

**MICROCONTROLLER APPLICATIONS /**  
**ENGINEERING DESIGN & BUSINESS PROJECT II**  
**2018/2019 SEMESTER TWO MID-SEMESTER TEST**

SAS code:

**MST**

ET1010

Diploma in Aerospace Electronics (DASE)  
Diploma in Energy Systems and Management (DESM)  
Diploma in Computer Engineering (DCPE)  
Diploma in Electrical & Electronic Engineering (DEEE)  
Diploma in Mechatronics and Robotics (DMRO)

2<sup>nd</sup> Year Full-Time

ET1216

Diploma in Engineering with Business (DEB)

Time Allowed: 1.5 Hours

---

Instructions to Candidates

1. The Singapore Polytechnic examination rules are to be complied with.
2. This paper consists of TWO sections:  
Section A - 10 Multiple Choice Questions, 3 marks each.  
Section B - 5 Questions, 14 marks each.
3. ALL questions are COMPULSORY.
4. All questions are to be answered in the Answer Booklet. Start each question in Section B on a new page.
5. This paper consists of 10 pages (including 2 pages in the Appendix).

**SECTION A****MULTIPLE CHOICE QUESTIONS [ 3 marks each ]**

- Please tick your answers in the MCQ box provided on the second page of the answer booklet.
  - No marks will be deducted for wrong answers.
- 

**A1.** What is a microcontroller?

- (a) A microcontroller is any device that can provide intelligent control in a system.
- (b) A microcontroller is an integrated circuit with a fixed program running in it.
- (c) A microcontroller is small computer on a single integrated circuit.
- (d) A microcontroller is a microprocessor.

**A2.** Which of the following is NOT true of PIC18F4550 ADC?

- (a) The conversion result can be left-justified or right-justified.
- (b) More than one analogue input channel can be converted at the same time.
- (c) The reference voltages can be selected.
- (d) The acquisition time is selectable.

**A3.** Which of the following packages would you choose to prototype a PIC18-based circuit on a breadboard?

- (a) SPDIP (Skinny Plastic Dual-In-Line).
- (b) TQFP (Thin Quad Flat Pack).
- (c) QFN (Quad Flat No-lead).
- (d) SO (Small Outline).

**A4.** What is a transducer?

- (a) A transducer converts an analogue voltage into a binary bit pattern.
- (b) A transducer samples and holds an input voltage for conversion.
- (c) A transducer converts a physical quantity into an electrical quantity.
- (d) A transducer is a digital to analogue converter.

**A5.** Using 5V & ground as the reference voltages, a 10-bit analogue to digital converter would convert a 3V input to

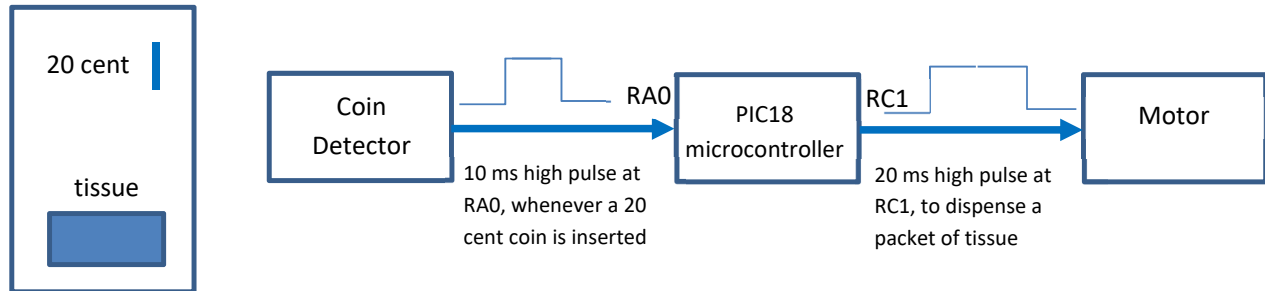
- (a)  $(1/5) \times (2^{10} - 1)$
- (b)  $(2/5) \times (2^{10} - 1)$
- (c)  $(5/3) \times (2^{10} - 1)$
- (d)  $(3/5) \times (2^{10} - 1)$

