## ITI-New Capital-Automotive Exam

Total points 49/50	
Email *	
✓ The ADAS compared to autonomous driving is ? *	1/1
ADAS are more complex than autonomous driving	
ADAS must involve the driver while the autonomous driving doesn't	<b>✓</b>
ADAS are higher technology than autonomous driving	
Nothing is correct	
★ The system that transmits an engine's torque to the wheels is called?	
Differential	×
Gear Box	
Crank Shaft	
Cam Shaft	
Correct answer	
● Gear Box	

		1357
<b>~</b>	The software engineer who is responsible for splitting the SW in smaller modules and define the interactions between them is called?	
0	System Engineer	
•	Architect Engineer	
0	Software Designer	
0	Validation Engineer	
<b>~</b>	Which of the following characteristics are correct about  Wired communication protocol compared to Wireless communication  protocol	
<b>~</b>	High Security	
<b>~</b>	High Safety	3 X
	Low Price	
	High Noise	
<b>✓</b>	Which of the following are correct about <b>Synchronous</b> Communication	<b>6</b> 1
	protocol	₩
	A deviation may occur	
	Can Not change the system clock at run time	
<b>~</b>	Nodes in communication share the same clock	2
	It is not used in automotive communication protocols	

<b>✓</b>	Which of the following are correct about <b>Asynchronous</b> Communication protocol	1 2 0
<b>~</b>	A deviation may occur	
<b>~</b>	Can Not change the system clock at run time	
	Nodes in communication share the same clock	
	it is not used in automotive communication protocols	
<b>✓</b>	Which of the following is correct about <b>Serial</b> communication protocol?	<b>1</b>
	It has data skew problems	<b>①</b>
<b>~</b>	It uses one or two wires to transfer the data	
	It has emf radiation problems	
	Nothing is correct	
<b>✓</b>	What is a Throughput in Communication protocols? *	<b>⋈</b> /1
0	It the percentage of the overhead in frame	
•	It is the percentage of data in frame	
0	It is the total number of bits in frame	
		受
		المما

✓ Which of the following is correct about CAN communication protocol?	<b>)</b> 1
Its Nodes have a structure of Multi Masters Multi Slaves	
It is based on Half Duplex Topology	
It has differential hardware interface	N N
It is Synchronous Communication Protocol	3 3 3
✓ The following is correct about arbitration in CAN bus ? *	1
The higher the message ID value the lower its priority	
The node with lower address has higher priority	
The arbitration may be extended to the data field part of the frame	
There is No arbitration in CAN	
✓ A CAN node in passive mode can do ? *	./1
Send Active Error Frame if a corrupted frame received	
Send data frame in case the bus is idle	
Send remote frame in case the bus is idle	
<ul> <li>Send Active Error Frame if a corrupted frame received</li> <li>✓ Send data frame in case the bus is idle</li> <li>✓ Send remote frame in case the bus is idle</li> <li>✓ Receive data frame from other nodes</li> </ul>	
	S N
	7

✓ The fo	ollowing is correct about overload frame ? *	1
✓ It is sin	imilar to the active error frame	
it happ	pen in inter frame space bits	
lt can l	be sent anytime during data frame	
It has i	no data field	
✓ These	e features are in CAN hardware Architecture	1
it base	ed on differential HW interface	
its wire	re are twisted	
it has a	a terminator resistor	
it has o	only one wire	
		<b>Figure</b>
✓ CAN N	Node consists of *	1
CAN c	controller	
✓ Host		
✓ CAN T	Transiver	2. 2. 3.
Non of	of the above	

These frames can be generated from CAN Node *	<u>#</u>
✓ Remote Frame	
✓ Data Frame	
✓ Overload Frame	
Active Error Frame	<b>☆</b>
✓ Which Error Detection Type is used in CAN protocol *	<b>河</b> 袋1
Checksum	0
CRC64	
Parity check	
CRC15	
<ul> <li>CAN Controller uses time debouncing technique to valida</li> </ul>	te failures?
☐ True	
False	

