

NCSU - ECE 306- Midterm Exam – June 25, 2003

Name: _____ User ID _____

Question	1-25	26-32	33	34	Total
Score	/100	/50	/30	/70	/250

You are permitted 110 minutes to take this test, no more. This is an open book/open notes test. You are allowed the following items for the test: calculators, books, notes, homework, labs, pencils and erasers. You are not permitted to have any of the following on your desk during the test: computer, or other electronic assistance. Failure to abide by this policy will result in a zero for the test and a visit to the NCSU judicial board. Put your answers on this paper. Use only this paper.

Please read and sign this statement: I have not received from anyone nor assisted others while taking this test. I have also notified the test proctor of any of these violations noted above.

Signature: _____

Multiple Choice - Questions 1-15: Each of these multiple choice questions is worth 4 points for a correct answer, 0 points for an incorrect answer. Circle the correct answer. Multiple circles will be marked as incorrect.

- 1) According to the ECE 306 programming standards, which of the following should be included in the header of a subroutine?
 - a. Your name
 - b. Assumptions
 - c. Inputs/Outputs
 - d. Interfaces
 - e. All should be included
- 2) One of the major differences between programs developed for embedded software and those written for computer platforms is that the embedded programs almost always end with
 - a. an interrupt routine to service loose ends left from the main function call
 - b. a display to the screen to let the user know that the program has completed
 - c. an infinite loop, a significant part of a program's functionality, as embedded software is intended to run continually
 - d. a user-encoded hardware interrupt at the end of the main program to remove all local variables from the stack
 - e. a user-encoded software interrupt at the end of the main program to increment the frame base pointer.
- 3) In order for the processor to execute correct Interrupt Service Routines (ISRs), a mapping must exist between interrupt pins and ISRs. This mapping usually takes the form of
 - a. an interrupt vector table
 - b. an interrupt service routine graph
 - c. memory map
 - d. translation table between ISR timing and the processor
 - e. a frame base pointer table
- 4) A common way to recover from unexpected software hangs that occur after a system is released is a special piece of hardware that protects the system. It is called a
 - a. RS232 port
 - b. Hyperterminal
 - c. Auxiliary processor
 - d. Watchdog timer
 - e. Embedded debugger

- 5) Which of the following operators is NOT considered to be a Bitwise Operator?
- a. &
 - b. |
 - c. ^
 - d. ~
 - e. None of these choices
- 6) Which of the following instructions are not considered data transfer instructions?
- a. MOVA
 - b. PUSH
 - c. XCHG
 - d. POP
 - e. JMP
- 7) Which of the following phases of a software project occurs first?
- a. Coding
 - b. Verification
 - c. High-level design
 - d. Low-level design
 - e. Requirements gathering
- 8) Which of these is not a correct addressing mode for the Renesas M16C?
- a. Static Base Pointer Relative
 - b. Immediate
 - c. Address Register Relative
 - d. Address Register Absolute
 - e. Frame Base/Stack Pointer Relative
- 9) In which file would you define (or find the definition of) the variable vector table?
- a. sect30.inc
 - b. sfr262.h
 - c. ncr0.a30
 - d. skip26.h
 - e. both a and c
- 10) Which one of the following data types is NOT considered to be a mathematical integer?
- a. char
 - b. int
 - c. long
 - d. double
 - e. None of these choices
- 11) Choose the command which will allocate the appropriate amount of space for the following subroutine?
(Assume i, j, and k have already been pushed onto the stack)
- ```
int problem(int g, int h, int i, int j, int k);
```
- a. enter #02h
  - b. enter #04h
  - c. enter #06h
  - d. enter #08h
  - e. enter #10h
- 12) For the 30262 SKP board, the internal RAM area begins and ends at what value:
- a. x00400 - x0FFFF
  - b. x00BFF - x0F000
  - c. x00400 - x00BFF
  - d. x0F800 - x10000
  - e. x0F000 - xFFFFFF
- 13) The Mitsubishi controller we use in labs has....
- a. 64K flash and 2K RAM
  - b. 2K flash and 64K RAM
  - c. 4K flash and 64K RAM
  - d. 32K flash and 2K RAM
  - e. 2K flash and 128K RAM
- 14) Which of the following statements does NOT show how to correctly use a Bitwise Operator?
- a. expression 1 & expression 2
  - b. expression 1 | expression 2
  - c. expression 1 ^ expression 2
  - d. ~expression
  - e. expression 1 << expression 2

