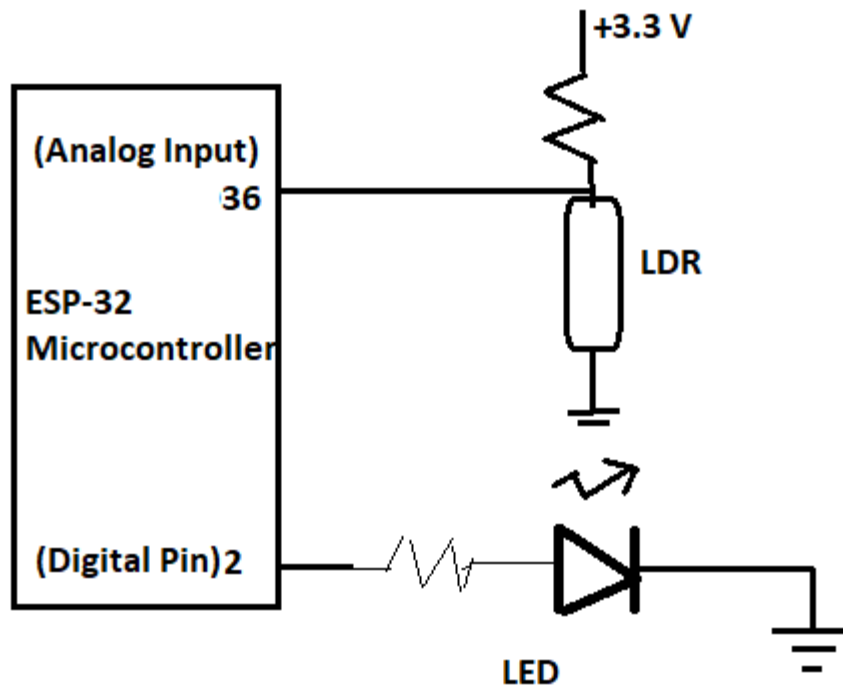
	<p style="text-align: center;">RV College of Engineering® Department of Computer Science and Engineering Improvement Test and Quiz Paper</p>		
Course & Code	IOT and Embedded Computing (CS344AI)	Semester: 4 th Sem BE	
Date : Aug 2024	Duration: 120 minutes	Max. Marks: (10+50)=60 Marks	Staff : KB, SDV, MSS, MH
USN :	Name :		Section : A/B/C/D/CD/CY

NOTE: Answer all the questions from Part-A (10 M) and Part-B (50 M)

Sl.no	PART - A	Marks
1	Suggest any one application of Level 5 and Level 6 IOT deployment. Refer Reference book for many applications	2
2	Describe an Example of IoT service that uses publish-subscribe communication model. Name the popular application layer protocol for publish-subscribe model used in resource constraint IOT systems. MQTT IS USED EXTENSIVELY FOR UPLOADING SENSOR DATAS TO CLOUD. Weather Monitoring Systems, sensors publish, users/apps subscribe for the sensor data	2
3	Name the pins provided by RaspberryPie to support I2C and SPI interfaces. I2C: SDA,SCL,GND SPI: MOSI,MISO,SCK,SS	2
4	Evaluate the following statements and indicate whether they are true/false. a) Von Neumann Architecture shares common memory for Data and Instructions TRUE: The von Neumann architecture uses a shared bus between program memory and data memory. This means that both program instructions and data are stored in the same memory and are accessed through the same bus. b) Harvard Architecture has separate physical memories for Data and Instructions TRUE: It uses two separate physical addresses for storing and accessing both instructions and data.	2
5	Consider a four-bit ALU which does four bits arithmetic. When the following four-bit numbers are added, what is the status of NZCV flags? 1101 + 1011 ANS: N=1, C=1, Z=0, V=0	ANS

Sl.no	PART - B	Marks
1	<p>Draw the deployment design of the weather monitoring IOT system. Further, show the mapping of IOT Level to Functional Groups for the weather monitoring IoT system.</p> <p>Refer the reference book</p>	5
2	<p>Write the programs to perform the following: (draw interface diagrams)</p> <ul style="list-style-type: none"> - Interface one LED to GPIO 18, and program for blinking the LED (use RaspberryPie and python) - Interface one LDR to D36 and LED to D2, and make the LED on/off based on Light Intensity (use ESP32 and embedded C) <div data-bbox="324 695 997 1094" data-label="Diagram"> <p>The diagram shows a rectangular box labeled 'Raspberry Pie'. A line labeled 'GPIO 18' extends from the box to a resistor. The other end of the resistor is connected to the anode of an LED. The cathode of the LED is connected to a ground symbol. The LED is labeled 'LED'.</p> </div> <p>Python code:</p> <pre> Import sleep from time Import RPi.GPIO as GPIO GPIO.setmode(GPIO.BCM) GPIO.setup(18,GPIO.out) Def toggleLED(pin) State = not state GPIO.output(pin,state) While true: Try: toggleLED(pin) sleep(.1) except KeyboardInterrupt: exit() </pre>	5



NOTE:

In the above diagram, when the light falls on the LDR, its resistance reduces, hence the voltage read at pin36 will be less (its digital value will be less). More the darkness, more digital value will be read, hence the LED is made ON.