- A6.** An active low push button switch \_\_\_\_\_.
- (a) gives a logic '0' when released
  - (b) gives a logic '1' when pressed
  - (c) can be connected as an input to a microcontroller
  - (d) can be connected as an output to a microcontroller
- A7.** To indicate the water level in a drain, which one of the following devices is suitable?
- (a) A buzzer
  - (b) An LED bar
  - (c) An LED
  - (d) A solenoid
- A8.** Referring to the PIC18F4550 microcontroller pin diagram in the Appendix, at which pins should a crystal oscillator be connected, in order to supply a clock signal to the microcontroller?
- (a) Pins 1 and 21
  - (b) Pins 13 and 14
  - (c) Pins 11 and 32
  - (d) Pins 23 and 24
- A9.** A compiler \_\_\_\_\_
- (a) converts a high level language e.g. C-language program into machine code.
  - (b) converts an assembly language program into machine code.
  - (c) allows a program to be simulated on a PC before it is run on a microcontroller.
  - (d) converts machine code into a high level language e.g. C-language program.
- A10.** Which line of code below can be used to write a logic 1 to RB5 (Port B, Bit 5), without affecting other bits of Port B?
- (a) `PORTB = 0xFF;`
  - (b) `PORTBbits.RB5 = 0;`
  - (c) `PORTB = 0b00100000;`
  - (d) `PORTB = PORTB | 0b00100000;`

## SECTION B

## SHORT QUESTIONS [ 14 marks each ]

- B1.** A tissue vending machine inside a public washroom charges 20 cent for a packet of tissue. It only accepts 20 cent coin and cannot give change.



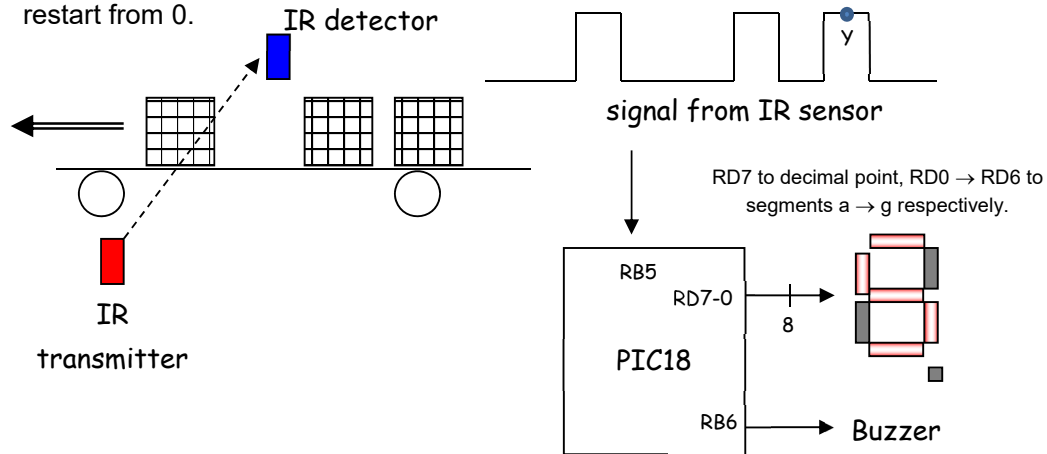
The “coin detector” in the machine produces a 10ms high pulse at RA0 pin of the PIC18 microcontroller whenever a 20 cent coin is inserted. To dispense a packet of tissue, the PIC18 microcontroller has to produce a 20ms high pulse at its RC1 pin, which is connected to a motor.

- Write the C code to make RA0 an input pin. (2 marks)
- Write the C code to make RC1 an output pin. (2 marks)
- Write the C code to check if RA0 is high. (2 marks)
- Given that `delay_ms(k)` where  $0 < k < 255$  produces a delay of  $k$  millisecond, write the lines of C code to produce a 20ms high pulse at RC1. (4 marks)
- Using the answers to parts (a) to (e), write the C code for the tissue vending machine, such that a packet of tissue is dispensed whenever a 20 cent coin is inserted. You can use the following outline. (4 marks)

