

Set No. 1

IV B.Tech II Semester Regular/Supplementary Examinations, April - 2018 EMBEDDED SYSTEMS

(Common to Electronics and Communications Engineering, Electronics and Instrumentation Engineering & Electronics and Computer Engineering)

Time: 3 hours Max. Marks: 70

Question paper consists of Part-A and Part-B Answer ALL sub questions from Part-A Answer any THREE questions from Part-B *****

PART-A (22 Marks)

		<u>I AK 1–A</u> (22 Marks)	
1.	a)	What is the difference between big -endian and little-endian processors?	[4]
	b)	Explain the role of logic gates in embedded hardware design?	[4]
	c)	What is task control block (TCB)?	[4]
	d)	What is relocatable code?	[3]
	e)	List the different files generated during the cross compilation?	[4]
	f)	What is the use of host machine for embedded system?	[3]
		DADT P (2.16 - 40 Marks)	
2	۵)		
2.	a)	What is non-operational quality attributes? Explain the important non-operational	Γ01
	L	quality attributes to be considered in any embedded system design.	[8]
	b)	Explain about application specific embedded system with suitable example?	[8]
3.	a)	Explain the role of decoders in embedded hardware development. Draw the	
		circuit diagram for interfacing a 3-bit binary decoder with 8051.	[8]
	b)	Explain the role of watchdog timer in Embedded System with suitable diagram.	[8]
4.	a)	Explain the various activities involved in the creation of process and threads.	[8]
	b)	Three processes with process IDs P1, P2, P3 with estimated completion time 12,	
		10, 2 milliseconds respectively enters the ready queue together in the order P2,	
		P3, P1. Process P4 with estimated execution completion time 4 milliseconds	
		enters the Ready queue after 8 milliseconds. Calculate the waiting time and Turn	
		Around Time (TAT) for each process and the average waiting time and Turn	
		Around Time (Assuming there is no I/O waiting for the processes) in the FIFO	
		scheduling.	[8]
5.	a)	Explain the high level language based embedded firmware development.	[8]
	b)	What are pseudo-ops? What is the use of it in assembly language programming?	[8]
6.	a)	State the uses of assembler and deassembler in embedded application	
		development.	[8]
	b)	Explain the advantages and limitations of simulator based debugging.	[8]
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7.	a)	Explain about Laboratory instruments for testing the embedded system.	[8]
	b)	Write short notes on quality assurance and testing of the embedded system	FO1
		design.	[8]



Set No. 2

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PART-A (22 Marks)

1.	a)	List out the major application areas of embedded systems.	[4]
	b)	What is the difference between multiplexer and de-multiplexer?	[4]
	c)	Explain the process management in the operating system context.	[3]
	d)	Explain the format of assembly language instruction.	[3]
	e)	Explain the various details stored in an object file generated during the cross	
		compilation.	[4]
	f)	List the various simulators used for embedded system testing.	[4]
		$\underline{\mathbf{PART-B}} \ (3x16 = 48 \ Marks)$	
2.	a)	What is programmable peripheral Interface Device? Explain the interfacing of	
		8255 PPI with an 8-bit microprocessor/controller.	[8]
	b)	Explain the different classifications of Embedded Systems. Give an example for	
		each.	[8]
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3.	a)	What is a sequential circuit? Draw a 3-bit binary counter using T flip flop and	FO1
	1 \	explain its functioning.	[8]
	b)	Explain the role of real time clock in embedded systems with suitable diagram?	[8]
4.	a)	What is IDLEPROCESS? What is the significance of IDLEPROCESS in the	
т.	a)	process scheduling context?	[8]
	b)	Explain <i>Thread context switch</i> and the various activities performed in thread	[o]
	U)	context switching for user level and kernel level threads.	[8]
		content switching for user level and nemeric tever an earlier	[~]
5.	a)	Explain the difference between super loop based and OS based embedded	
		firmware design.	[8]
	b)	List out the limitations/drawbacks of assembly language based embedded	
		firmware development.	[8]
6.	a)	Explain the boundary scan based hardware debugging in detail.	[8]
	b)	What is ROM emulator? Explain ICE based debugging in detail.	[8]
7	۵)	Explain the important features of compilers and linkers that are relevant to	
7.	a)	Explain the important features of compilers and linkers that are relevant to	[Q]
	b)	embedded system? List and describe the translation tools used in an embedded system.	[8]
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Set No. 3

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$\underline{PART} \underline{-A} \; (22 \; Marks)$

1.	a)	List the differences between embedded system and general computing system.	[3]
	b)	What is the difference between synchronous and asynchronous sequential circuits?	[4]
	c)	Explain the task scheduling in the operating system context.	[4]
	d)	What is absolute object file?	[3]
	e)	Explain the various details held by map file generated during the cross	
	C)	compilation.	[4]
	f)	How the target systems differ from the final embedded system?	[4]
		$\underline{\mathbf{PART-B}} (3x16 = 48 Marks)$	
2.	a)	What are the different types of memories used in Embedded System design?	
	ĺ	Explain the role of each.	[8]
	b)	Discuss the concept of load store architecture and instruction pipelining.	[8]
3.	a)	What is a combinational circuit? Draw a combinational circuit for embedded	
٥.	a)	application development.	[8]
	b)	With suitable diagram briefly discuss about open collector and tri-state output.	[8]
4.	a)	What is hardware software co-design? Explain the fundamental issues in	FO1
	b)	hardware software co-design? Explain Round Robin process scheduling with interrupts.	[8] [8]
	U)	Explain Round Room process scheduling with interrupts.	[O]
5.	a)	Explain the different embedded firmware design approaches in detail.	[8]
	b)	List out the advantages of assembly language based embedded firmware	
		development.	[8]
6.	a)	Describe in detail the improvements over firmware debugging starting from the	
0.	u)	most primitive type of debugging to the most sophisticated on chip debugging.	[8]
	b)	Explain the different tools used for hardware debugging.	[8]
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7.	a)	List and describe the debugging tools used in an embedded system.	[8]
	b)	Briefly discuss about testing on host machine.	[8]



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PART-A (22 Marks)

		$\underline{\mathbf{IAKI-A}}$ (22 Warks)	
1.	a)	What is the difference between PLD and ASIC?	[4]
	b)	List out the analog electronic components in embedded hardware design.	[4]
	c)	Explain the concept of multithreading.	[4]
	d)	Explain library file in assembly language.	[3]
	e)	What is a decompiler?	[3]
	f)	Explain the need of editor.	[4]
		$\underline{\mathbf{PART-B}} \ (3x16 = 48 \ Marks)$	
2.	a)	Give an overview of the different market players of the automotive Embedded	
	/	application domain.	[8]
	b)	What is operational quality attributes? Explain the important operational quality	L-3
	- /	attributes to be considered in any embedded system design.	[8]
3.	a)	What is an integrated circuit? Explain the different types of integrations for ICs.	
		Give an example for each.	[8]
	b)	List out the differences between digital combinational and sequential circuits?	[8]
4.	a)	What is kernel space and user space? How is kernel space and user space	
	,	interfaced?	[8]
	b)	Explain the different task communication synchronization issues encountered in	
		interprocess communication.	[8]
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5.	a)	State the differences between compiler and cross-compiler. Explain the	
		Concepts of C versus Embedded C.	[8]
	b)	List out the advantages of high level language based embedded firmware	
		development.	[8]
6.	a)	Explain the role of IDE for embedded software development.	[8]
	b)	What are the different techniques available for embedded firmware debugging?	
		Explain them in detail.	[8]
7.		with suitable example briefly discuss about	
		(i) Linker (ii) Compiler (iii) Interpreters	[16]