✓ When Bit Stuffing is used in CAN Frame *	<b>1</b> 0/1
when there is 6 consecutive bits has same value appear on Bus	
when there is 6 consecutive bits has different value appear on Bus	
when there is 5 consecutive bits has same value appear on Bus	
when there is 5 consecutive bits has different value appear on Bus	
✓ CAN protocol breakdowns are *	1
It has a high Bus load	11 (1) (1) (1) (1) (1) (1) (1) (1) (1) (
It has a lot of data errors	
It can not detect the errors	
It has a limited data section	
✓ The CAN node could be connected to the Bus directly without a CAN	<b>%</b> 1
Transceiver	
True	
False	

<b>✓</b>	We can connect two microcontrollers having CAN peripherals directly without a CAN Transceiver	
	True	
0	False	
<b>✓</b>	The CAN Controller is connected to the CAN Transceiver directly without any isolation.	
0	True	
•	False	<b>国</b>
<b>✓</b>	CAN Communication Protocol is ? *	1
<b>✓</b>	Standard Protocol	
<b>/</b>	Message oriented protocol	
	Server / Client Protocol	
	Application Protocol	
		9
<b>~</b>	In CAN Network each message has only one sender? *	<b>20/1</b>
•	True	
0	False	

		_
•	In CAN Network each node can send more than one message? *  True  False	
<b>✓</b>	In CAN network not all nodes receive all messages sent on the bus? *	(1) (1)
	_	L≅ Eal
	True	
	False	
		(47) F 3
	In CANI notice with not all mades resolve and buffer all massages cont on	
<b>~</b>	In CAN network not all nodes receive, and buffer all messages sent on	
	the bus?	
	True	
	False	
		<u>.                                     </u>
<b>/</b>	In CAN network, only the node that own a message can send a frame with	<b>☆</b> /1
	this message ID?	<b>X</b> +
		100
	True	
	False	9
	, aloc	
		<b>E</b>
		===

✓ In CAN network, any node can send a frame with any message ID, while	/1
RTR = 0?	
○ True	(C) (C)
False	
✓ In CAN frame all reserved bits are recessive bits? *	1
○ True	
False	¥
✓ A CAN frame with RTR = 0 may have DLC = 0? *	<b>2</b> 1
○ True	
False	<b>₩</b>
	$\overleftarrow{\Phi}$
CRC check is done on the CAN frame even it has no data? *	1
True	
○ False	
	60
	Ē

<ul><li>In classical CAN frame set frame.</li><li>True</li><li>False</li></ul>	ending DLC with 1111, will send a 64 bytes data	
✓ The data size of CAN-FD	protocol *	
8 byte		
16 byte		
64 byte		
128 byte		
Which of these bits are acceptable CAN-FD frame	dded to classical CAN frame to Transform it to	
Data length code (DLC) is e	extended from 4 bits to 6 bits	<b>*</b>
Flexible Data Rate Format	(FDF)	
Bit Rate Switch (BRS)		
Error state indicator (ESI)		

✓ Where the dynamic bit stuffing happens in CAN-FD frame ? *	<b>2</b> 4/1
from start of frame till the end of frame	
from start of frame till the end of data	
from data till the end of frame	
in CRC only	
	riin Mea
✓ Where fixed bit stuffing can be applied in CAN-FD *	<b>4</b> /1
from start of frame till the end of frame	!! \$ \$
from start of frame till the end of data	
from data till the end of frame	<b>E</b>
in CDC only	<b>(2)</b>
in CRC only	
Assuming a CAN frame used to send 3 data bytes 0x3F4083. The data field on the bus will be modified due to the bit stuffing principal and stuffing bits will be added.	\$ \$\$*1 <b>⊕</b>
1 Stuffing Bit	
	<b>)</b>
2 Stuffing Bit	
3 Stuffing Bit	<b>⊘</b>
4 Stuffing Bit	<b>***</b>
	<b>\$</b>
	<u></u>

