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Studiengang: Kommunikationstechnik KTB Softwaretechnik SWB Technische Informatik TIB Ingenieurpädagogik IEP	Semester: IT4
Prüfungsfach: Computerarchitektur 3	Exam ID: 4022, 1054003
Ressources: Lecture and Lab Manuscript Books, Pocket Calculator	Duration: 90 min Prof: Zimmermann

Please enter your name here:

Total: 90 Points

Given Name:	Family Name:	Student ID:

Please use the free space on these sheets for your solution. Solutions may be in English or German. If space is not sufficient, please use the backside or additional sheets.

(Note: This is a translated version, the original exam was in German).

Problem 1: Miscellaneous (Σ 10 Points)

1.1

(3 Points)

Name the 3 most important aspects of a microcontroller's programming model.

1.2

(4 Points)

Subroutine parameters can be passed via CPU-registers or via the stack. What are the main advantages and disadvantages?

Advantage:

Disadvantage:

1.3

Why is it difficult for C compilers and assembler programmers, if a CPU's address word size is bigger than its data word size?

(3 Points)

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Problem 2: Addressing Modes (Σ 30 Points)
2.1
(8 Points)

Name the addressing mode for each of the following HCS12 assembler instructions.

Instruction	1st Operand	2nd Operand
LDX #\$D0F0		
STD 2, X		
LDY \$C000		
TST 1, -X		
LDD [1, Y]		

2.2

What is wrong with the following HCS12 instructions?

LDAB #\$DCAB STD #\$55AA	(4 Points)
--	-------------------

2.3

A HCS12 assembler program uses the following data definitions:

```

.const:    SECTION
           ORG    $D000
value1:    DC.B  $A0, $B0, $C0, $D0, $E0, $F0, $F1, $F2
value2:    DC.W  $A1B2, $C3D4
value3:    DC.L  $87654321

.data:     SECTION
           ORG    $2000
p:         DS.W  1

```

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For each row in the following table specify the contents of CPU registers D, X and Y, after the instructions in the left field of the row have been executed. Fields, which do not change values, may be left empty. Mark unknown values as “???” if necessary. (18 Points)

Assembler Instructions	D	X	Y
Initial values	\$1234	\$5678	\$ABCD
LDD value1 LDX value2 LDY value3			
LDAB value1 LDX value1+3 LDY #value1			
LDD 1, Y LDX 4, +Y			
LDY #value1 LEAX 2, Y LDD 0, Y			
MOVW #value3, p LDX p LDY #p LDD [0,Y]			
MOVW #\$3355, p LDX #p LDAA +1, X LDAB 1, X+ TFR A, Y			
LDD #\$1122 LDX #\$3344 LDY #\$5566 PSHD PSHX PSHY PULB PULA PULX PULY			
MOVW #\$1234, value2 LDD value2 LDX #\$D008 LDY \$D000			

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Problem 3: Program Analysis (Σ 30 Points)

The following code listing shows the C-code of a HCS12 program:

```
void subA(char *p);
unsigned char subB(char *p, unsigned char val);

char array1[80] = "Hallo-Welt!!!";
char array2[7] = "abcdef";
unsigned char i;

void main(void)
{
    . . .
    subA(array1);
    . . .
    i = subB(array2, 39);
    . . .
}
```

The respective subroutines are in HCS12 assembler code:

<pre>subA: PSHX TFR D,X L2: LDAA 0,X TSTA BEQ L0 CMPA #'a' BLO L1 CMPA #'z' BHI L1 ADDA #-20 L1: STAA 1,X+ BRA L2 L0: PULX RTS</pre>	<pre>tab: DC.B "0123456789ABCDEFGHIJK" subB: PSHD PSHX PSHY M0: LDY 8, SP CLRA STAA 2, Y LDX #10 IDIV M1: PSHD LDAA tab, X STAA 0, Y PULX LDAA tab, X STAA 1, Y M2: PULY PULX PULD RTS</pre>
--	---

3.1

What is the contents of registers A and X, when the program has executed the instruction at L2 in subroutine subA() for the first time?

A =	X =	(4 Points)
-----	-----	------------

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3.2

What is the contents of `array1` an, when `subA()` has been executed completely.

What is the purpose of subroutine `subA()` ?

