CSS332: Microcontrollers and Applications Midterm Mock Exam

curated by The Peanuts

Name	ID	Section	.Seat No
1 (01110	. 112		

Conditions: Semi-Closed Book

Directions:

- 1. This exam has 14 pages (including this page).
- 2. If you finish early, stare at your paper like it's a masterpiece.
- 3. Write your name clearly, even microcontrollers need proper initialization.
- 4. Reading the problem is optional but highly recommended.
- 5. Answers must be written in a structured format. Random noise (scribbles) will not be processed correctly.
- 6. Going to the toilet may deduct your score, hold it like your grades depend on it.

For solution, click here.

Answer the following questions	Answer	the	following	questions
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Convert binary 1101 1011 to decimal

Convert decimal 123 to binary and hexadecimal

Convert hexadecimal 0xA7 to binary and decimal

For the addition of 8-bit unsigned numbers: 0xF7 + 0x19, determine:

- a) The result in hexadecimal
- b) The state of the Carry (C) flag
- c) The state of the Zero (Z) flag
- d) The state of the Half-carry (H) flag

For the subtraction of signed 8-bit numbers: 0x65 - 0x8A, determine:

- a) The result in hexadecimal
- b) The state of the Negative (N) flag
- c) The state of the Overflow (V) flag
- d) Is this result correct from a signed arithmetic perspective? Explain.

Consider the following AVR assembly program:

```
.ORG O
LDI R16, HIGH(RAMEND)
OUT SPH, R16
LDI R16, LOW(RAMEND)
OUT SPL, R16

LDI R20, Ox5A
LDI R21, Ox3F
LDI R22, Ox81
PUSH R20
PUSH R21
PUSH R22
POP R23
POP R24
POP R25
```

a) What values will be stored in registers R23, R24, and R25 after executing this program?

b) Show the values stored and the stack pointer position each time at *three* points: after all three PUSH instructions, after the first POP instruction, and after all three POP instructions.

0x08FB	0×08FB	0×08FB	
0x08FC	0×08FC	0×08FC	
0x08FD	0×08FD	0×08FD	
0x08FE	0×08FE	0×08FE	
0x08FF	0×08FF	0×08FF	

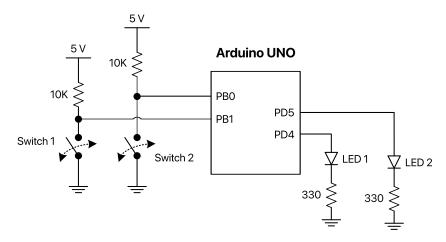
c) What would happen if the PUSH and POP instructions were executed without initializing the stack pointer (the first four instructions)? Explain.

Calculate the total time delay (in milliseconds) for the delay subroutine, assuming the microcontroller is running at 16MHz:

```
DELAY:
    LDI R20, 160
L1:
    LDI R21, 200
L2:
    LDI R22, 250
L3:
    NOP
    NOP
    DEC R22
    BRNE L3
    DEC R21
    BRNE L2
    DEC R20
    BRNE L1
    RET
```

Show your calculations step by step, counting instruction cycles accurately.

The circuit below shows an *Arduino UNO* connected to two switches and two LEDs:



Write a complete assembly program that implements the following functionality:

- Correctly configures the I/O pins (PB0, PB1 as inputs with pull-up resistors; PD4, PD5 as outputs)
- When Switch 1 is pressed (closed state, LOW signal), LED 1 turns ON
- When Switch 1 is not pressed (open state, HIGH signal), LED 1 turns OFF
- \bullet Similarly, when Switch 2 is pressed (closed state, LOW signal), LED 2 turns ON
- When Switch 2 is not pressed (open state, HIGH signal), LED 2 turns OFF



Using the 7-segment display pinout provided in the appendix:

Write a complete assembly program that displays your student ID one digit at a time on a common cathode 7-segment display connected to PORTD.

For example, if your student ID is 6622772422, the program should display each digit sequentially with an approximately 2-second delay between digits and loop continuously.

(For the delay subroutine, assume the microcontroller is running at **8MHz** and show your calculation of how many cycles your delay loop requires.)



Your student ID has 10 digits. If you store these digits in program memory using the .DB directive, explain whether or not the padding effect will occur. Would you need to add an extra byte? Why or why not?