★ Which of the following is correct about LIN communication p	rotocol ? * 📆 /1
All nodes are synchronized using a shared clock signal	<b>♠</b> <b>♥</b> <b>∵</b> <b>★</b>
It has Single Master Architecture	√′ • <u>♣</u> •
Its speed is limited to 125Kbps	<b>#</b>
It is full duplex communincation	
Correct answer	<b>@</b> •
It has Single Master Architecture	
Its speed is limited to 125Kbps	િંહ
	<u>+</u>
✓ What is the purpose of the preamble in an ethernet frame ?	*
Used as a padding for data	
✓ Used for timing synchronization	<b>₩</b> <b>\$</b> <b>₩</b>
Used to identify the source address	
Used to identify the destination address	
	12
	<b>□</b>
	· · · · · · · · · · · · · · · · · · ·
	□□ ^ <b>Q</b>

<b>✓</b>	Classical CAN Vs CAN FD has the following differences ? *	1
<b>/</b>	Classical CAN maximum speed is 1 Mbps while it is 5 Mbps in CAN FD	
<b>/</b>	Classical CAN frame has a maximum of 8 date bytes while it is 64 bytes in CAN FD	W(+)
<b>/</b>	Classical CAN allow remote frames while CAN FD doesn't define this kind of frames	
<b>~</b>	Classical CAN controllers can not send and receive CAN FD frames while CAN FD controllers can send and receive classical CAN frames	
<b>✓</b>	The following is correct about LIN Frame header ? *	1
	it has a configurable fixed length	
<b>/</b>	It can be sent only by the master node	Â
	It is directed to specific slave node	
<b>✓</b>	It has no arbitration part	
<b>✓</b>	The following is correct about MAC address ? *	<b>1</b>
	it must globally unique address	
	It has 6 bytes of length	
	It can be completely changed by the user	
	Nothing is correct	
		igu Ba
		0

- ✓ The following subsystems are part of the power train system ... ? \*
   ✓ Air Intake System
   ☐ Anti Lock Brake System
  - ✓ Ignition System

**Lubricating System** 

- ✓ The following is correct about UDS Protocol ... ? \*
- It could be implemented over many different physical layers
- UDS Frame is sent by the tester tool while UDS response is sent by the ECU
- The UDS frame has an optional subfunction part
- The UDS frame has an optional data part
- ✓ which of the following is correct about LIN communication protocol \*
- it is a software protocol
- it has no controller
- it has only one wire
- it uses a self synchronization

<b>✓</b>	which of the following is correct about DTC *	<b>1</b> /1
<b>~</b>	it is a standard data trouble code	
	it is unique for every car	
	it is used to report a specific error	
	nothing is correct	
<b>✓</b>	which of the following is correct about DIDs *	<b>4</b> /1
<b>~</b>	it has a size of 2 bytes	
<b>/</b>	it is an optional in UDS frame	TOTO
	it is used for request only	
	must be manually coded	
./	which layer is responsible for transfer the frame by MAC address in	<b>(†)</b>
•	Ethernet	X
0	application layer	
	data link layer	<b>**</b>
0	physical layer	
0	network layer	
		S

<b>✓</b>	which layer is responsible for transfer the frame by IP address in Ethernet	<b>1</b>
0	application layer	
0	data link layer	
$\bigcirc$	physical layer	
•	network layer	
<b>✓</b>	which layer is responsible for applying protocols in Ethernet *	<b>i</b> 1
	application layer	
$\bigcirc$	data link layer	
$\bigcirc$	physical layer	
0	network layer	
<b>✓</b>	Which of these protocols are application protocols that uses Ethernet in	¥/1
	Automotive Industry	益
<b>/</b>	gPTP	
<b>~</b>	Some/IP	•4•
	ADD	<del>-</del>
	ARP	
<b>/</b>	DoIP	

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