Reg. No.:					

(d) Keyboard display controller

## **Question Paper Code: 35502**

## B.E. / B.Tech. DEGREE EXAMINATION, DEC 2020

## Fifth Semester

	Electronics and I	nstrumentation E	Engineering	
01UE	I502 – MICROPR	OCESSOR ANI	) INTERFACING	
	(Re	gulation 2013)		
Duration: One hour			Maximum: 30 Ma	rk
	PART A	$x - (6 \times 1 = 6 \text{ Max})$	·ks)	
	(Answer any six	of the following	g questions)	
1. The first Micropro	cessor was			
(a) Intel 4004	(b) 8080	(c) 8085	(d) 4008	
2. The operating freq	uency of 8085A m	nicroprocessor is		
(a) 3MHz	(b) 5 MH	(c) 4 M	IHz (d) 6 MHz	
3. Mention data store	e instruction in a s	tack memory.		
(a) CALL	(b) PUSH	(c) POP	(d) RET	
4. Which group of in	nstructions do not	affect the flags?		
(a) Arithmetic (c) Data transfe	operations or operations	(b) Logical opera (d) Branch opera		
5. Maximum number Controller is	of interrupts that	we can connect v	vith Programmable Interrup	ot
(a) 8	(b) 16	(c) 32	(d) 64	
6. Mention the type of I	C 8253			
(a) Programma	ble interrupt contro	oller (b) Progr	rammable interval timer	

(c) Programmable peripheral interface

7. Ho	w many bits wide is	the address b	us in 8086	Microprocessor ?s.			
	(a) 12 bit (b) 10 bit		(0	c) 16 bit	(d) 20 bit		
8. The	e no of bits in 8086 fl	ag register is					
	(a) 8 (b	) 10	(c) 13	(d) 16			
9. IM	IUL source is a signe	d					
	(a) Multiplication	n (b) Ad	dition	(c) Subtraction	(d) Division		
10. Tl	ne IF Flag is called as	1					
	(a) Initial Flag	(b) Indicate	e Flag (	c) Interrupt Flag	(d) Inter Flag		
		PART -	- B (3 x 8=	24 Marks)			
	(An	swer any thi	ee of the f	ollowing question	s)		
11.	Explain the operation of the following 8085 signals: Ready, S1 and S0, HOLD and HLDA and ALE.						
12.	Explain the direct addressing modes and indirect addressing modes of 8085 example.						
13.	Relate the detailed concept of interfacing A/D converter with 8085 processor.						
14.	Classify the various addressing modes of 8086 microprocessor.						
15.	Develop a program to add two 8 bit data (F0H and 50H) in 8086 processor and store						
	the result in the memory, when MASM assembler is used.						