

Microprocessor	Micro Controller
Microprocessor System Bus Serial Interface Timer L/O Port	Microcontroller Read-Only Read-Write Memory Memory
	Timer I/O Port Serial Interface
Microprocessor is heart of Computer system.	Micro Controller is a heart of embedded system.
It is just a processor. Memory and I/O components have to be connected externally	Micro controller has external processor along with internal memory and i/O components
Since memory and I/O has to be connected externally, the circuit becomes large.	Since memory and I/O are present internally, the circuit is small.
Cannot be used in compact systems and hence inefficient	Can be used in compact systems and hence it is an efficient technique
Cost of the entire system increases	Cost of the entire system is low
Due to external components, the entire power consumption is high. Hence it is not suitable to used with devices running on stored power like batteries.	Since external components are low, total power consumption is less and can be used with devices running on stored power like batteries.
Most of the microprocessors do not have power saving features.	Most of the micro controllers have power saving modes like idle mode and power saving mode. This helps to reduce power consumption even further.
Since memory and I/O components are all external, each instruction will need external operation, hence it is relatively slower.	Since components are internal, most of the operations are internal instruction, hence speed is fast.
Microprocessor have less number of registers, hence more operations are memory based.	Micro controller have more number of registers, hence the programs are easier to write.
Microprocessors are based on von Neumann model/architecture where program and data are stored in same memory module	Micro controllers are based on Harvard architecture where program memory and Data memory are separate
Malin, used in personal computers	Used mainly in washing machine, MP3 players

Microcontroller vs Microprocessor - Practical...

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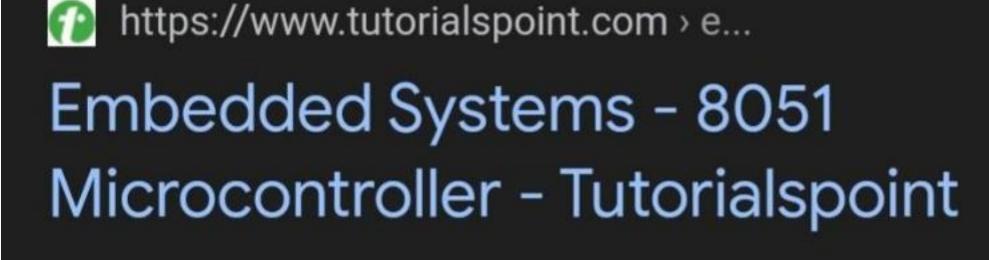
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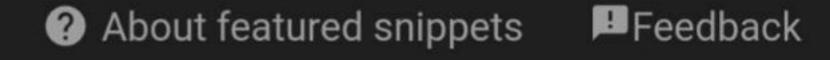


- 4KB bytes on-chip program memory (ROM)
- 128 bytes on-chip data memory (RAM)

- Four register banks.
- 128 user defined software flags.
- 8-bit bidirectional data bus.
- 16-bit unidirectional address bus.
- 32 general purpose registers each of 8-bit.
- 16 bit Timers (usually 2, but may have more or less)

More items...