(4 Points)

`array1 =`

`P subA() :`

3.3

Into which HCS12-assembler instructions does the HCS12-C-compiler translate the following C-code:
`i = subB(array2, 39) ;`

(4 Points)

3.4

Specify the state of the stack including SP, when the program reaches label `M0` in subroutine `subB()` :

Top of Stack

(6 Points)

End of Stack

←

1 Byte

→

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3.5

What is the contents of register D and X, when the program reaches label **M1** in **subB ()** ?

(4 Points)
<p>D =</p> <p>X =</p>

3.6

Specify the contents of **array2** and **i**, when subroutine **subB ()** has been executed.
What is the purpose of subroutine **subB ()** ?

(6 Points)
<p>array2 =</p> <p>i =</p> <p>Zweck von subB () :</p>

3.7

What is the purpose of instructions **PSH. . .**, und **PUL. . .** at the begin and at the end of subroutine **subB ()** ?

(2 Points)

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Problem 4: Program for Dragon12-Board (Σ 20 Points)

The following HCS12-program for the Dragon12-board shall be analyzed. The crystal clock frequency of our boards is $f_{\text{OSCLK}} = 4 \text{ MHz}$.

```
//Variable ////////////////////////////////////////
#define DIVIDER 20
char msg[32] = "Aufgabe 4";
int flag    = DIVIDER,
int adc     = 0;

//Functions known from lab 1 //////////////////////////////////
void initLCD(void);           //Initialize LCD display
void writeLine(void);        // ASCII-string output on LCD display
void decToASCII(void);       //Convert decimal number into ASCII string

//Wrapper functions for functions used in lab 1 //
void initLCDWrapper(void)
{   asm { JSR initLCD
        };
}
void lcdWriteLineWrapper(char *text, char lineNr);
{   . . .
}
void decToAsciiWrapper(char *text, int val)
{   . . .
}

//Miscellaneous functions//////////////////////////////////////
interrupt 7 void rtiISR(void)
{
    flag--;
    ATD0CTL5 = 0x87;
    while ( ATD0STAT0 & 0x80 == 0 ) { };           //← ??? ← ??? ← ???
    adc = ATD0DR0;
    PWMDTY0 = adc >> 2;
    CRGFLG = CRGFLG | 0x80;
}

void rtiInit(void)
{   RTICTL = 0x6B;
    CRGINT = CRGINT | 0x80;
}

void adcInit(void)
{   . . .
}
```

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```

void pwmInit(void)
{
    PWMCLK    = 0x00;
    PWMPRCLK  = 0x77;
    PWMPOL    = 0x01;
    PWMPER0   = 0xFF;
    PWMDTY0   = PWMPER0/2;
    PWME      = 0x01;
}

void main(void)
{
    EnableInterrupts;

    initLCDWraper();
    lcdWriteLineWrapper(msg, 0);

    pwmInit();
    adcInit();
    rtiInit();

    for (;;)
    {
        if (flag <= 0)
        {
            decToAsciiWrapper(msg, adc);
            lcdWriteLineWrapper(msg, 1);
            flag = DIVIDER;
        }
    }
}

```

The program periodically measures an analog signal to control the duty cycle of a PWM output. Additionally, the analog value is shown on the LCD display.

4.1

With which frequency is the RTI-Interrupt-Service-Routine (ISR) triggered?

(4 Points)

4.2

Which PWM channel is used in the program? Does this channel use the slow or the fast PWM clock?

(4 Points)

4.3

The C-program shall use the LCD driver function `writeLine`, which you analyzed in lab 1. In the same lab you developed function `decToASCII` to convert a 16 bit value into an ASCII string. Both functions were written in HCS12 assembler, passing all parameters via registers. Unfortunately, this is not compatible with the HCS12 C-compiler. Thus, so-called *wrapper func-*

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tions in C are required, to adapt the parameter passing between the C-program and the original HCS12 assembler functions from lab 1.

Assembler function `decToASCII` uses the following registers for parameters

`decToASCII`: Pointer to ASCII-string in X, 16 bit value in D

Write wrapper function `decToAsciiWrapper` (C with HCS12 inline assembler):

```
void decToAsciiWrapper(char *text, int val)
{

}

```

(4 Points)

4.4

- Write a C-function `adcInit()` o initialize the analog to digital converter ADC for channel 7. Start of the measurement and reading the result are already implemented in function `rtiISR()`.
- Does the ADC use polling or interrupt mode?
- What is the purpose of the line marked with „← ??? ← ???“ in `rtiISR()`?

ADC operating mode:

Purpose of line „← ??? ← ???“:

```
//Initialize ADC
void adcInit(void)
{

}

```

(8 Points)