PRINCIPLES AND APPLICATIONS OF MICROCONTROLLERS

Final Exam

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- 1. This is an open book exam.
- 2. All questions about the examination should be directed to the instructor or teaching assistants.
- 3. No communication between the students regarding the examination is allowed.

Honor statement: I have neither given nor received aid on this examination. (Sign below only if you agree to this statement)

Student ID Number: B09611007

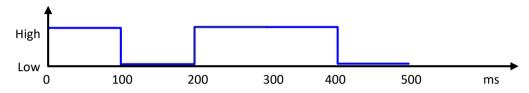
Name: 厚柏 聚

Problem A: Short Answers

1. Complete the following table. The numbers are unsigned integers. (4 pt)

Binary	Decimal	Hexadecimal
00111011	59	3 B
01010110	86	56
10110101	181	B5
11100010	114	72

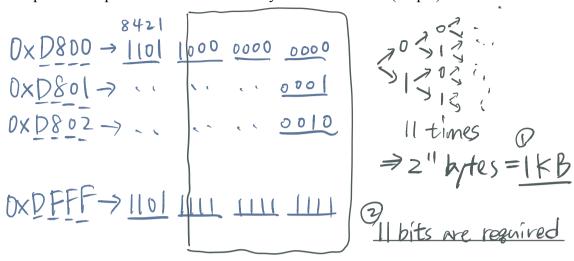
2. Write an Arduino sketch so that Arduino will generate the following output waveform on pin A0. Include any code needed to configure the I/O port properly. You may NOT use the delay function that we have used in the lab assignments. (6%)



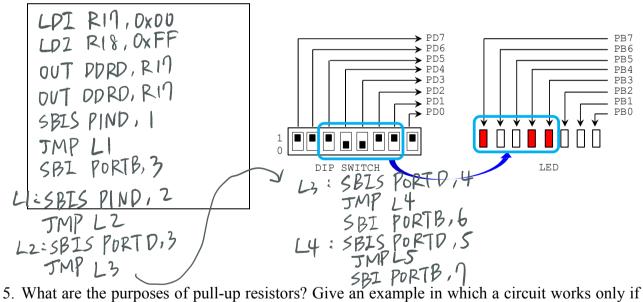
```
void setup()

{
pinMode (Ao, OUTPUT);
}
void loop ()
 time = millisl);
 if (time > = 0 && time < 100)
    digitalWrite (AD, HIGH);
 If (time > = 100 & & time < 200)
    digitalWrite (AD, LOW);
 If (time>=200 && time < 400)
    digitalWrite (AO, HIGH);
  if (time>=400&& time <500)
    digitalWrite (AO, LOW);
```

3. A microprocessor has a 16-bit address line. An SRAM device is connected to the microcontroller The microcontroller has assigned the addresses 0xD800 to 0xDFFF to this SRAM. What is the size (in KB or MB) of this SRAM? What is the minimum number of bits required to represent the addresses only for this SRAM? (10 pts)

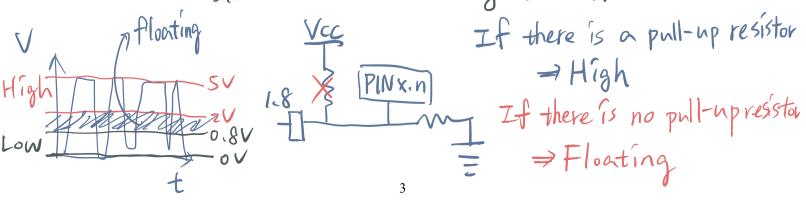


4. Write an assembly program for an AVR ATmega328P so that the state of bits 5 to 1 on the DIP switch (connected to **PORT D**) is displayed only on the bits 7 to 3 on the LEDs (connected to **PORT B**). The figure shows an example: the number 10011 is shown on the five leftmost LEDs, while the other LEDs are off. (10 pts)



5. What are the purposes of pull-up resistors? Give an example in which a circuit works only if there is a pull-up resistor. (10 pts)

Purpose: Bringing the input at expected logic levels, and avoid "floating" situation.



BME 1107 – Principles and Applications of Microcontrollers

6. Convert the following C program to an assembly program. You are free to choose your own general purpose registers. (10 pts)

Assembly	С
Assembly LDI RIM, Ox 0D LDZ RI8, Dx 0A L1: SUB RI8, RIM BREQ L2 AAD RI8, RIM INC RIM TMP LI L2:	C int i=0; int j=10; while (i != j) { i++; }

Problem B: Set Questions

Da'Kuo asks the students in his MCU course to build an electronic piano using ATmega328P and assembly. The piano should have seven keys and one buzzer. Da'Kuo separates the students into two groups (see the table below for the details). The students in each group will make the piano play notes in different octaves. Please answer the following questions.

