

Name

SOLN

1. (3 points each) True/False (circle your choice):

- a. T ☒ F The PIC18 Stack contains 31 registers that are a part of Program Memory.
- b. T ☒ F The hardware technique to eliminate switch bounce uses an S-R Latch to capture the pulse without a bounce.
- c. T ☒ F An Interrupt Service Routine is a group of instructions that performs a task and can be called to perform that task by the main program or another subroutine.
- d. T ☒ F The time multiplex scanning technique sends data to all LEDs simultaneously, but the LEDs are turned on one at a time in sequence with such a frequency that the display appears stable.
- e. T ☒ F The LATB register is used to set PORTB as either an input or output.

2. (10 points) List the two interrupt vectors for the PIC 18 MCU and two internal peripheral sources that can send an interrupt request.

Interrupt Vectors

High Priority 08H

Low Priority 18H

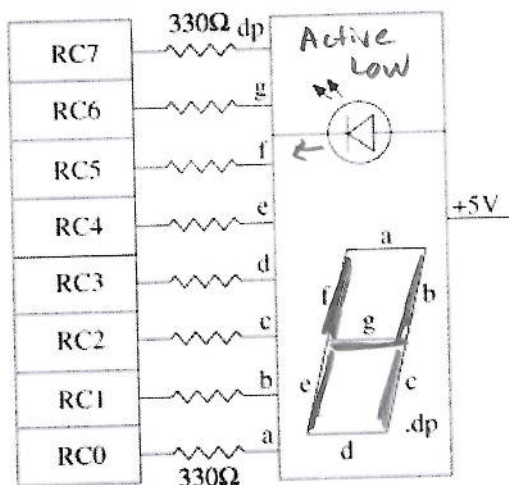
Interrupt Sources

Timers

A/D Converter

Serial I/O

3. (10 points) Given the common anode seven-segment LED connected to PORTC below, write the assembly language instructions to initialize the port and display the letter "H".

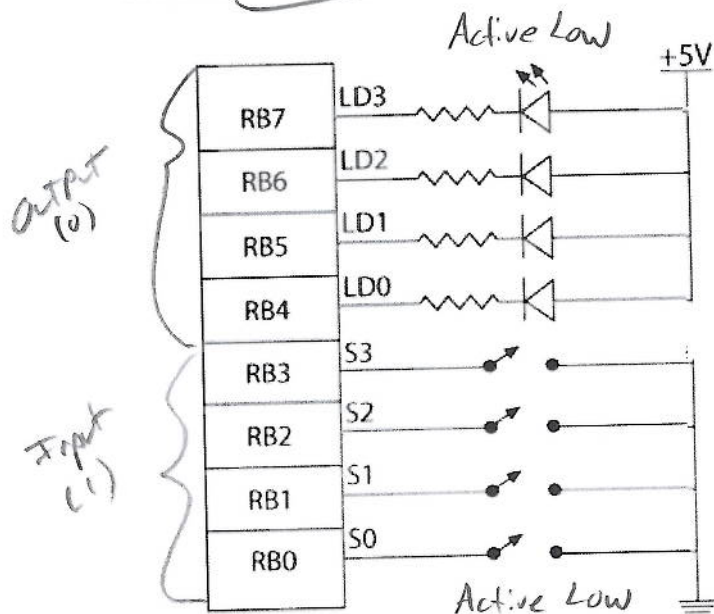


dp g f e d c b a

1 0 0 0 1 0 0 1

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CLRF TRISC
MOVLW 0X89
MOVWF PORTC
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6. (20 points) Given the switch and LED configuration below, write the assembly language instructions to properly initialize PORTB and then continuously read the input switches and FLASH the corresponding LEDs for the switches that are ON (grounded). Assume the subroutine DELAY is available.



INTCON2

B7	B6	B5	B4	B4	B3
RBPUR					

RBPUR = PORTB pull-up resistor enable bit

0 = Pull-up resistors are enabled

1 = Pull-up resistors are disabled

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REG3 EQU 0x01
ORG 0x20
INIT:  MOVLW B'00001111'
        MOVWF TRIS3
        BCF INTCON2, 7 ; Enable Pull up
LOOP:  MOVFF PORTB, REG3
        SWAPF REG3, F
        MOVFF REG3, PORTB ; Turn ON LEDs
        CALL DELAY
        SETF PORTB ; Turn OFF LEDs
        CALL DELAY
        BRA LOOP
  
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7. (20 points) Draw a flowchart for a subroutine that counts the number of negative entries in a data table. The input to the subroutine is a pointer to the table in FSR0. The end of the data table is indicated by the character 00. The output of the subroutine is the count of negative entries in the WREG.