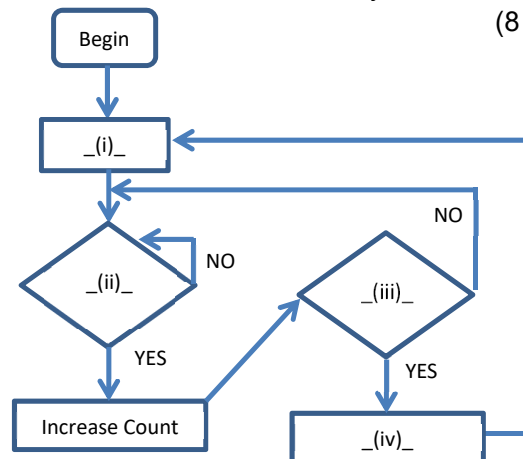
```
// configure the pins
__ ?? __
__ ?? __

while (1) {
    if ( __ ?? __ ) { // if 20 cent coin is inserted
        __ ?? __      // turn on the motor
        __ ?? __      // delay for 20 ms
        __ ?? __      // turn off the motor
    } // if
} // while
```

- B2.** In a factory, the boxes moving on a conveyor belt are detected using an Infra-Red sensor and counted by a PIC18 microcontroller. The count (0-5) is displayed on a 7-segment display. Whenever the count reaches 5, a buzzer will beep and the count will restart from 0.



- (a) Assuming common cathode 7-segment display is used (i.e. '1' = ON), what is the code that will display the number '3' (with the decimal point turned off)?  
 PORTD = 0b\_\_\_\_\_ ; (2 marks)
- (b) A number of 470-ohm resistors are often used with the 7-segment display. Give a reason for using these resistors. (2 marks)
- (c) The flowchart for programming the PIC18 is given below. Complete it using these words: Beep Buzzer Box detected? Count = 0 Count=5? Indicate your answers in the answer booklet as (i) your answer... (8 marks)



- (d) An engineer has written the code to detect & count the boxes as:

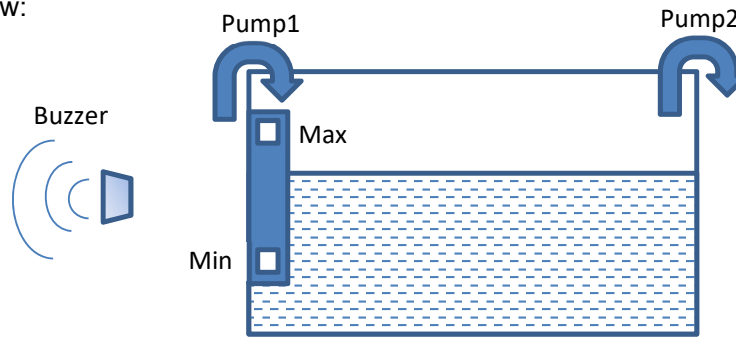
```

while(PORTBbits.RB5==0); // wait for IR signal to go high
while(PORTBbits.RB5==1); // wait for IR signal to go low
Count++; // increment count

```

What is the value of the variable Count at point y in the timing waveform above, assuming initial value of 0 for Count? (2 marks)

- B3.** A PIC18 microcontroller-based “water level monitoring” system is used in a fish tank, as shown below:



When the water level is too high (i.e. Max == 1), Pump2 is turned on (Pump2 = 1) to pump away the excess water. When the water level is too low (i.e. Min == 0), Pump1 is turned on (Pump1 = 1) to add water to the tank. Whenever Pump1 or Pump2 is turned on, the buzzer will also be activated, to alert the owner.

The microcontroller pins used for connecting to the I/O devices are shown below:

Max (sensor)	RA3	Active high
Min (sensor)	RA4	Active high
Pump1	RD1	Active high
Pump2	RD2	Active high
Buzzer	RD0	Active high

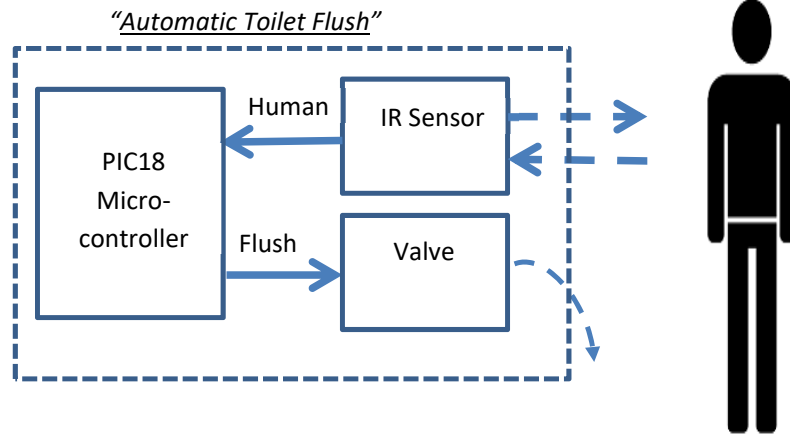
The water level sensors (Max & Min) can be created from 2 metal strips placed very close to one another, so that the presence of water will short the strips, resulting in a closed circuit between points 1 and 2.



