PG/IVS/ELC/495/24(Pr.) (New)

M.Sc. 4th Semester Examination, 2024 ELECTRONICS

(Microprocessor and Microcontrollers Lab)

(Practical)

PAPER - ELC-495 (New)

Full Marks: 50

Time: 3 hours

The questions are of equal value

Answer any **one** question selecting it by lucky draw

1. Write an assembly language program to transfer a block of eight data stored in memory locations X100 H to X107 H. The

data are to be stored in the locations starting from X200 H to X207 H in reverse order. Repeat the experiment for three sets of data.

- 2. Write an assembly language program to find 2's complement of a 16-bit number. Repeat the experiment for five numbers.
- 3. Write an assembly language program to add two 8-bit numbers stored at two consecutive memory locations X100 H & X101 H, respectively and store the result in memory locations X102 H & X103 H, which may contain carry.
- 4. Write an assembly language program to convert an 8-bit binary number into its equivalent gray code. The binary number to be stored in memory location X100 H and the result is to be stored in memory location X101 H. Repeat the experiment with five different numbers.

- 5. Write an assembly language program to convert a BCD number stored in memory location X400 H into its equivalent binary number. Store the result in memory location X500 H. Repeat the experiment for five different numbers.
- 6. Write an assembly language program to calculate the square of a given number (<16) using the following algorithm:

Step 1: Square = 0, C= Given number, X = 1

Step 2: Square = Square +X

Step 3: C=C-1.

Step 4: If C = 0, then goto Step 6

Step 5: x = x+2, goto Step 2

Step 6: Store the Square Value

Step 7: Terminate

Repeat the experiment for 5 sets of data.

- 7. The memory locations X100 H & X101 H contain two 8-bit numbers, among them one is dividend (x) and another is diviser (y). Write an assembly language program to divide x by y. Store the quotient & the remainder in the memory locations X102 H & X103 H. Perform the experiment for five numbers.
- 8. Write an assembly language program to find the smallest number in a given array of 10 numbers. The array is stored in the memory locations starting from X150 H onwards. Store the result at the memory locations starting from X250 H. Repeat the experiment with three different arrays.
- 9. How would you control an LED blinking using Arduino? Draw its circuit and write the program to do this experiment.
- 10. Write an Arduino program to control a servo motor and make it sweep back and forth between specific angles. Draw the circuit.

- 11. Write an assembly language program to sort a set of ten data bytes in descending order that are stored from memory location X500H.
- 12. Write an assembly language program to control the traffic light system using 8085 and 8255 PPI.
- 13. Write an assembly language program to exchange two set of data bytes of length five where one set is stored from memory location X500H and another from memory location X600H.
- 14. Write an assembly language program to interface ADC and DAC with 8085 and demonstrate generation of square wave.
- 15. Write an assembly language program to control the operation of Steeper Motor using 8085 and 8255 PPI.

Distribution of Marks

Flow Chart : 05 Marks

Assembly language

program : 10 Marks

Execution of program : 10 Marks

Results : 05 Marks

Discussion : 05 Marks

Viva-voce : 10 Marks

Laboratory note book : 05 Marks

Total : 50 Marks