Draw a complete circuit diagram showing the connection of 8 LEDs to PORTD (PD0-PD7) of the Arduino Uno board as described in the problem. Your diagram should include:

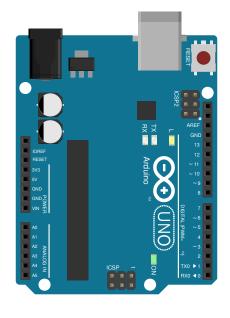
- 1. Arduino Uno board
- 2. Eight LEDs connected to the pins corresponding to PD0 through PD7
- 3. Current-limiting resistors for each LED (specify resistance value)
- 4. Power connections if needed

Note: Arrange the LEDs in a horizontal row to match the sequential pattern implemented in your assembly program.



Appendix

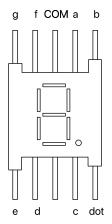
Arduino UNO Pin Layout

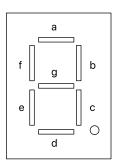


Port
PC5(ADC5/SCL)
PC4(ADC4/SDA)
AREF
GND
PB5(SCK)
PB4(MISO)
PB3(MOSI)
PB2(OC1B)
PB1(OC1A)
PB0
PD7
PD6
PD5
PD4
PD3(INT1)
PD2(INT0)
PD1(TXD)
PD0(RXD)

Label	Port
AO	PC0(ADC0)
A1	PC1(ADC1)
A2	PC2(ADC2)
А3	PC3(ADC3)
A4	PC4(ADC4)
A5	PC5(ADC5)

7-Segment Display Pinout





Number	g	f	е	d	С	b	a
0	0	1	1	1	1	1	1
1	0	0	0	0	1	1	0
2	1	0	1	1	0	1	1
3	1	0	0	1	1	1	1
4	1	1	0	0	1	1	0
5	1	1	0	1	1	0	1
6	1	1	1	1	1	0	1
7	0	0	0	0	0	1	1
8	1	1	1	1	1	1	1
9	1	1	0	1	1	1	1

Mnemonics	Operands	Description	Operation	Flags	#Clock			
Arithmetic and Logic Instructions								
ADD	Rd, Rr	Add two registers	$Rd \leftarrow Rd + Rr$	Z,C,N,V,H	1			
ADC	Rd, Rr	Add with carry	$Rd \leftarrow Rd + Rr + C$	Z,C,N,V,H	1			
ADIW	Rdl, K	Add immediate to word	$Rdh:Rdl \leftarrow Rdh:Rdl + K$	Z,C,N,V,S	2			
SUB	Rd, Rr	Subtract registers	$Rd \leftarrow Rd - Rr$	Z,C,N,V,H	1			
SUBI	Rd, K	Subtract immediate	$Rd \leftarrow Rd - K$	Z,C,N,V,H	1			
SBC	Rd, Rr	Subtract with carry	$Rd \leftarrow Rd - Rr - C$	Z,C,N,V,H	1			
SBCI	Rd, K	Subtract with carry imm.	$Rd \leftarrow Rd - K - C$	Z,C,N,V,H	1			
SBIW	Rdl, K	Subtract imm. from word	$Rdh:Rdl \leftarrow Rdh:Rdl - K$	Z,C,N,V,S	2			
AND	Rd, Rr	Logical AND	$Rd \leftarrow Rd \times Rr$	Z,N,V	1			
ANDI	Rd, K	AND with immediate	$Rd \leftarrow Rd \times K$	Z,N,V	1			
OR	Rd, Rr	Logical OR	$Rd \leftarrow Rd \vee Rr$	Z,N,V	1			
ORI	Rd, K	OR with immediate	$Rd \leftarrow Rd \vee K$	Z,N,V	1			
EOR	Rd, Rr	Exclusive OR	$Rd \leftarrow Rd \oplus Rr$	Z,N,V	1			
COM	Rd	One's complement	$Rd \leftarrow 0xFF - Rd$	Z,C,N,V	1			
NEG	Rd	Two's complement	$Rd \leftarrow 0x00 - Rd$	Z,C,N,V,H	1			
INC	Rd	Increment	$Rd \leftarrow Rd + 1$	Z,N,V	1			
DEC	Rd	Decrement	$Rd \leftarrow Rd - 1$	Z,N,V	1			
Branch Instructions								
RJMP	k	Relative jump	$PC \leftarrow PC + k + 1$	None	2			
JMP	k	Direct jump	$PC \leftarrow k$	None	3			
RCALL	k	Relative call	$PC \leftarrow PC + k + 1$	None	3			
CALL	k	Direct call	$PC \leftarrow k$	None	4			
RET		Return from subroutine	$PC \leftarrow STACK$	None	4			