



S J P N Trust's

**Hirasugar Institute of Technology, Nidasoshi.***Inculcating Values, Promoting Prosperity*

Approved by AICTE, Recognized by Govt. of Karnataka and Affiliated to VTU Belagavi.

EEE Dept.

Exam.

Internal Assessment

ODD SEM(2018-19)

**FIRST INTERNAL ASSESSMENT**

Sem : VI

Date: 18/09/2018

Sub: Microcontroller

Time: 11:00AM-12.00PM

Sub. Code: 15EE52


Max. Marks: 25

*Note: Answer two full questions, draw sketches wherever necessary.*

Q. No	Description of Question	Marks	CO	RBT Level
1 a	With neat block diagram, explain the function of each block of 8051 microcontroller architecture.	7	302.1	L1
b	Explain the addressing modes of 8051 microcontroller with an example.	6	302.1	L1
<b>OR</b>				
2 a	Discuss the need of Stack memory in 8051 microcontroller. How stack is operated in 8051 microcontroller? What is the default location of stack?	7	302.1	L2
b	Draw the pin diagram of 8051. Also describe the role of I/O ports.	6	302.1	L2
3 a	Explain the following instructions of 8051 with examples. i) XCHD A,@Ri ii) ADD A, @Ri iii) MOVC A, @A+DPTR iv) CJNE A,irram addr, rel addr	6	302.2	L2
b	Differentiate between LJMP, AJMP and SJMP instructions.	6	302.2	L2
<b>OR</b>				
4 a	Write an ALP to exchange 06 numbers from 50H to 60H internal memory locations.	6	302.2	L3
b	Analyze the program and write the comment line on every instruction. MOV R5, #30H MOV A, #44H ADD A, R5 MOV R4, A PUSH 4 PUSH 5 POP 6	6	302.2	L3

  
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E &amp; E Dept

Exam

IA Scheme

2018-19 ( Odd )

## SCHEME OF EVALUATION IA - FIRST

Page No : 1 / 6

SEM: <input checked="" type="checkbox"/>	SUBJECT: Microcontroller	SUBJECT CODE: 15EE52	DATE: 15/9/2018	
Q.No.	Bits	DESCRIPTION	Marks	CO's
<u>Scheme</u>				
1	(a)	For neat correct block diagram _____ for Explanations _____	03 04 <u>07</u>	
	(b)	for Register addressing mode Explanations with Ex - for Immediate " " " " - for Direct " " " " - for Indirect " " " " - for Indexed " " " " -	01 01 01 01 02	
2	(a)	Need of stack memory in 8051 _____ Operation of stack Explanations _____ Default location of stack pointer _____	06 02 04 01	
	(b)	For the Pin diagram of 8051 _____ Role of each I/O port _____	07 03 03 <u>06m</u>	
3	(a)	for Every instruction Explanations $1.5m \times 4$	06m	
	(b)	At least two points regarding JMP, LJM, SJMP $02 \times 3 = 06m$	06m	
4	(a)	for correct input and output _____ for complete correct programs _____	01m 05m <u>06m</u>	
	(b)	for Every correct instruction Explanations 3m <del>Answer</del> $01 \times 6 = 6m$	06m	

  
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SCHEME OF EVALUATION IA - FIRST

SEM: V	SUBJECT: Microcontroller	SUBJECT CODE: 15EE52	DATE: 15/9/18	
Q.No.	Bits	DESCRIPTION	Marks	CO's
1	(a)	<p><u>Solution</u></p> <p>Block diagram of 8051 Microcontroller.</p> <p>Explanation of each block →</p>		
	(b)	<p>Addressing Modes of 8051</p> <p>(1) Immediate addressing mode → MOV R<sub>0</sub>, #05H</p> <p>(2) Register " " → MOV A, R<sub>3</sub></p> <p>(3) Direct " " → MOV A, 50H</p> <p>(4) Indirect " " → MOV A, @R<sub>1</sub></p> <p>(5) Indexed " " → MOVC A, @A+PC</p>		
2)	(a)	<p>Need of stack memory</p> <p>As CPU of 8051 has limited number of registers to store the information temporarily stack memory is used.</p> <p>Default address of stack pointer is 07.</p>		

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**SCHEME OF EVALUATION IA -**

