

Question 1 (1 point)

Match the crystal type to the tradeoff.

High current draw

Large physical size

Low current draw

Small physical size

1. Low-frequency crystal

2. High-Frequency crystal

(1)

Question 2 (1 point)

Any device connected to an I²C bus can pull down both the data and clock lines.

☐ True

☐ False

(2)

Question 3 (1 point)

Using a 64 bit register to store Unix Epoch Time extends representable dates 1024 years into the future.

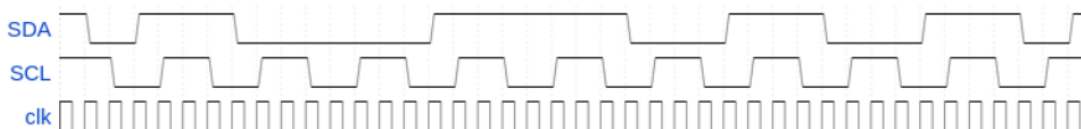
☐ True

☐ False

(3)

Question 4 (1 point)

Consider the following timing diagram, depicting the transmission of a single byte over an I²C bus.



Was this packet acknowledged by the addressed slave device? You may assume 7 bit addressing.

☐ Yes.

☐ No.

(4)

Convert the following binary number, encoded in Binary Coded Decimal (BCD) to a number coded in standard binary. You may assume each decimal digit occupies 4 bits. Note: you must provide your answer in 16 bit binary notation.

0b1000_0111_0001_0000

A✓

(5)

Question 2 (1 point)

Which of the following are advantages of parallel communication over serial communication?

- ☐ Doesn't require a clock signal for synchronization
- ☐ Signals do not need to be debounced
- ☐ Better data transfer rate
- ☐ Less expensive infrastructure

(6)

Question 3 (1 point)

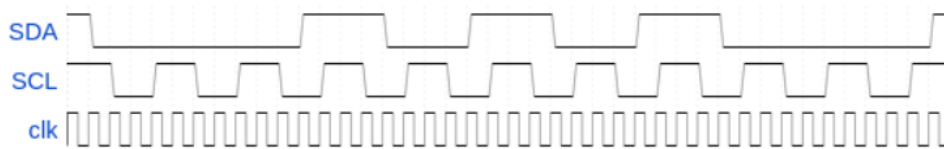
Which of the following are shift register operations?

- ☐ Read data in all at once and store for later retrieval.
- ☐ Data can be read from it one bit at a time.
- ☐ Read data in one bit at a time and store for later retrieval.
- ☐ Data can be read from it

(7)

Question 4 (1 point)

Consider the following timing diagram, depicting the transmission of a single byte over an I²C bus.



Does this data packet indicate a read or a write request? You may assume 7 bit addressing.

- ☐ This is a write request.
- ☐ This is a read request.

(8)

Question 1 (1 point)

The **last** region of memory (numerically by address) contains the starting addresses of all interrupt service routines.

- ☐ True
- ☐ False

(9)

Question 2 (1 point)

Which of the following are advantages of interrupts versus polling?

- ☐ Faster response time
- ☐ More power efficient
- ☐ More memory efficient
- ☐ Allows for multitasking
- ☐ Allows for faster clock speeds
- ☐ Always brings chips when invited to movie night.

(10)

Question 3 (1 point)

Unix epoch time is defined as the number of _____ since 00:00:00 UTS Jan 1, 1970.

- ☐ Minutes
- ☐ Milliseconds
- ☐ Seconds
- ☐ Burgers
- ☐ Hours

(11)

Question 4 (1 point)

Match the following

- | | | |
|--------------------------------|---------------------------------------|--------|
| <input type="text" value="v"/> | Designed for use by kernel processes. | |
| <input type="text" value="v"/> | Designed for use by user programs. | 1. MSP |
| <input type="text" value="v"/> | Stands for "Process Stack Pointer" | 2. PSP |
| <input type="text" value="v"/> | Stands for "Main Stack Pointer" | |

(12)

Question 1 (1 point)

When an I²C slave device pulls the data line low at the end of a byte transmission, this indicates:

- ☐ A stop condition
- ☐ A start condition
- ☐ A data bit transmission
- ☐ An acknowledgement transmission

(13)

Question 2 (1 point)

Real time clocks normally have an independent power source.

- ☐ True
☐ False

(14)

Question 3 (1 point)

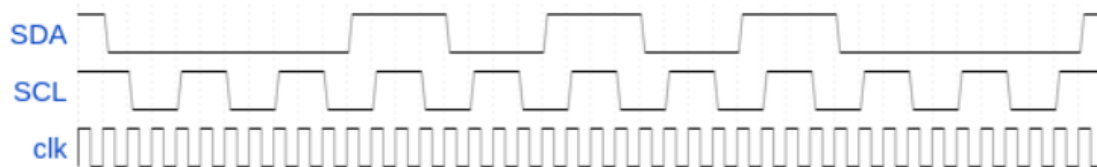
Interrupt priority is not configurable

- ☐ True
☐ False

(15)

Question 4 (1 point)

Consider the following timing diagram, depicting the transmission of a single byte over an I²C bus.