Embedded C Code:

```
#include <esp32.h>
```

```
#define LEDPIN 2
```

```
#define LDRPIN 36
```

```
Int ldr_threshold = 800;
```

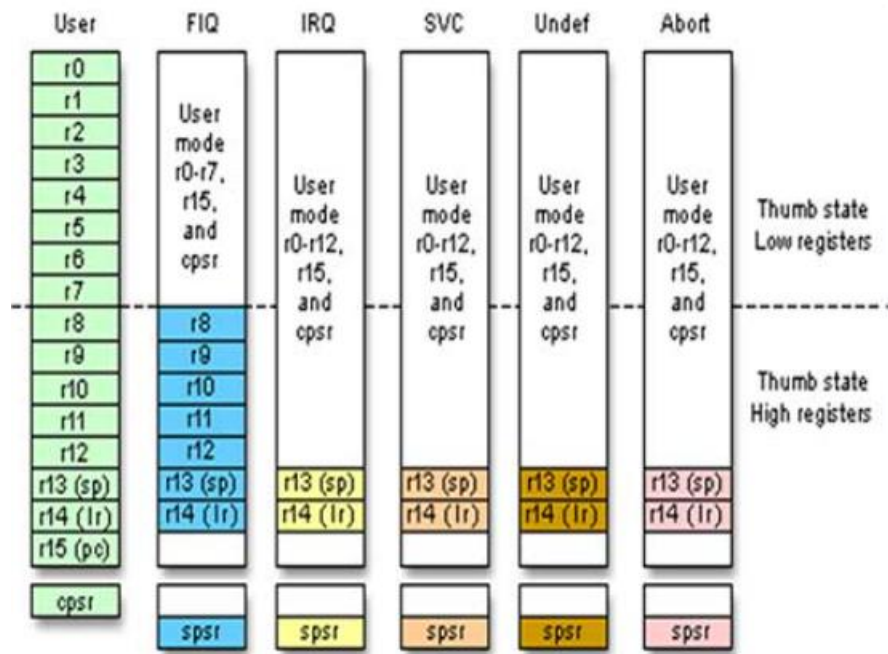
```
Void setup()
```

```
{
  pinMode(LEDPIN, OUTPUT);
  pinMode(LDRPIN, INPUT);
}
```

```
}
```

```
Void loop()
```

```
{
  Int ldr_value = analogRead(LDRPIN); // give digital value for analog input 0-1023
  If( ldr_value > ldr_threshold)
    digitalWrite(LEDPIN,HIGH);
  else
    digitalWrite(LEDPIN,LOW);
}
```

Note: System mode uses the User mode register set

Diagram + Explanation: 3m + 2m

5 a) Explain how embedded system are classified.

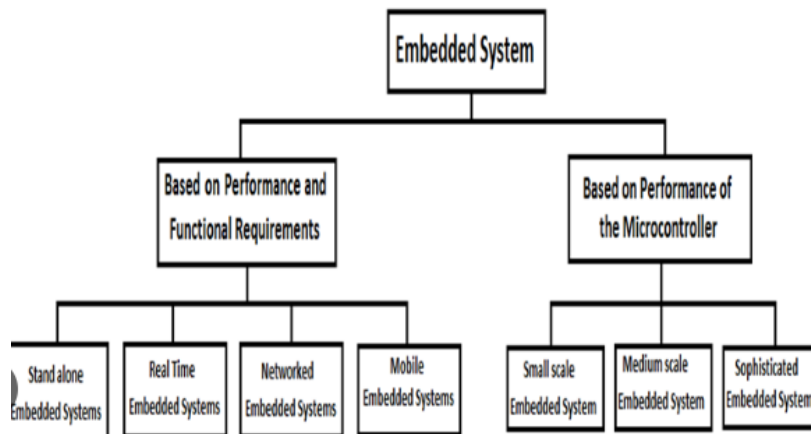


Diagram + Explanation: 3m + 2m

b) Differentiate between RISC and CISC architecture.

5x1

RISC vs. CISC

CISC	RISC
Emphasis on hardware	Emphasis on software
Multiple instruction sizes and formats	Instructions of same set with few formats
Less registers	Uses more registers
More addressing modes	Fewer addressing modes
Extensive use of microprogramming	Complexity in compiler
Instructions take a varying amount of cycle time	Instructions take one cycle time
Pipelining is difficult	Pipelining is easy