Reg. No.:

Name



## Model QP

Programme	: B.Tech(ECE & ECM)	Semester :	
Course	: Microprocessor and Interfacing	Code : <b>BECE204L</b>	
Faculty	:	Slot	
Time	: 3 Hours	Max. Marks : <b>100</b>	
		Class Nbr	

## Answer <u>ALL</u> Questions

Q.No.	Sub. Sec.	Question Description	Marks	
1.	a.	Explain the function of the following signals of 8086 (i) $\overline{\text{LOCK}}$ (ii) $\overline{\text{TEST}}$ (iii) $\overline{\text{MN/MX}}$ (iv) $\overline{\text{BHE}}$ (v) READY (vi) M/ $\overline{\text{IO}}$		
	b.	State whether the following instructions are permitted or not and comment on them  (i) MOV AX, DL (ii) DIV BL (iii) MOV [SI], [DI]  (iv) MOV AX, [SI] (v) MOV 55H, AL (vi) ADD 5779H, AX  (vii) ADD AX, 5779H (viii) AND DS, ES	4	
2.		Write an 8086 ALP with necessary flow chart to calculate squares of BCD numbers from 0 to 9 and store them sequentially from 4000H offset onwards in the current data segment. The numbers and their squares are in the BCD format. Use a subroutine for the calculation of the square of a number		
3.		State different techniques to pass input data/parameter to procedures in assembly language program and illustrate the same with examples.		
4.		Write an 8086 ALP to create a file called DATA and store in it 100 bytes from memory block starting at 2000:2000, if either an interrupt appears at INTR pin with Type 0AH or an instruction equivalent to the above interrupt is executed. Also draw necessary flow chart.		
5.		It is required to interface two chips of 32K X 8 ROM and four chips of 32K X 8 RAM with 8086 according to the following map ROM 1 and ROM 2 F0000H - FFFFFH, RAM 1 and RAM 2 D0000H - DFFFFH RAM 3 and RAM 4 E0000H - EFFFFH Show the implementation of this memory system.		
6		Design a programmable timer using 8253 and 8086. Interface 8253 at an address 0050H for counter 0 and write the following ALPs. The 8086 and 8253 run at 6 MHz and 2 MHz respectively.  (i) To generate a square wave of period 5 ms  (ii) To interrupt the processor after 10 ms		
7.		Discuss the bus structure of 8051 microcontroller to perform various operations.		

