S.E-Sem IV-CBGS-Extc-MP

145

Page 1 of 1 QP Code: 3615

| Time: 3 Hours Max. M | | | rks: 80 | |
|----------------------|------------------|--|---------|--|
| Note: | Sol | stion number 1 is compulsory. ve any THREE out of remaining. sume suitable data if necessary. | | |
| Q.1 | Attempt any FOUR | | | |
| | (A) | Explain flag register used in 8085 processor. | (5) | |
| | (B) | Explain what is the need and advantages of memory segmentation in 8086 Microprocessor. | (5) | |
| | (C) | Explain addressing modes of 8086 Microprocessor. | (5) | |
| | (D) | Write a program to blink bit 4 of port C using BSR mode of 8255. | (5) | |
| | (E) | Write features of 80486 Microprocessor. | (5) | |
| Q. 2 | (A) | Design an 8086 based system with the following specifications. | (20) | |
| | | (1) 8086 working at 6 MHz at minimum mode. | | |
| | | (2) 32 KB EPROM using 16 KB devices. | | |
| | | (3) 64 KB RAM using 32 KB devices. | | |
| | | (4) 2, 8-bit i/p & 2, 8-bit o/p ports in Memory mapped I/O. | | |
| | | Design system with absolute decoding. Clearly show memory address map and I/O address map. Draw a next schematic for chip selection logic. | | |
| Q.3 | (A) | Draw & Explain Interrupt structure of 8086 Microprocessor with its IVT. | (10) | |
| | (B) | Draw & Explain interfacing of DAC 0808 with 8086 Microprocessor using 8255. Write a program to generate square wave. | (10) | |
| Q.4 | (A) | Explain interfacing of 8987 co-processor with 8086 Microprocessor. | (10) | |
| | (B) | Draw timing diagrams of memory read & memory write machine cycles for maximum mode of 8086 Microprocessor. | (10) | |
| Q.5 | (A) | Explain MODE 0 and MODE 1 of 8254 Timer/Counter peripheral IC with the heip of timing diagram. | (10) | |
| | (B) | Explain different modes of operation of 8257 DMA controller. | (10) | |
| Q.6 | (A) | Write a program for 8086 Microprocessor to multiply two 32-bit numbers (12345678 X 87654321). | (10) | |
| | (B) | Write a program for 8086 Microprocessor to find out smallest number in an array of 10 numbers. | (10) | |
| | | | | |
