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BICSE-001

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## B.Tech. - VIEP - COMPUTER SCIENCE AND ENGINEERING (BTCSVI)

## Term-End Examination December, 2015

## **BICSE-001: EMBEDDED SYSTEM**

Tir	ne : 3 .	hours Maximum Marks :	Maximum Marks : 70 seven questions. All questions carry	
No		Answer any <b>seven</b> questions. All questions ca qual marks.		
1.	(a)	Discuss the role of timers in an embedded system.	5	
	(b)	Explain the data transfer using direct memory access in an embedded system.	5	
2.	(a)	Explain the features of USB and CAN buses.	5	
	(b)	(i) Differentiate between RISC and CISC.	2	
		(ii) List the basic process scheduling states.	3	
3.	(a)	How does an embedded system differ from other computing systems? What are the challenges in designing such a system?	6	
	(b)	Give two examples of embedded systems and illustrate any one of them.	4	

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4.	(a)	In what respect does a real time operating system differ from conventional operating systems, such as Windows or UNIX?	5
	(b)	What problem might occur in a shared memory process? How can you overcome that problem? Illustrate your answer with an example.	5
5.	(a)	State the scheduling algorithms of RTOS and describe the concept of Round-Robin scheduling.	6
	(b)	Describe the need of RTOS in an embedded system and state any two specifications of RTOS.	4
6.	(a)	Write the steps carried out by a microcontroller on the activation of an interrupt.	5
	(b)	Compare the advantages and disadvantages of data transfer using serial and parallel ports.	5
7.	Explain the use of various software tools for the development of an embedded system.		
8.	(a)	What is the advantage of running a processor at reduced clock speed in certain sections of instruction and at full speed in	
		other sections of instruction?	6

(b)

an interrupt handler ?

Why does a processor system always need

9.	(a)	What are the advantages and disadvantages of disabling an interrupt during the running of a critical section of a process?	6
	(b)	Define semaphore and describe its applications.	4
10.	e short notes on the following :		
	(a)	Role of RAM in Embedded Systems	Ē
	(b)	Architecture of Microprocessor	ŧ