- Draw the circuit diagram of a water level sensor. Include Vcc, Ground and a 10k resistor in your circuit. (4 marks)
- Write the codes to configure Port A bits 3 and 4 as inputs, and Port D bits 0, 1 and 2 as outputs. (4 marks)
- Write the codes (in your answer booklet) to check the water level and to switch the pumps and buzzer on/off (as appropriate), for the “water level monitoring” described above. (6 marks)

```
while(1) { // loop forever
    // if water level too high
    // on Pump2, off Pump1, on Buzzer
    // else if water level too low
    // ...
    // else
    // ...
}
```

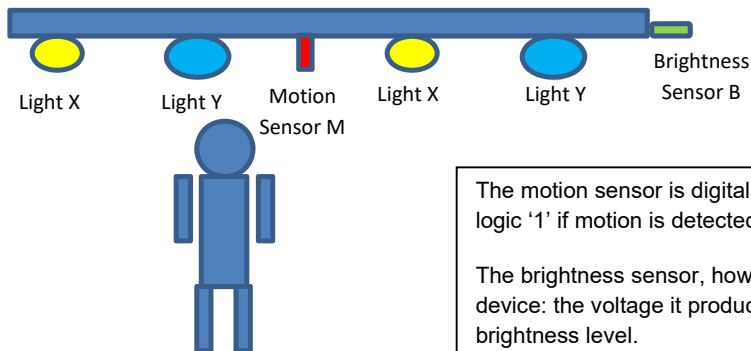
- B4.** An “automatic toilet flush” is used in a hotel washroom. When a person approaches the urinal (Human==1), the PIC18 microcontroller will set Flush=1 (so that the valve will open) for 2 seconds. This is called “pre-flush”. When the person leaves (Human==0), the controller will again set Flush =1, this time for 5 seconds. The C-program used is shown in outline form below.



line	code	comments
1	void main () {	
2	...	// ..... set pins as input/output here
3	while(1) {	
4	while (Human==0);	// Human defined as PORTAbits.RA0
5	Flush = 1;	// Flush defined as PORTAbits.RA1
6	Delay2sec ( );	// a delay function
7	Flush = 0;	
8	while (Human==1);	
9	Flush = 1;	
10	Delay5sec ( );	// another delay function
11	Flush = 0;	
12	}	
13	}	

- (a) What is the purpose of line 3? (2 marks)
- (b) Which 3 lines are “pre-flush”? (2 marks)
- (c) What is the purpose of line 8? (2 marks)
- (d) Given that `delay_ms(100);` will give a delay of 0.1 sec, write the “for loop” to produce a delay of 2 second for the `Delay2sec` function. (4 marks)
- (e) There is some complaint that the pre-flush is a waste of water, while the “post-flush” of 5 seconds is longer than necessary. Suggest the changes to be made to the code, to save some flushing water. (4 marks)

**B5.** In a covered activity area, 2 sets of lights, X and Y, are installed.



The motion sensor is digital device which gives a logic '1' if motion is detected and '0' otherwise.

The brightness sensor, however, is an analogue device: the voltage it produces increases with the brightness level.