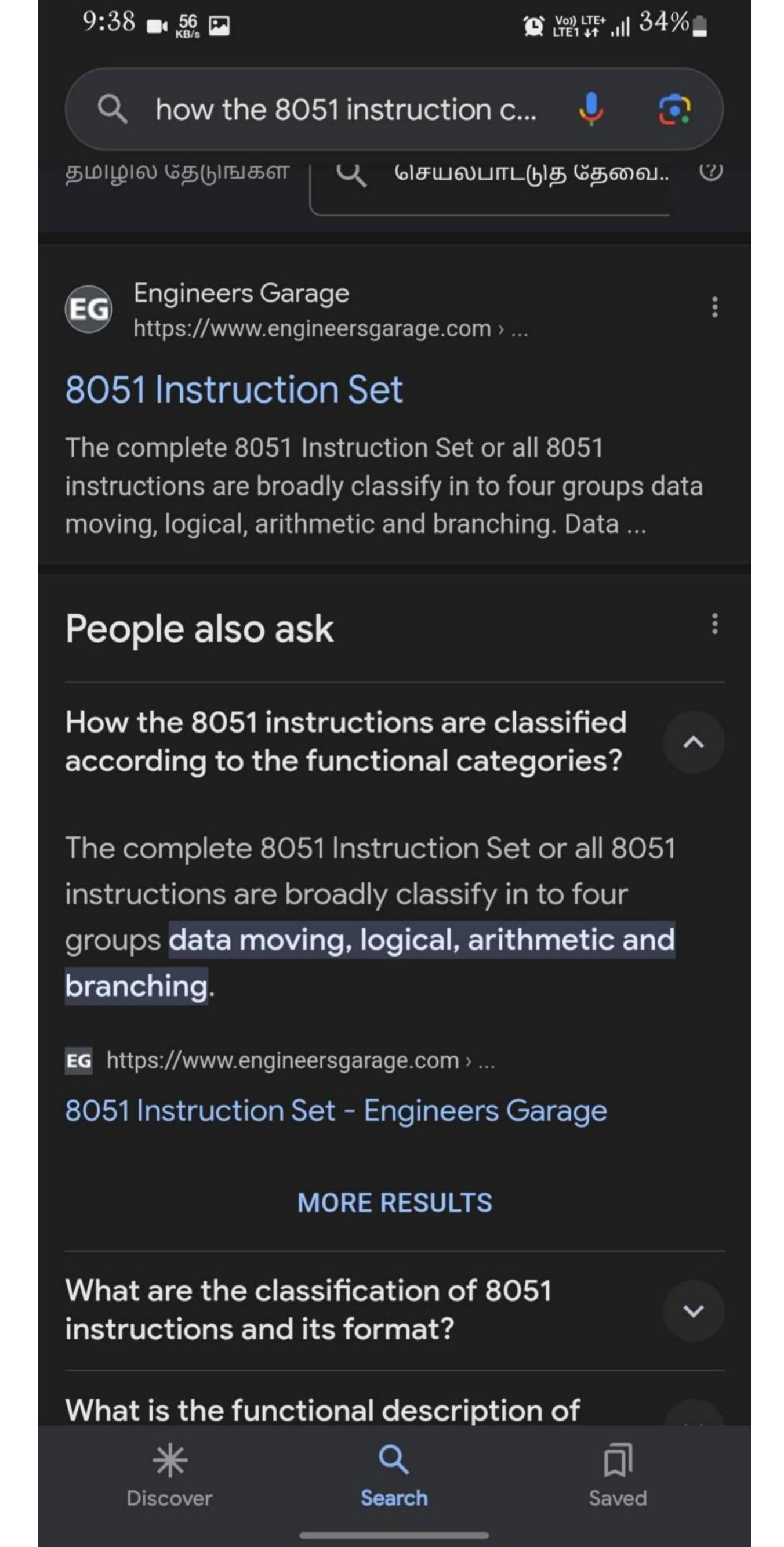


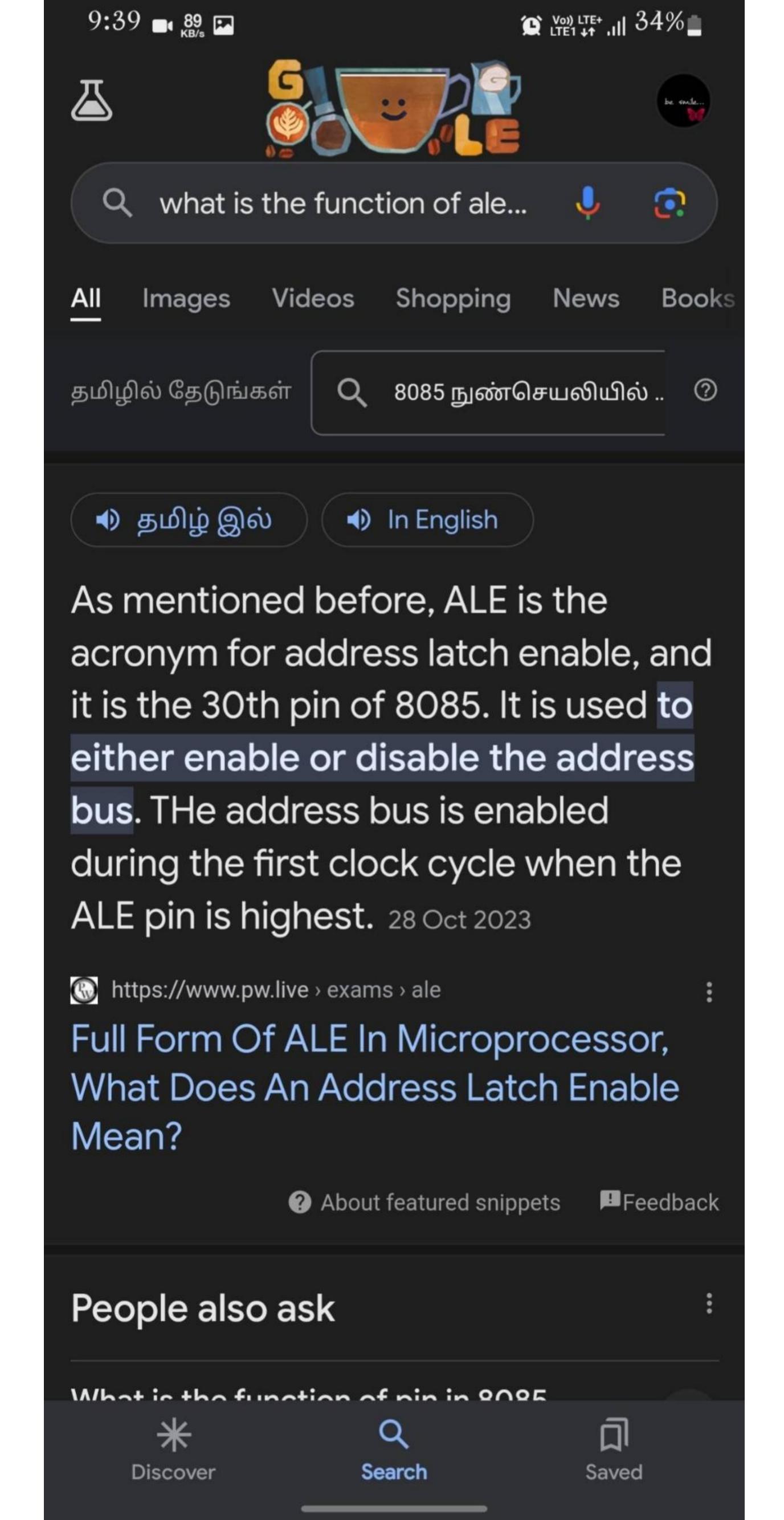


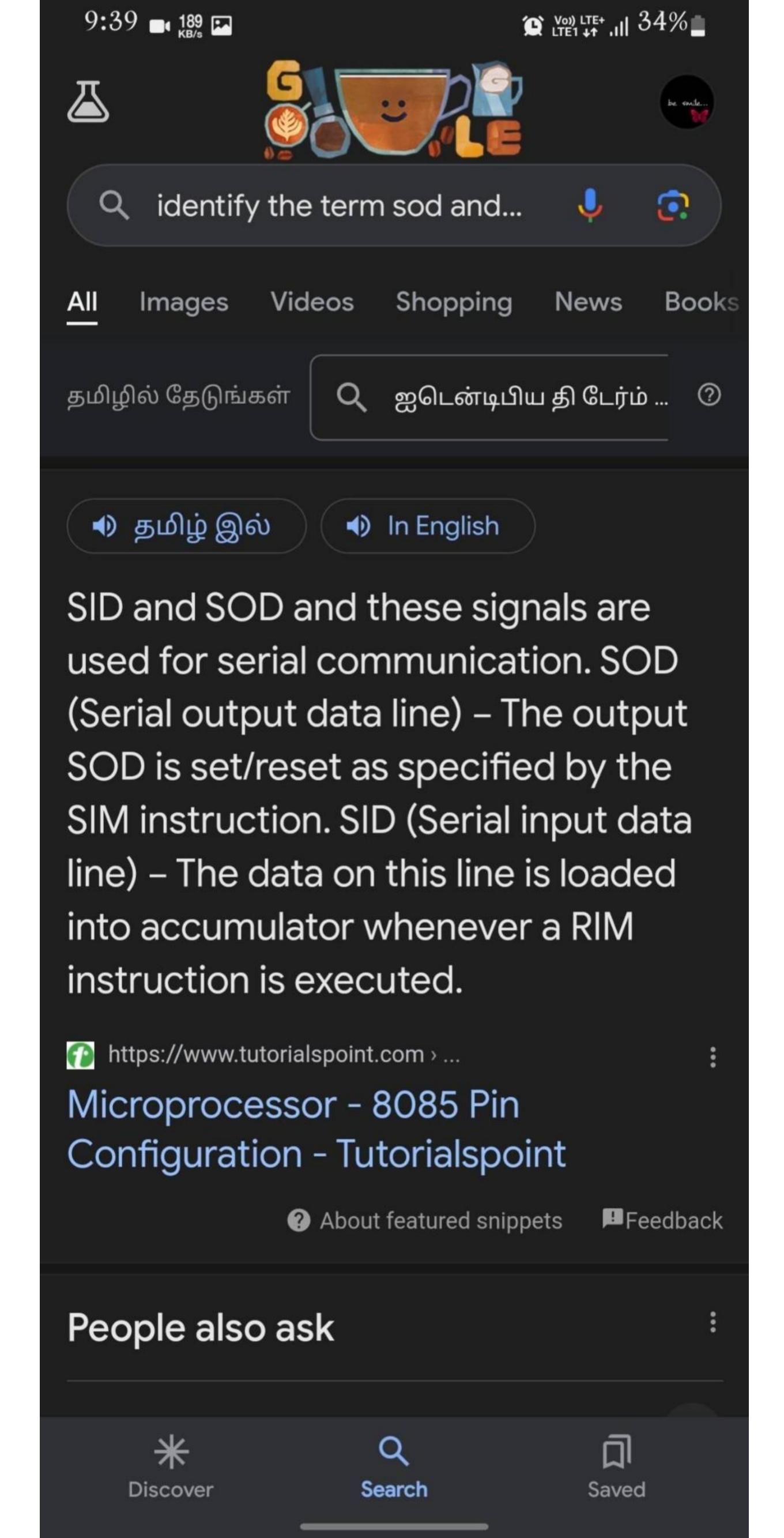


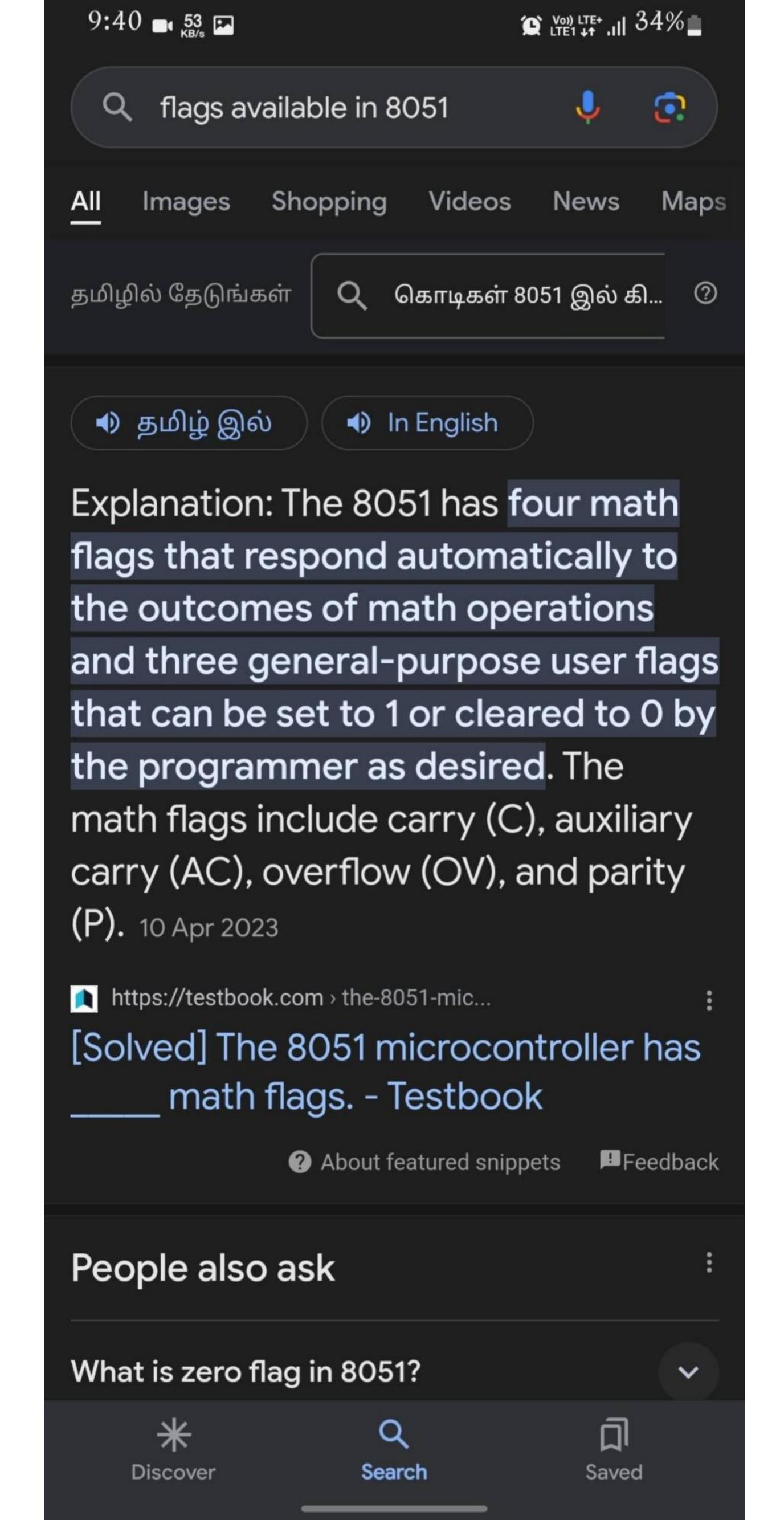












to external events, such as user input, system events, or hardware signals, without the need for constant polling.

There are five interrupt signals in the 8085 microprocessor:

- TRAP: The TRAP interrupt is a non-maskable interrupt that is generated by an external device, such as a power failure or a hardware malfunction. The TRAP interrupt has the highest priority and cannot be disabled.
- 2. **RST 7.5:** The RST 7.5 interrupt is a maskable interrupt that is generated by a software instruction. It has the second highest priority.
- 3. **RST 6.5**: The RST 6.5 interrupt is a maskable interrupt that is generated by a software instruction. It has the third highest priority.
- 4. **RST 5.5**: The RST 5.5 interrupt is a maskable interrupt that is generated by a software instruction. It has the fourth highest priority.
- 5. INTR: The INTR interrupt is a maskable interrupt that is generated by an external device, such as a keyboard or a mouse. It has the lowest priority and can be disabled.

When microprocessor receives any interrupt

