

13.5

2021112022

**International Institute of Information Technology, Hyderabad**  
**Communication and Controls in IoT – Monsoon 2022-23**

**Quiz 1**

Max. Time: 45 min

Max. Marks:20

MCQ section has +1 for correct answer, -0.25 for incorrect  
Answer to be written on the question paper. Subjective 3 marks each.

1. Change in output of sensor with change in input is \_\_\_\_\_  
a) Threshold      b) Slew rate      c) ☒ Sensitivity      d) Precision
2. Which of the following is not an example of a transducer?  
a) Human eyes      b) ☒ Amplifier      c) DC Motor      d) None of these
3. A MEMS comb-drive structure with a known spring constant can be used measure:  
a) ☒ Acceleration      b) Speed      c) Mass      d) Pressure
4. A pressure sensor has a zero offset of -0.5 V and zero drift of +0.1 V per month. After four months, the output for no applied pressure is  
a) ☒ -0.1 V      b) -0.9 V      c) +0.1 V      d) +0.9 V
5. For a PWM output, the duty cycle needed to obtain  $V_{RMS} = V_{cc}/2$  is:  
a) ☒ 25%      b) 33.33%      c) 50%      d) 75%
6. Which of these interrupts has the highest priority in ATMEGA328:  
a) INT1      b) ☒ INT0      c) Analog\_vect      d) ADC\_vect
7. What is the maximum time that can be counted using the internal timers in ATMEGA328 using a 1.024 MHz clock?  
a) 256 ms      b) 4.096 sec      c) 64 ms      d) ☒ 65.536 sec
8. What is the value of OCR1 if we need to count 500  $\mu$ s using a 16 MHz clock with a prescaler of 8?  
a) ☒ 0x3E7      b) 0x999      c) 0x1000      d) 0x9F
9. DP is a commonly used protocol at  
a) Application layer      b) ☒ Transport layer      c) Network layer      d) None of the above
10. Which one of the following is not fixed assignment protocol?  
a) TDMA      b) SDMA      c) ☒ CSMA      d) CDMA
11. Which of the things cannot be connected to internet  
a) Chair      b) Water bottle      c) Shoes      d) ☒ None of the above

(13)

(11)



**Q1. Write a pseudo-code for setting up timer0 to make an LED toggle every 200 ms, assuming a 16 MHz clock. If a human presses a button connected to INT0 (say falling edge), the blinking should stop. The blinking should resume if the button is pressed again.**

**[3 marks]**

```
int value = High;
int Blink = High;
// int Output = (Bulb pin);
// int IN10 = Bulb pin;
```

```
void main ( )
```

9. 118cl Interrupt Enable to 1  
118cl ~~max~~ baud rate  
}

```
void loop ( )
```

```

if (blink == 1)
{ value = !value; }

```

```
interrupt (function to call (bulb), INTO, FALLING);  
delay (200);
```

3

void bulb ( )

```

2 Blink = !Blink;
3

```

Rough

$1810$   
 $3E7$   
 $256(3) + 742(7)$   
 $762 + 142 + 7$   


---

 $967$   
 $200$   
 $14500$   
 $106$   
 $500$   


---

 $1$   
 $500$   
 $\times 10^6$  (MHz)  
 $0.02 \times 10^{-2}$   
 $0.002 \text{ MHz}$

$$V_{RMS} = \sqrt{\frac{BSV^2 \cdot T}{T}}$$

$$\frac{V^2}{L_1} = \frac{V^2 \cdot T_{ON}}{T_{ON} + T_{OFF}}$$

Ans 2 S.I.

$\frac{1}{n} \text{Black} = 1$

Q2. Say we have a 4-bit R-2R ladder DAC with reference voltage 8 V. What is the smallest value of R which will limit the current drawn from the input to 10 mA [1]? If  $R_f = R$ , what is the resolution of the DAC for this value of resistance [2]?