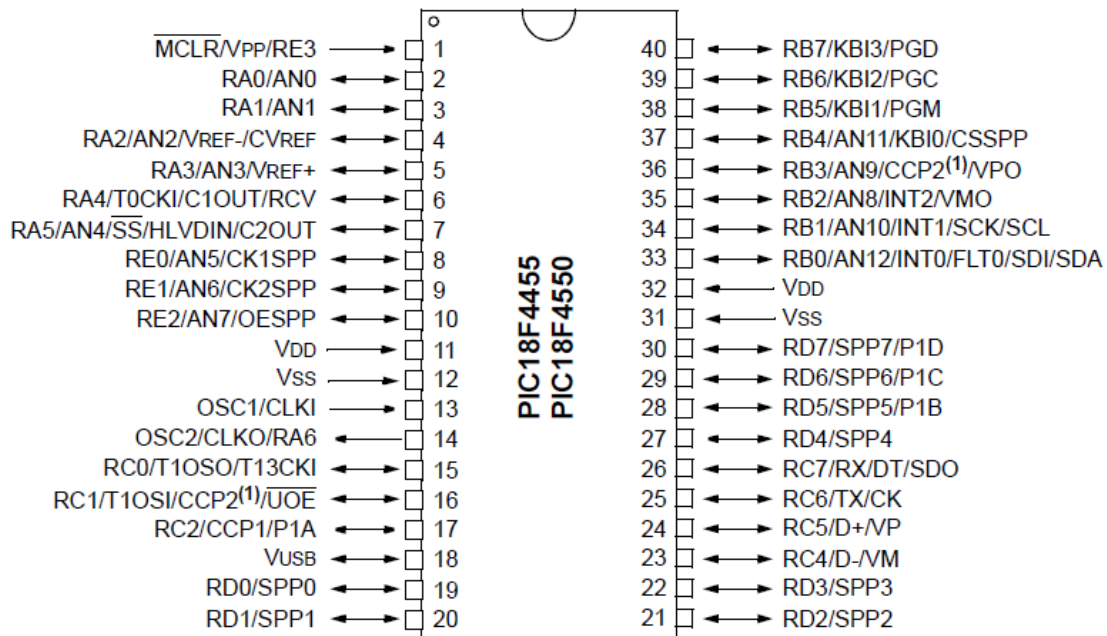
A motion sensor, M, and a brightness sensor, B, are used with a PIC18 microcontroller to add intelligence to the lighting system. The PIC18 program is given in outline form below. Study the program and answer the questions which follow.

```
main (void)
{
    TRISD = 0x00;
    TRISA = 0xFF;
    ADCON0 = 0b00000001;
    ADCON1 = 0b00001110;
    ADCON2 = 0b10010110;
    while (1)
    {
        ADCON0bits.GO = 1;
        while (ADCON0bits.GO == 1);
        if (ADRESH < 0b00000010) { // it is dark
            if (PORTAbits.RA1==1) // and motion is detected
                PORTD = 0xFF; // on all lights i.e. sets X & Y
            else
                PORTD = 0x0F; // on set X lights only
        }
        else
            PORTD = 0x00; // off all lights i.e. sets X & Y
    }
}
```

- Which AD channel (AN0 to AN12) is used for the brightness sensor B? (2 marks)
- What are the reference voltages used for the ADC i.e.  $V_{ref-}$  = \_\_,  $V_{ref+}$  = \_\_? (2 marks)
- Is the result of the A to D conversion left-justified or right-justified? (2 marks)
- What is the purpose of the statement below? (2 marks)  
*while (ADCON0bits.GO == 1);*

- Based on the ADCON0 to ADCON2 settings, if the brightness sensor B gives a voltage of 1 volt, what will be the value in ADRESH once conversion is finished? (4 marks)
- Which set of lights will be turned on if it is bright and motion is detected? (2 marks)



**APPENDIX - PIC18F4550 – 40-pin PDIP – pin diagram****PIC18F4550 – Analogue to Digital Converter**

**ADCON1** - The ADCON1 register configures the **voltage references** and the **functions of the port pins**.

U-0	U-0	R/W-0	R/W-0	R/W-0 <sup>(1)</sup>	R/W <sup>(1)</sup>	R/W <sup>(1)</sup>	R/W <sup>(1)</sup>
—	—	VCFG1	VCFG0	PCFG3	PCFG2	PCFG1	PCFG0
bit 7							bit 0
<b>Legend:</b> R = Readable bit      W = Writable bit      U = Unimplemented bit, read as '0' -n = Value at POR      '1' = Bit is set      '0' = Bit is cleared      x = Bit is unknown							

bit 7-6 **Unimplemented:** Read as '0'

bit 5 **VCFG1:** Voltage Reference Configuration bit (VREF- source)  
1 = VREF- (AN2)  
0 = VSS

bit 4 **VCFG0:** Voltage Reference Configuration bit (VREF+ source)  
1 = VREF+ (AN3)  
0 = VDD

