

### Definition

Meaning

- Micro-processor : Simply it's an ALU + CU + Registers + Cache on Single IC chip

: Microcontroller : It's a CPU with RAM, ROM and I/O port on Single IC chip

Embedded system : any system has a MCU ~~with~~ to control the system

Mechatronic system : any system Combines between mechanical and electronic [and] drives

n-bit processor : ~~ap~~ processor works only on n-bit of data at a time  
↳ data larger n-bits has to be broken to pieces to be processed

Q3.

Q3

MCU

MPU

- ⇒ specific purpose
  - ⇒ has Ram, Rom and I/O ports
  - ⇒ system might be cannot add any external Ram, Rom ...
  - ⇒ Ideal for application with less cost, time, size
- general purpose  
no Ram, Rom and I/O ports
- System might be expensive  
Cause we will add Ram, Rom and I/O ports
- give designer a free choice to decide Ram, Rom, I/O ports

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Von-Neumann

- ⇒ data and instructions on one memory

one bus, from CPU  
to memory

Harvard

two memories one for data  
and second for instructions

every memory has a special  
bus, from CPU to memory

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- ⇒ PROM :-
  - ⇒ kind of Rom
  - ⇒ User programmable
  - ⇒ One time programmable (OTP)

EEPROM :-

- ⇒ kind of Rom
- ⇒ Can programme thousands of times and erased program on it
- ⇒ ~~UV~~ UV device is used for ~~erasing~~ & EEPROM
- ⇒ Can't select any byte to delete it

EEPROM :-

- ⇒ kind of hybrid
- ⇒ Can programme and erase thousands of time
- ⇒ erases by electrical signal
- ⇒ Select any byte and delete it

Flash :-

- ⇒ the updated version of EEPROM
- ⇒ fast, non volatile, low cost, high density
- ⇒ Can programmed while it's in system board

Mask Rom :-

- ⇒ not user programmable, by IC manufacturer
- ⇒ cheaper than other kinds of ROMS and OTP

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### SRAM:-

⇒ Storage cells are made of flip flops and don't require refreshing in order to keep their data.

⇒ each cell has 6 transistors

### DRAM :-

⇒ 1 transistor and 1 capacitor

⇒ Volatile and fast compare with Flash

⇒ need refreshing to keep their data

⇒ Cheaper than SRAM

### NVRAM :-

⇒ it's ~~SRAM + Backup Battery~~ or SRAM + EEPROM  
when power-off data will copies to EEPROM  
and when power turns on data will returned to SRAM from EEPROM

⇒ CPU can read and write data.

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⇒ CPU doesn't have access to write on Rom, but  
it can write on Rom by external device.

Type	Volatile	writable	Byte size	Max. byte size	Cost	Speed
SRAM	yes	yes	byte	unlimited	expensive	fast
DRAM	yes	yes	byte	unlimited	moderate	moderate
Masked Rom	No	No	n/a	n/a	cheap	fast
PRAM	No	once	n/a	n/a	moderate	fast
EPROM	No	Yes	<del>all chip</del>	limited	moderate	fast to read slow to write
EEPROM	No	Yes	byte	limited	expensive	fast to read slow to write
Flash	No	Yes	Sector	limited	moderate	fast to read slow to write
NVRAM	No	Yes	byte	unlimited	expensive	fast