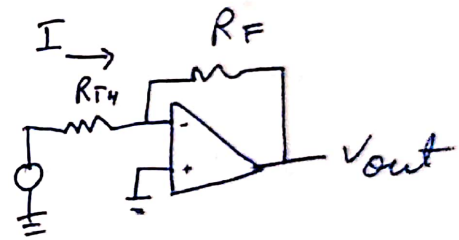
[1+2 = 3 marks]

$$I = \frac{V_{ref}}{2^n R} [2^{n-1} A_{n-1} + \dots + A_0]$$

$$10 \text{ mA} = \frac{8}{16R} [8(1) + 4(1) + 2(1) + 1(1)]$$

$$R = \frac{8 \cdot 4}{16 \times 10 \times 10^{-3}} \left[ \frac{3}{4} \right] \Rightarrow R = \frac{3000}{4} = 750 \Omega$$

$$R = 750 \Omega$$



$$V_{out} = -I \cdot R_f$$

$$|V_{out}| = |I \cdot R_f|$$

$$= \frac{V_{ref}}{2^n \cdot R} [2^{n-1} A_{n-1} + \dots + A_0] \cdot R_f \Rightarrow V_{out} = V_{ref} \frac{[2^{n-1} A_{n-1} + \dots + A_0]}{2^n}$$

$\therefore$  resolution = change in output for unit change in input

$$\therefore \text{resolution} = \frac{V_{ref}}{2^n} = \frac{8}{16} = 0.5 \text{ V}$$

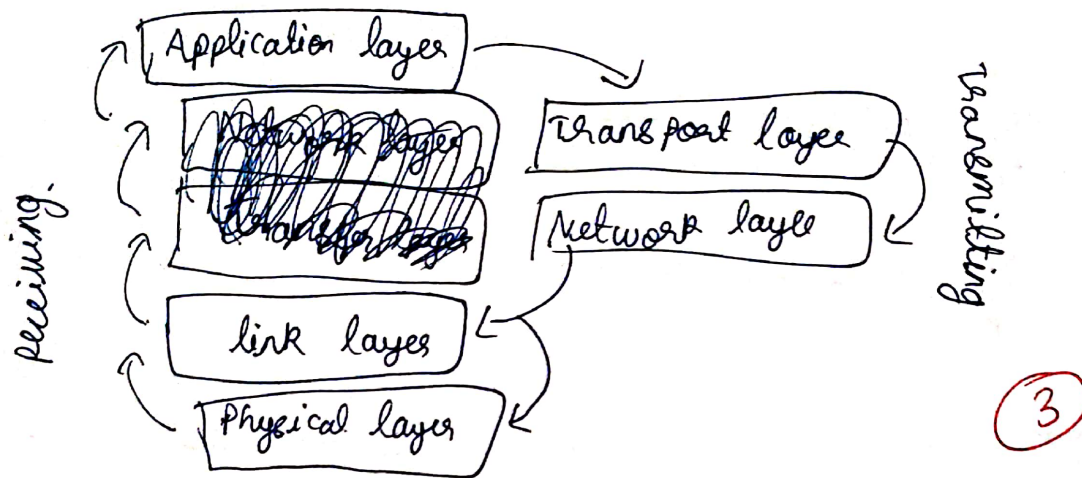
3



Q3. Explain the functions of different layers of TCP/IP Internet protocol stack.

[3 marks]

### ~~The~~ Internet Protocol Stack



- \* Application layer :- It provides protocols through which Applications can communicate.  
Applications like, www, texting, etc.  
Application Protocols like, HTTP, HTTPS, SMTP, etc..
- \* Transport layer :- Segments the data and adds port numbers to know the application it can from. It also ensures that ~~no~~ no data is missing.  
Ex:- TCP, UDP
- \* Network layer :- It takes the segmented data and adds IP address and ~~this is not~~ sends this packet to next layer.
- \* Linking layer :- It takes the packet and adds MAC addresses of source & destination and ~~sends~~ sends this Dataframe to the Physical layer.
- \* Physical layer :- This layer converts the data into bits and sends it into the medium.

⇒ On the receiving end each of these layers work in the exact ~~opposite~~ vice-versa mode.