bit 3-0 **PCFG3:PCFG0:** A/D Port Configuration Control bits: ➡

PCFG3: PCFG0	AN12	AN11	AN10	AN9	AN8	AN7 <sup>(2)</sup>	AN6 <sup>(2)</sup>	AN5 <sup>(2)</sup>	AN4	AN3	AN2	AN1	AN0
0000 <sup>(1)</sup>	A	A	A	A	A	A	A	A	A	A	A	A	A
0001	A	A	A	A	A	A	A	A	A	A	A	A	A
0010	A	A	A	A	A	A	A	A	A	A	A	A	A
0011	D	A	A	A	A	A	A	A	A	A	A	A	A
0100	D	D	A	A	A	A	A	A	A	A	A	A	A
0101	D	D	D	A	A	A	A	A	A	A	A	A	A
0110	D	D	D	D	A	A	A	A	A	A	A	A	A
0111 <sup>(1)</sup>	D	D	D	D	D	A	A	A	A	A	A	A	A
1000	D	D	D	D	D	D	A	A	A	A	A	A	A
1001	D	D	D	D	D	D	D	A	A	A	A	A	A
1010	D	D	D	D	D	D	D	D	A	A	A	A	A
1011	D	D	D	D	D	D	D	D	D	A	A	A	A
1100	D	D	D	D	D	D	D	D	D	D	A	A	A
1101	D	D	D	D	D	D	D	D	D	D	D	A	A
1110	D	D	D	D	D	D	D	D	D	D	D	D	A
1111	D	D	D	D	D	D	D	D	D	D	D	D	D

A = Analog input

D = Digital I/O

**ADCON0** - The ADCON0 register controls the **operation of the A/D module**.

U-0	U-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
—	—	CHS3	CHS2	CHS1	CHS0	GO/DONE	ADON
bit 7							bit 0
<b>Legend:</b> R = Readable bit                      W = Writable bit                      U = Unimplemented bit, read as '0' -n = Value at POR                      '1' = Bit is set                      '0' = Bit is cleared                      x = Bit is unknown							

bit 7-6                      **Unimplemented:** Read as '0'

bit 5-2                      **CHS3:CHS0:** Analog Channel Select bits

0000 = Channel 0 (AN0)  
0001 = Channel 1 (AN1)  
0010 = Channel 2 (AN2)  
0011 = Channel 3 (AN3)  
0100 = Channel 4 (AN4)  
0101 = Channel 5 (AN5)  
0110 = Channel 6 (AN6)  
0111 = Channel 7 (AN7)  
1000 = Channel 8 (AN8)  
1001 = Channel 9 (AN9)  
1010 = Channel 10 (AN10)  
1011 = Channel 11 (AN11)  
1100 = Channel 12 (AN12)

bit 1

**GO/DONE:** A/D Conversion Status bit

When ADON = 1:

1 = A/D conversion in progress

0 = A/D Idle

bit 0

**ADON:** A/D On bit

1 = A/D converter module is enabled

0 = A/D converter module is disabled

**ADCON2** - The ADCON2 register configures the **A/D clock source, programmed acquisition time and justification**.

R/W-0	U-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
ADFM	—	ACQT2	ACQT1	ACQT0	ADCS2	ADCS1	ADCS0
bit 7							bit 0
<b>Legend:</b> R = Readable bit                      W = Writable bit                      U = Unimplemented bit, read as '0' -n = Value at POR                      '1' = Bit is set                      '0' = Bit is cleared                      x = Bit is unknown							

bit 7                      **ADFM:** A/D Result Format Select bit

1 = Right justified

0 = Left justified

bit 6                      **Unimplemented:** Read as '0'

bit 5-3                      **ACQT2:ACQT0:** A/D Acquisition Time Select bits

111 = 20 TAD

110 = 16 TAD

101 = 12 TAD

100 = 8 TAD

011 = 6 TAD

010 = 4 TAD

001 = 2 TAD

000 = 0 TAD

bit 2-0                      **ADCS2:ADCS0:** A/D Conversion Clock Select bits

111 = FRC (clock derived from A/D RC oscillator)

110 = Fosc/64

101 = Fosc/16

100 = Fosc/4

011 = FRC (clock derived from A/D RC oscillator)

010 = Fosc/32

001 = Fosc/8

000 = Fosc/2

- End of Paper -