1.

(a) Whenever there is an interrupt from INTO, the program reads the value from PINA, and store that value to data memory where Y-register is pointing with post-increment, and counting how many times interrupt is occurred with storing the counting result in data memory where X-register is pointing. After these processes, the program returns from ISR.

```
(b)

i.

<1>LDI mpr, $03; 0000 0011

<2> STS EICRA, mpr

ii.

<3> LDI mpr, $01

<4> OUT EIMSK, mpr

iii.

<5> LDI mpr, $00

<6> OUT DDRA, mpr

iv.

<7> SEI
```

```
2.
(a)
DevA: INT0
DevB: INT3
DevC: INT5
(b)
DevB's interrupt is detected on a falling edge.
(c)
Port D and Port E
(d)
<1> OUT DDRE, mpr
<2> OUT PORTD, mpr
(e)
<3> LDI mpr, $29 ;0010 1001, INT5, INT3, INT0
<4> OUT EIFR, mpr
(f)
```

Because of interruption hierarchy in AVR board, the subroutine ISR_DevA will be executed first.

```
Initialize:
```

;STACK INITIALIZATION

LDI mpr, LOW(RAMEND)

OUT SPL, mpr

LDI mpr, HIGH(RAMEND)

OUT SPH, mpr

;LOAD COUNTER

LDI counter, 100

;NORMAL MODE, PRESCALE 1024, OCO DISCONNECTED

LDI mpr, \$07 ;0000 0111

OUT TCCR0, mpr

; SET TOIE0

LDI mpr, \$01 ; 0000 0001

OUT TIMSK, mpr

;INITIALIZE TCNT0 TO COUNT 10ms

LDI mpr, 100

OUT TCNT0, mpr

SEI

LOOP:

CPI counter, 0

BRNE LOOP

Reload_counter:

LDI mpr, 100

OUT TCNT0, mpr

LDI mpr, \$01;0000 0001

OUT TIFR, mpr

DEC counter

RETI

```
4.
```

initUSART1:

;STACK INITIALIZATION

LDI mpr, LOW(RAMEND)

OUT SPL, mpr

LDI mpr, HIGH(RAMEND)

OUT SPH, mpr

;INITIALIZE I/O DEVICE

LDI mpr, (1 << PD3)

OUT DDRD, mpr

;SET BAUD RATE

LDI mpr, LOW(103)

STS UBRR1L, mpr

LDI mpr, HIGH(103)

STS UBRR1H, mpr

;ASYNCHRONOUS, 2 STOP BIT, 8 BIT DATA, EVEN PARITY

LDI mpr, (0 << UMSEL1 | 1 << USBS1 | 1 << UCSZ11 | 1 << UCSZ10 | 1 << UPM11 | 0 << UPM10)

STS UCSR1C, mpr

;ENABLE TRANSMITTER MODE & DATA REGISTER EMPTY INTERRUPT

LDI mpr, (1 << TXEN1 | 1 << UDRIE1)

STS UCSR1B, mpr

SEI