Page No : 4 / 6

SEM: V

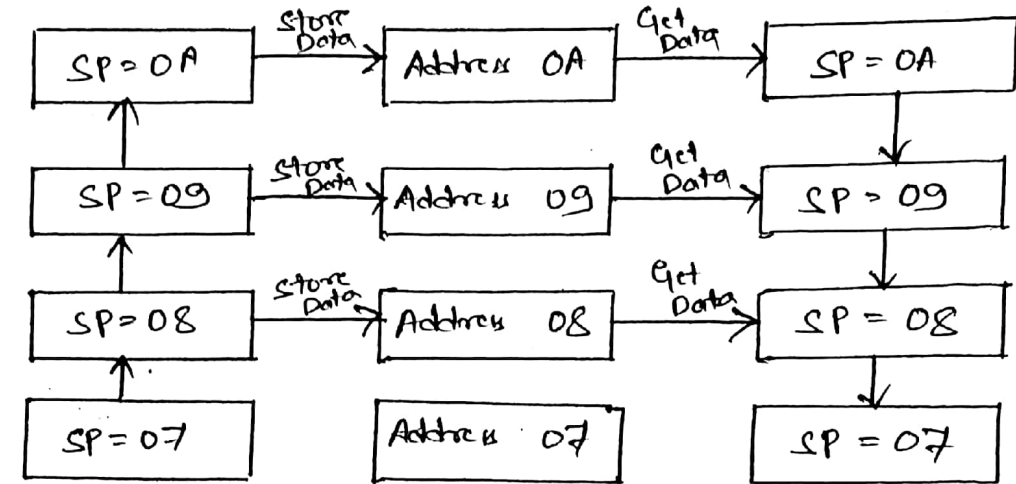
SUBJECT: Microcontroller

SUBJECT CODE: 15EE52

DATE: 15/9/18

Q.No.	Bits	DESCRIPTION	Marks	CO's
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Stack Operations



Storing data on stack

Getting data from stack

fig:- Stack Operations

2 (b)

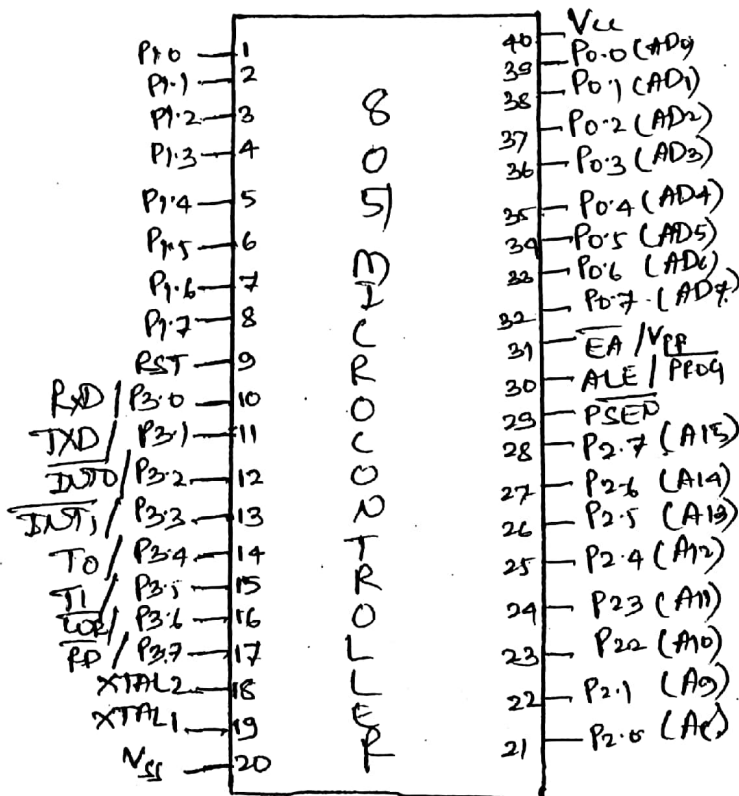


fig: Pin Diagram of 8051

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**SCHEME OF EVALUATION IA -**

SEM:	SUBJECT:		SUBJECT CODE:		DATE:
Q.No.	Bits	DESCRIPTION		Marks	CO's
2	(b)	<p><u>continued</u></p> <p>Port 0:- Is used as multiplexed address &amp; data bus            Port 1:- General purpose port. All the pins of Port 1 can be used for general purpose (interfacing)            Port 2:- It is a high order address bus where all the pins are also used as I/O ports            Port 3:- It is a special purpose port. Where every pin of port 3 are used for some specific task.</p>			
3	(a)	<p>(i) <math>XCHD A, @R_i \rightarrow</math> Exchange digit.            Exchange lower nibble of accumulator with indirectly addressed register bit. Higher nibble is unaffected.            Ex:- <math>XCHD A, @R_0</math></p> <p>(ii) <math>ADD A, @R_i \rightarrow</math> Add the content of accumulator with content of indirectly addressed register (memory) &amp; result is again saved in accumulator.            Ex <math>ADD A, @R_1</math></p> <p>(iii) <math>MOVC A, @A+DPTR</math>            Here content of A is added with the content of DPTR that result is taken as address for source data. The content of that address transferred to accumulator</p> <p>(iv) <math>CJNE A, imm addr, rel addr.</math>            The content of internal memory and relative address are compared &amp; if not equal then jumps to specified location otherwise jumps to next instruction. Ex <math>CJNE A, 50, 30H</math>.</p>			