- 15) The reset feature of a processor is important because.....
- every program will mess up and need to be reset
  - resets are not ever important
  - it will reset the processor to a predicable state
  - sometimes catastrophic events happen and the reset will put the processor in a know state
  - answers d and c
- 16) Which instruction below uses the addressing mode type Address Register Relative?
- mov.w 2[SB], R3
  - mov.B #32, R1H
  - mov.w 2[A1], R2
  - mov.w 85Abh, R2
  - mov.w [A0], R1
- 17) According to the reading "Introduction to Interrupts", what is interrupt latency?
- The interval of time measured from the instant an interrupt is asserted until the corresponding ISR begins to execute.
  - The time it would take to execute all higher priority interrupts if they occurred simultaneously
  - The time it takes the specific ISR to service all of its interrupt requests
  - The time it takes to finish the program instructions in progress and save the current program state and begin the ISR.
  - The interval of time from the end of one interrupt until the beginning of the next.
- 18) What is this equivalent to:  $(a \ll 2) + (a \ll 1) + a$
- $3a * 2$
  - $a * 2$
  - $a * 5$
  - $a * 7$
  - $a * 9$
- 19) Which assembly language has a similar execution as the following
- Copy FB to SP
  - Pop FB from Stack
  - Return from subroutine (pop return address from stack)
- FUNTION main
  - REGISTER ARG
  - exitd
  - enter #n
  - \$compute
- 20) Which of the following registers is not a special function register (SFR) in our MCU
- Watchdog timer control register
  - Flash control register
  - A-D conversion IRR
  - Static base register
  - None of these choices
- 21) Which one of the following ASCII characters represents a space?
- x40
  - x31
  - x60
  - x20
  - x30
- 22) Which addressing mode can use negative displacement?
- Address register direct
  - Address register relative
  - Static base pointer relative
  - Frame base/Stack pointer relative
  - None of these choices.
- 23) What is the correct way to cast a float to an int?
- $a = (\text{int}) b$
  - $a = (\text{float}:\text{int}) b$
  - $a = b (\text{int})$
  - $a = \text{integer } b$
  - $a = (\text{float}) b$

Consider the following function declaration in C code for problems 24 and 25:

```
long FooBar(int var_one, long var_two, int var_three){
 return (var_one * var_two * var_three);
}
```

24) During compilation, where will each function argument be stored in memory for function calls?

- |                          |                           |
|--------------------------|---------------------------|
| a. R1 <b>B</b> var_one   | d. stack <b>B</b> var_one |
| R2 <b>B</b> var_two      | stack <b>B</b> var_two    |
| R3 <b>B</b> var_three    | stack <b>B</b> var_three  |
| b. R1 <b>B</b> var_one   | e. R1 <b>B</b> var_one    |
| stack <b>B</b> var_two   | R2 <b>B</b> var_two       |
| stack <b>B</b> var_three | stack <b>B</b> var_three  |
| c. R1 <b>B</b> var_three |                           |
| stack <b>B</b> var_two   |                           |
| stack <b>B</b> var_one   |                           |

25) The return value will be passed back using which data location(s):

- |             |                                    |
|-------------|------------------------------------|
| a. R1R0     | d. stored address passed via stack |
| b. R3R2R1R0 | e. R2R0                            |
| c. R0       |                                    |

### Short Answer

26) (15 points) Write a segment of assembly code that will count down to zero. Assume the initial number is already in the stack offset from FB by -6. At the end of the count down the number should be stored in -6[FB].

27) (5 points) A cellular phone has a 1500 mAhr battery, and has an average phone current of 4mA. How many days will this phone stay powered-on if it consumes the entire capacity of the battery?

28) (5 points) Describe the relationship between the following items: dynamic link, symbol table, and activation record

29) (5 points) Explain the features of the M16C that make it difficult to write self-modifying code.

30) (5 points) Discuss the pros and cons for using a microcontroller over an ASIC.

31) (5 points) Why do we use C instead of Java or another programming language with embedded systems?

32) (10 points) Match the packaging description below with the labeled picture.

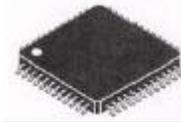
\_\_\_\_ DIP (Dual In-Line Package)

\_\_\_\_ DFP (Dual Flat Pack)

\_\_\_\_ QFP (Quad Flat Pack)

\_\_\_\_ BGA (Ball Grid Array)

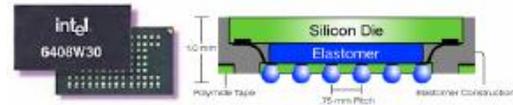
A



B



C



D





34) (15 points algorithm, 50 points code, 5 points other) Consider an embedded system application with the following requirements:

Req 1: It will use the Renesas 30262 SKP board.

Req 2: A globally available unsigned integer variable is used for Req. 3, 4, and 5, and will start at 0.

Req 3: SW2, when pressed, will cause the variable to count up one for every press.

Req 4: SW3, when pressed, will cause the variable to count down one for every press.

Req 5: The three LEDs will represent the value of the variable modulo 8. The order of the LEDs is red-yellow-green (MSB to LSB).

Req 6: The switches must use interrupts.

Req 7: Follows the ECE 306 programming standards (i.e. comments).

- a. Write the algorithm for the interrupt service routine.
- b. Write the full program, including the main, ISR, data definitions, defines used, and comments, similar to Notes 8.
- c. What other file will need to change to change and why? (be specific)