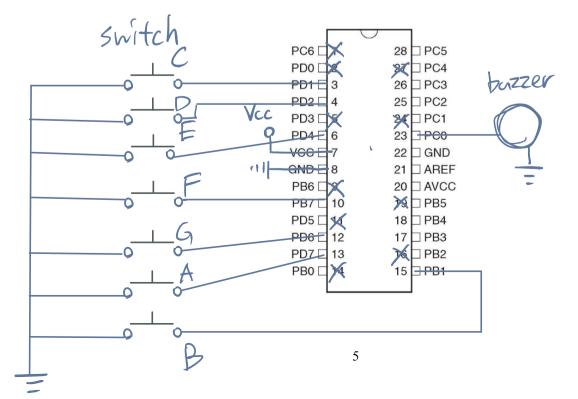
1. Find the note frequencies and complete the following table. (3 pts)

	Students with even ID ending numbers	Students with odd ID ending numbers
	(0, 2, 4, 6, and 8)	(1, 3, 5, 7, and 9)
	C3 = 131 Hz	C5 = 523 Hz
	D3 =	D5 = 581 Hz
	E3 =	E5 = 659 Hz
Octave	F3 =	F5 = 698 Hz
	G3 =	G5 = 784 Hz
	A3 =	A5 = 880Hz
	B3 =	B5 = 988Hz

2. As you know, Da' Kuo is a very poor professor. Certain pins of the ATmega328P he has in hand do not work functionally. However, he has no money to replace them. He gives these partially functioned MCU to the students based on the table below.

	Students with IDs	Students with IDs	Students with IDs
	ending in 1, 4, and 7	ending in 2, 5, and 8	ending in 0, 3, 6, and 9
MCU	PC6 X 28 PC5 PD0 X 27 PC4 PD1 3 26 PC3 PD2 4 25 PC2 PD3 X 24 PC1 PD4 6 23 PC0 VCC 7 22 AND GND 8 21 AREF PB6 X 20 AVCC PB7 10 18 PB4 PD6 12 17 PB3 PD7 13 16 PB2 PB0 14 15 PB1	PC6 1	PC6 1

Fortunately, Da'Kuo has plenty of resistors. Use the resistors as you need. Please design the circuit of your piano using the given ATmega328P. Please put a note on each button so that we can know which frequency it corresponds to. Make your figure professional. (7 pts)



3. With your circuit design, you want to write an assembly program in which you adjust each pin for input or output. Complete the following assembly program. Please be sure to enable pull-up resistors if you intend to use them. (10 pts)

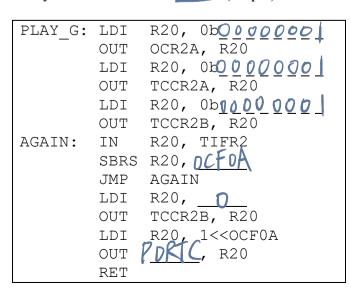
LDI R16, 0b0000000	LDI R16, 0b <u>no 0 0 0 0</u> 0
OUT DDRB, R16	OUT PORTC, R16
LDI R16, 0b] [LDI R16, 0b <u>000000</u>
OUT PORTB, R16	OUT DDRD, R16
LDI R16, Ob L L L L L L L L L L L L L L L L L L	LDI R16, 0b][[]]
OUT DDRC, R16	OUT PORTD, R16

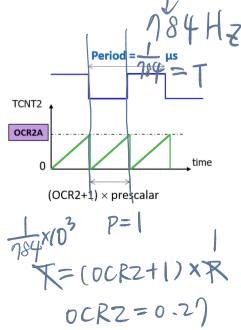
4. In the next step, you want to write an assembly program that checks if the buttons are pressed or not. If a button is pressed, your program will call subroutines **PLAY_[note]** to play notes. The easier way to check the button status is to use instruction **SBIC** or **SBIS**, depending on your circuit design. Read the course material "12AVR Assembly 04-Bit manipulating.pdf" on ceiba to understand the usage of **SBIC** and **SBIS**. Choose one code template (1 or 2) below and complete the assembly. (10 pts)

		1
AGAIN:	SBIC	
	CALL	PLAY_C
	SBIC	
	CALL	PLAY_D
	SBIC	
	CALL	PLAY_E
	SBIC	
	CALL	PLAY_F
	SBIC	
	CALL	PLAY_G
	SBIC	
	CALL	PLAY_A
	SBIC	
	CALL	PLAY_B
	JMP	AGAIN

		2
AGAIN:	SBIS	PIND, I
	CALL	PLAY C
	SBIS	<u>PINO</u> , <u>Z</u>
	CALL	PLAY D
	SBIS	PINU, Y
	CALL	PLAY E
	SBIS	PINB, 1
	CALL	PLAY F
	SBIS	PIND, b
	CALL	PLAY_G
	SBIS	PIND, 1)
	CALL	PLAY A
	SBIS	PIN15, 1
	CALL	PLAY_B
	JMP	AGAIN

5. In the last step, you plan to write the subroutine **PLAY_G** that plays G3 of G5, depending on your student ID, using Timer 2 in CTC mode. Da' Kuo provides partial program. Please complete the rest. Please calculate the time delay needed using the figure in the right. Note that the system clock runs at 1 Mhz. (20 pts)





BME 1107 – Principles and Applications of Microcontrollers Problem C: Peer evaluation (BONUS; only for those who choose plan A or B) (2 pts)

微控制器組員互評表 第<u>大</u>組

	姓名	貢 獻 (%)
1	填表人:	60
2	图就文	40
3		
	總計	100