	

Figure 10-38.
Figure for Analysis and Design Question 10.2.

- (c) Register _____ holds the number of data bits to be received.
- (d) As each data bit is input, it is moved from register AL bit _____ into _____.
- (e) What is the purpose of the code in lines 13–15?
- (f) Which instruction actually saves the data in memory?
- (g) The procedure returns control to the calling program after _____ byte(s) has (have) been input.

10.3 Assume a 1K (1024 byte) file is to be transmitted serially at 9600 bps. Calculate the total time required and the effective character rate using:

- (a) Asynchronous serial with 8 data bits, 1 start bit, and 1 stop bit.

Homework 11 answers

Analysis and Design Questions

- 10.1 (a) 57,600 bps; (b) $57,600/9 = 6400$ char/s; (c) Number 9 (39H)
- 10.2 (a)

```
in    al,0    ;Read data (in line 10 data port is shown to be 0)
test  al,1    ;Check bit 0
ret                     ;Return with flags set
```


(b) Check for a false start bit (i.e. start bit not low)
(c) CX (8 data bits to be received)
(d) 0, CF
(e) Check for a framing error (i.e. stop bit not high)
(f) STOSB
(g) one
- 10.3 (a) $9600 \text{ bps} / 10 \text{ bits/char} = 960 \text{ char/s}$.
Total time = $(1024 \text{ bytes}) / (960 \text{ bytes/s}) = 1.067\text{s}$