

CISC processors

- * Complex Instru, Set computer
- * When an MCU supports many addressing modes for ALU instructions & for memory accesses & data transfer instructions, the MCU is said to be CISC architecture
- * Large number of complex instruction
- * Instructions are of variable no., of bytes
- * Instructions take varying amt., of time for execution

Section D

IV Answer the following

Q26 @ Explain the working of T & D flipflop

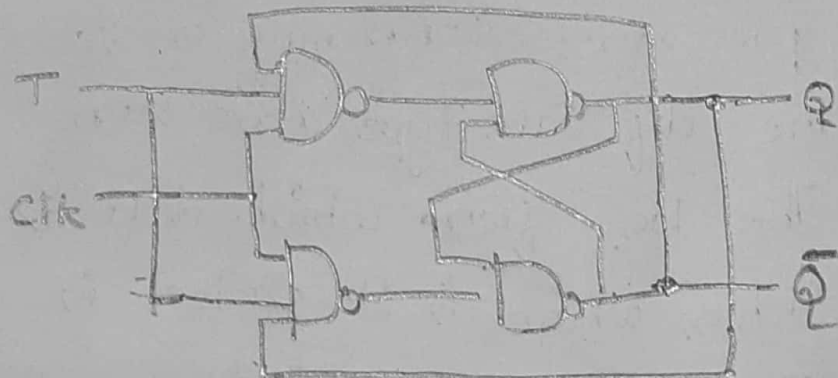
This is a much simpler version of J.K flipflop

Both the J & K i/p are connected together & thus are also called a single Input J.K flipflop

When clock pulse is given to the flipflop the o/p begins to toggle

Truth table

Q_n	T	Q_{n+1}
0	0	0
0	1	1
1	0	1
1	1	0



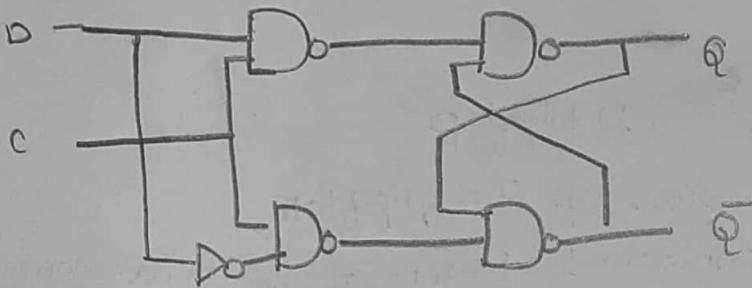
D flipflop

D flipflop is actually a slight modification of \bar{c} above explained \bar{c} lk' SR flipflop from \bar{c} -figure you can see that \bar{c} D i/p is connected to S i/p & \bar{c} complement of the D i/p is connected to \bar{c} R i/p

When \bar{c} is 1, the latch is placed in \bar{c} set or reset state based on value of D

If $D=1$, the Q o/p goes to 1

If $D=0$, the Q o/p goes to 0.



function table

C	D	Next State of Q
0	x	no change
1	0	Q = 0 Reset
1	1	Q = 1 Set

(b) Write a note on \bar{c} d/f modes of data transfer.

These data has to be moved stored or send from or b/w the processor, external mry or I/O devices

The d/f data type have seen

The loc,, from which data is copied is called source & loc,, where it is pasted is called destination

During this operation \bar{c} contents of source are not altered

The Data during this operation \bar{c} contents of source are not altered

An inst., is a command to c-mp to perform a given operation on specified data

Opcode & operand

Opcode → Specifies what operation to be performed

Operand → data to be operated

Based on Source & destination loc., data transfer operation is classified.

- * Data transfer from 1 register to other
- * Data transfer b/w mry loc., & register
- * Load direct data to acc., or register or mry loc.,
- * Data transfer b/w i/o devices & accumulator

Commonly used data transfer operation

- Mov DST, SRC
- Mvi DST, Direct data
- Push
- Pop

Q7 (a) Explain interrupt cycle with a neat diagram.

Interrupt cycle

The interrupt cycle is a hardware implementation of a branch & save return address operation

An interrupt cycle flipflop R is included in the comp.

When $R = 0$, the comp., goes through an instruction cycle

During the execute phase of the inst., cycle IEN is checked by the control.

