

PRELAB 04
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CS 5780

1. Parallel interfaces transmit data chunks in a distributed fashion using multiple wires such that each wire represents a single bit, while serial interfaces transmit data chunks in sequence through a single wire using some agreed-upon timing protocol.
2. Synchronous systems rely on a dedicated clock signal while asynchronous systems do not but do encode virtual clocks or estimate time intervals for data arrivals/transitions instead.
3. One thing that communication protocols do is define how raw bits and bytes are interpreted into actual data through parameters like data rate, if the protocol is synchronous or not, etc.
4. The baud rate is a rate that can be quantified by the target frequency, processor's clock speed, and oversampling mode.
5. The USART control register is where the transmitter hardware can be enabled.
6. The TX line of one should connect to the RX line of the other.