1. a. True

- b. False, only moth, logic, & bit shifts change status bits
- C. False, PC contains the address of instruction at current time
- d. False, 2 if true, 1 if false.
- e. False, wis is used for Sp.
- f. False, high prescaler = lower resolution.
- 9. False, is a occurs synchronously, but an interrupt is asynchronous.
- h. False, ISR's don't take parameters / return values.
- i False, the default priority IVI is 4 of 7.
- J. True
- K. False, PIC24 architectures are usually 16-bit.
- 1. False, 120 is synchronous.
- m. True
- n. False, address frame contains slave address.
- O. False, 12c supports multiple masters but they can't communicate directly.
- P. True
- 9. True
- r. True
- S. False, not global variables
- t. True

2. a. MOV W4, W2 b. MOV.B [W6++], [W7]

3 a. #1: Sums even numbers between 20 to 0 by multiplying each number by 2 before it sums. #2: Does the same but sums the numbers first, then multiplies everything by 2 after.

b. #1: (5.10)-1 = 49 #2: (4.10) -1+1 = 40

c. The second loop takes less cycles, so [# 2].

14 a. copies all values from Bar to Aar arrays b. .655

> Barr: , Space 20 Aarr: . space 20

· text

_ main:

MoV #10, W3 MOV # Bor, WIO MOV # AQY

LOOP :

MOV [W10++], [W11++] DEC WREG3 BRA NZ, LOOP

END_LOOP:

MOV

5. a. W3 [0x00AA]
W4 [0x00AA]
W5 [0x0810]
W15 [0x0812]
0x0810 [0x0A07]
0x0812 [0x5678]
0x0814 [0x9ABC]
b. PC [0x01120A]
W3 [0x00AB]
W15 [0x00AB]
W15 [0x00AB]
0x0814 [0x120A)
0x0816 [0x0001]
0x0816 [0x0000]
0x0818 [0x00AB]
0x081A [0x000CD]

C. MSEC@ OXOIZODA

PC[UX01200A]

WI[OX081A]

W3[OX5678]

W15[OX081C]

OX0818 [OX100A]

OX081A [OX0001]

OX081C [OX9ABC]

[6] 64 PRE 8MHZ . 64] × 16,000 = [128 ms] UIBRG = FCY when BRGH = 6 %2,25 = 2 -> 8.59% error when BROH = 1 VIBRG = 1.10 16.19200 UIBRG = 12 BRGH = 1, b. 11000/1 Stop Start