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Exam

IA Scheme

2018-19 (Odd)

## SCHEME OF EVALUATION IA -

SEM: V SUBJECT: Microcontroller SUBJECT CODE: 15EE52 Page No: 5/6

Q.No.	Bits	DESCRIPTION	Marks	CO's												
3	b) (5)	<p>Difference between LJMP, AJMP, SJMP.</p> <table border="0"> <tr> <td style="text-align: center;">LJMP</td> <td style="text-align: center;">AJMP</td> <td style="text-align: center;">SJMP</td> </tr> <tr> <td>1) Long Jump.</td> <td>1) Absolute jump</td> <td>1) Short jump</td> </tr> <tr> <td>2) Jumps Anywhere from memory</td> <td>2) Jumps within 2K byte of m/m</td> <td>2) Jumps within -128 to +128 bytes of m/m</td> </tr> <tr> <td>3) Range - only 2K bytes 0000H-FFFFH</td> <td>3) Range - 2K bytes of memory</td> <td>3) -128 to +127 bytes</td> </tr> </table>	LJMP	AJMP	SJMP	1) Long Jump.	1) Absolute jump	1) Short jump	2) Jumps Anywhere from memory	2) Jumps within 2K byte of m/m	2) Jumps within -128 to +128 bytes of m/m	3) Range - only 2K bytes 0000H-FFFFH	3) Range - 2K bytes of memory	3) -128 to +127 bytes		
LJMP	AJMP	SJMP														
1) Long Jump.	1) Absolute jump	1) Short jump														
2) Jumps Anywhere from memory	2) Jumps within 2K byte of m/m	2) Jumps within -128 to +128 bytes of m/m														
3) Range - only 2K bytes 0000H-FFFFH	3) Range - 2K bytes of memory	3) -128 to +127 bytes														
4	a)	<p>ALP to Exchange 06 numbers from 50H to 60H memory locations.</p> <pre> ORG 0000H LJMP 8000H ORG 8000H MOV R0, #50H MOV R1, #60H MOV R9, #06H UP: MOV A, @R0 MOV R6, A MOV A, @R1 MOV @R0, A MOV A, R6 MOV @R1, A INC R0 INC R1 DJNZ R9, UP LCALL 0003H </pre> <p style="text-align: right;">O/P</p> <table border="0"> <tr><td>50H = 2H</td><td>60H = 05H</td></tr> <tr><td>51H = 6H</td><td>61H = 08H</td></tr> <tr><td>52H = BH</td><td>62H = 0AH</td></tr> <tr><td>53H = FH</td><td>63H = 23H</td></tr> <tr><td>54H = 25H</td><td>64H = 65H</td></tr> <tr><td>55H = CH</td><td>65H = 35H</td></tr> </table>	50H = 2H	60H = 05H	51H = 6H	61H = 08H	52H = BH	62H = 0AH	53H = FH	63H = 23H	54H = 25H	64H = 65H	55H = CH	65H = 35H		
50H = 2H	60H = 05H															
51H = 6H	61H = 08H															
52H = BH	62H = 0AH															
53H = FH	63H = 23H															
54H = 25H	64H = 65H															
55H = CH	65H = 35H															

*MP*  
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## SCHEME OF EVALUATION IA -

Page No : 6/6

SEM: V	SUBJECT: Microcontroller	SUBJECT CODE: 15EE52	DATE: 15/3/18	
Q.No.	Bits	DESCRIPTION	Marks	CO's
4	(b)	<p>Comment on Every instruction</p> <p>MOV R5, #30H // * 30H is loaded into R5 R5 = 30H</p> <p>MOV A, #44H // * 44H is loaded into accumulator A = 44H</p> <p>ADD A, R5 // * Content of accumulator is added with content of R5 A = A + R5</p> <p>MOV R4, A // * Content of accumulator is copied into register R4</p> <p>PUSH 4 // * Push the content of R4 on top of stack SP = 08H 08H = 74H</p> <p>PUSH 5 // * Push the content of R5 on top of stack SP = 09H 09H = 30H</p> <p>POP 6 // * Pop the top content of stack i.e. 09H = 30H into register R6 = 30H</p>		

  
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 HOD 19.3.18