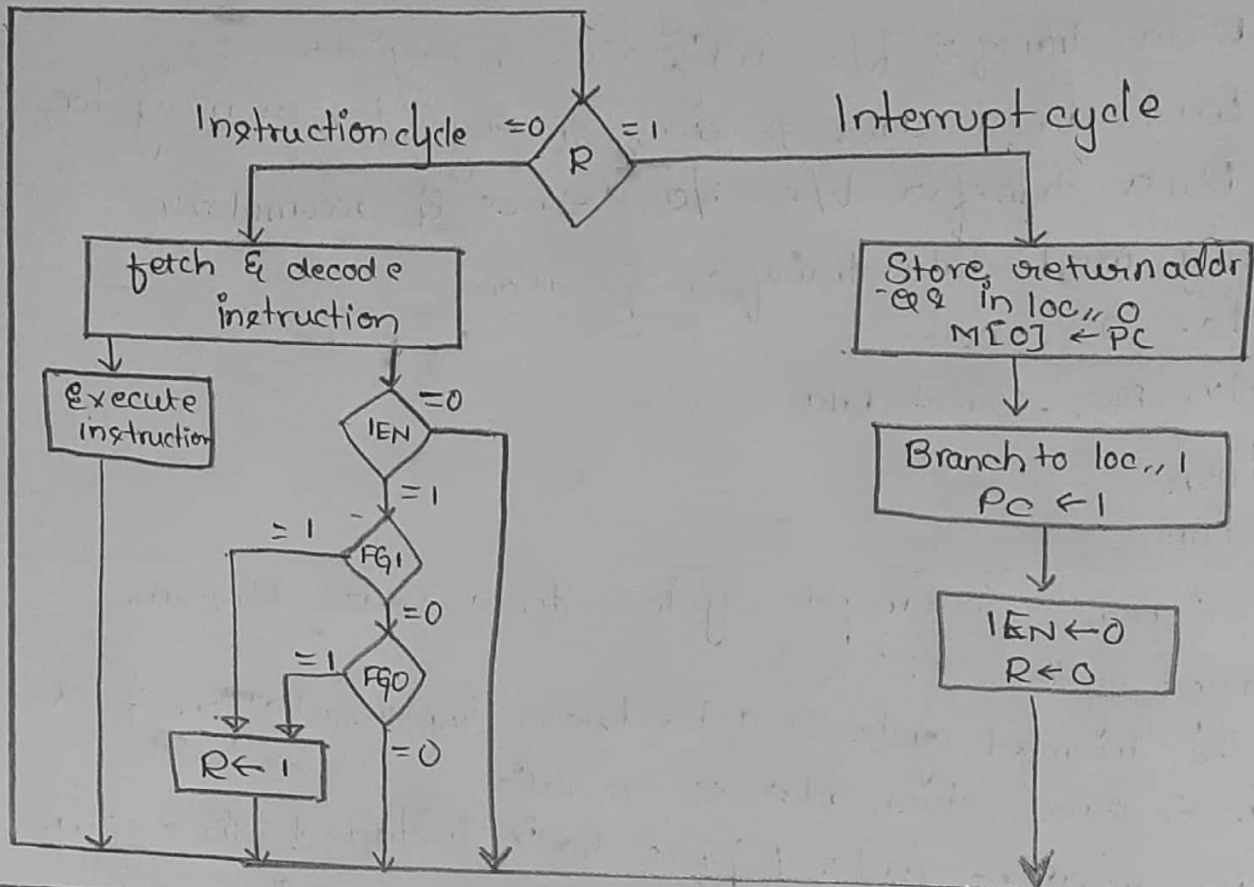
If it is 0, it indicates that the programmer does not want to use any interrupt, so control continues with the next inst. cycle.

If IEN is 1, control checks the flag bits

If both flags are 0, it indicates that neither the p nor the o/p registers are ready for transfer of info.

In this case control continues with e- next instr. cycle if either flag is set to 1, while IEN = 1 flipflop is set to 1.

At the end of e- execute phase, control checks e- value of R, and if it is equal to 1, it goes to an interrupt instead of an instr. cycle.



(Q7)

(b) Explain various i/p o/p instruction

I/p & O/p instrs. are needed for transferring info to & from AC, register, for checking e- flag bits & for controlling e- interrupt facility.

I/p & O/p instrs. have an operation. code 1111 & are recognized by control when D7 = 1 & 1 = 1.

The INP instr. transfers e- i/p info. from INPR into e- 8 low order bits of AC & also clears e- i/p flag to 0.

The instr., that is skipped will normally be branch instr., to return & check ϵ flag again

The branch instr., is not skipped if ϵ -flag = 0. If ϵ -flag is 1 the branch instr., is skipped & i/p or o/p instr., is executed

The last 2 instr., set and clear an interrupt enable flip flop, IEN. The purpose of IEN is explained in conjunction with ϵ -interrupt operation.

INP	$AC(0-7) \leftarrow INPR, FG1 \leftarrow 0$	i/p char. to AC
OUT	$OUTR \leftarrow AC(0-7), FG0 \leftarrow 0$	o/p char from AC
SKI	if $(FG1 = 1)$ then $(PC \leftarrow PC + 1)$	Skip on i/p flag
SKO	if $(FG0 = 1)$ then $(PC \leftarrow PC + 1)$	Skip on o/p flag
ION	$IEN \leftarrow 1$	Interrupt enable on
IOF	$IEN \leftarrow 0$	Interrupt enable off