Was this packet acknowledged by the addressed slave device? You may assume 7 bit addressing.

- ☐ No.
☐ Yes.

(16)

Question 1 (1 point)

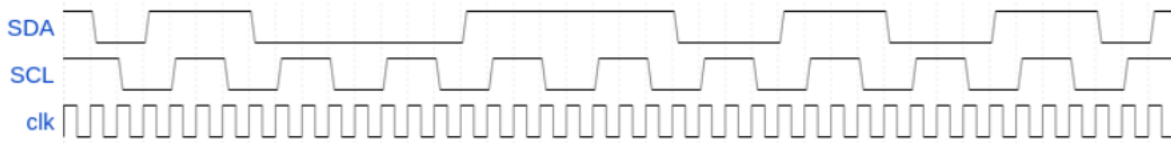
Interrupts are always serviced immediately after the current function is finished executing.

- ☐ True
☐ False

(17)

Question 2 (1 point)

Consider the following timing diagram, depicting the transmission of a single byte over an I²C bus.



Assuming 7 bit addressing, what is the address of the receiving slave device? Please provide your answer in binary.

(18)

Question 3 (1 point)

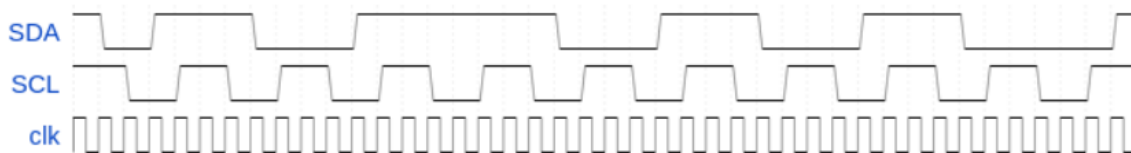
A falling edge on the I²C data line while the clock line is high indicates

- ☐ An acknowledgement transmission
- ☐ A stop condition
- ☐ A start condition
- ☐ A data bit transmission

(19)

Question 4 (1 point)

Consider the following timing diagram, depicting the transmission of a single byte over an I²C bus.



Does this data packet indicate a read or a write request? You may assume 7 bit addressing.

- ☐ This is a read request.
- ☐ This is a write request.

(20)

Question 1 (1 point)

An I²C data bus allows serial communication between up to 32 devices.

- ☐ True
☐ False

(21)

Question 2 (1 point)

The Unix Millennium Bug is caused by overflow in the 32 bit register used in most RTC chips.

- ☐ True
☐ False

(22)

Question 3 (1 point)

An I²C master device is responsible for timing the SCL clock signal.

- ☐ True
☐ False

(23)

Question 4 (1 point)

The reset interrupt handler can be configured to call main() as its ISR

- ☐ True
☐ False

(24)

Question 1 (1 point)

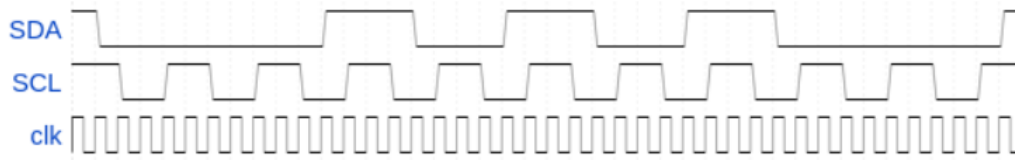
the STM32's internal crystal oscillators are not accurate enough to be used for real time clock functionality.

- ☐ True
☐ False

(25)

Question 2 (1 point)

Consider the following timing diagram, depicting the transmission of a single byte over an I²C bus.



Assuming 7 bit addressing, what is the address of the receiving slave device?
Please provide your answer in binary.



(26)

Question 3 (1 point)

Due to crystal inaccuracy, the average digital wristwatch loses about how much time per day?

- ☐ 20 seconds
- ☐ 0.2 seconds
- ☐ 2 minutes
- ☐ 2 seconds
- ☐ 20 milliseconds

(27)

Question 4 (1 point)

During data transmission, the data line in I²C should only change while the clock line is high

- ☐ True
- ☐ False

(28)

Question 1 (1 point)

Order the following steps in the servicing of an interrupt.

- The ISR is executed
- Interrupt signal is detected
- The values stored in the stack are popped, and written back into register memory.
- Main execution is paused
- Main execution resumes.
- Current execution information is pushed onto the system call stack

(29)