Question 1(a) [3 marks]

What is the definition of an embedded system? Provide an example of an embedded system.

Answer:
An **embedded system** is a specialized computer system designed to perform specific tasks with dedicated functions. It combines hardware and software components that are integrated into a larger system.

Key Features:

- **Real-time operation**: Responds to inputs within specified time limits
- **Dedicated function**: Designed for specific applications
- **Resource constraints**: Limited memory, power, and processing capabilities

Example: Washing machine controller that manages wash cycles, water temperature, and timing automatically.

Mnemonic: "SMART Embedded" **- S**pecialized, **M**icroprocessor-based, **A**pplication-specific, **R**eal-time, **T**ask-oriented

---

Question 1(b) [4 marks]

Define a Real-Time Operating System (RTOS) and list three characteristics of RTOS.

Answer:
RTOS is an operating system designed to handle real-time applications where timing constraints are critical for system operation.

Characteristic	Description
Deterministic Response	Guaranteed response time for critical tasks
Priority-based Scheduling	High-priority tasks execute before low-priority tasks
Multitasking Support	Multiple tasks can run concurrently

Additional Features:

- **Task management**: Efficiently handles multiple concurrent processes
- **Interrupt handling**: Quick response to external events
- **Memory management**: Optimized for embedded applications

Mnemonic: "DPM RTOS" **- D**eterministic, **P**riority-based, **M**ultitasking

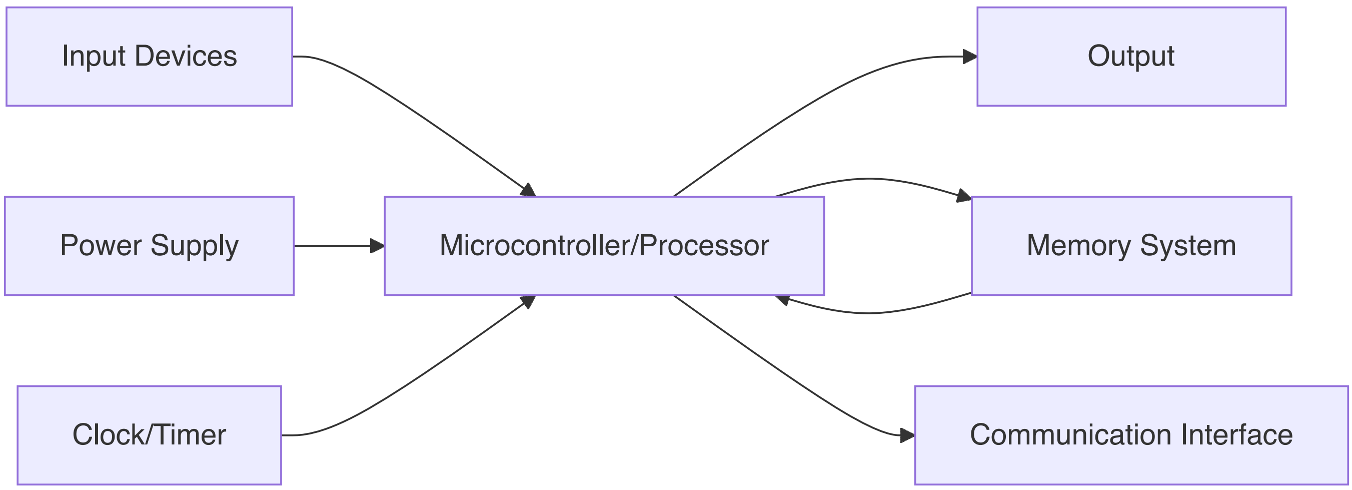
---

Question 1(c) [7 marks]

a) Draw the general block diagram of Embedded System
b) Explain the criteria for choosing a microcontroller for an embedded system.

Answer:

a) General Block Diagram:



b) Microcontroller Selection Criteria:

Criteria	Considerations
Processing Speed	Clock frequency, instruction execution time
Memory Requirements	Flash, RAM, EEPROM capacity
I/O Capabilities	Number of pins, special functions
Power Consumption	Battery life, sleep modes
Cost	Budget constraints, volume pricing
Development Tools	Compiler, debugger availability

Key Factors:

- **Performance requirements**: Processing speed and real-time constraints
- **Interface needs**: ADC, PWM, communication protocols
- **Environmental conditions**: Operating temperature, humidity

Mnemonic: "PMPICD Selection" **- P**erformance, **M**emory, **P**ower, **I**nterface, **C**ost, **D**evelopment tools

---

Question 1(c) OR [7 marks]

Explain the pin configuration of the ATmega32.

Answer:
ATmega32 is a 40-pin microcontroller with four 8-bit I/O ports and various special function pins.

Port Configuration:

Port	Pins	Functions
Port A	PA0-PA7	ADC channels, general I/O
Port B	PB0-PB7	SPI, PWM, external interrupts
Port C	PC0-PC7	TWI, general I/O
Port D	PD0-PD7	USART, external interrupts, PWM

Special Pins:

- **VCC/GND**: Power supply pins
- **AVCC/AGND**: Analog power supply for ADC
- **XTAL1/XTAL2**: Crystal oscillator connections
- **RESET**: Active low reset input
- **AREF**: ADC reference voltage

Pin Functions:

- **Dual-purpose pins**: Most pins have alternate functions
- **Input/Output capability**: All port pins are bidirectional
- **Internal pull-up**: Software configurable for input pins

Mnemonic: "ABCD Ports" - **A**DC, **B**us interfaces, **C**ommunication, **D**ata transfer

---

Question 2(a) [3 marks]

Explain the data memory architecture of ATMEGA32.

Answer:
ATmega32 data memory consists of three sections organized in a unified address space.

Memory Organization:

Section	Address Range	Size	Purpose
General Registers	0x00-0x1F	32 bytes	Working registers R0-R31
I/O Registers	0x20-0x5F	64 bytes	Control and status registers
Internal SRAM	0x60-0x45F	2048 bytes	Data storage and stack

Key Features:

- **Unified addressing**: All memory accessible through single address space
- **Register file**: R0-R31 for arithmetic and logic operations
- **Stack pointer**: Points to top of stack in SRAM

Mnemonic: "GIS Memory" **- G**eneral registers, **I**O registers, **S**RAM

Question 2(b) [4 marks]

Explain the Program Status Word.

Answer:
SREG (Status Register) contains flags that reflect the result of arithmetic and logic operations.

SREG Bit Configuration:

Bit	Flag	Description
Bit 7	I	Global Interrupt Enable
Bit 6	T	Bit Copy Storage
Bit 5	H	Half Carry Flag
Bit 4	S	Sign Flag
Bit 3	V	Overflow Flag
Bit 2	N	Negative Flag
Bit 1	Z	Zero Flag
Bit 0	C	Carry Flag

Flag Functions:

- **Arithmetic operations**: C, Z, N, V, H flags updated automatically
- **Conditional branching**: Flags used for decision making
- **Interrupt control**: I flag enables/disables global interrupts

Mnemonic: "I THSVNZC" **- I**nterrupt, **T**ransfer, **H**alf-carry, **S**ign, o**V**erflow, **N**egative, **Z**ero, **C**arry

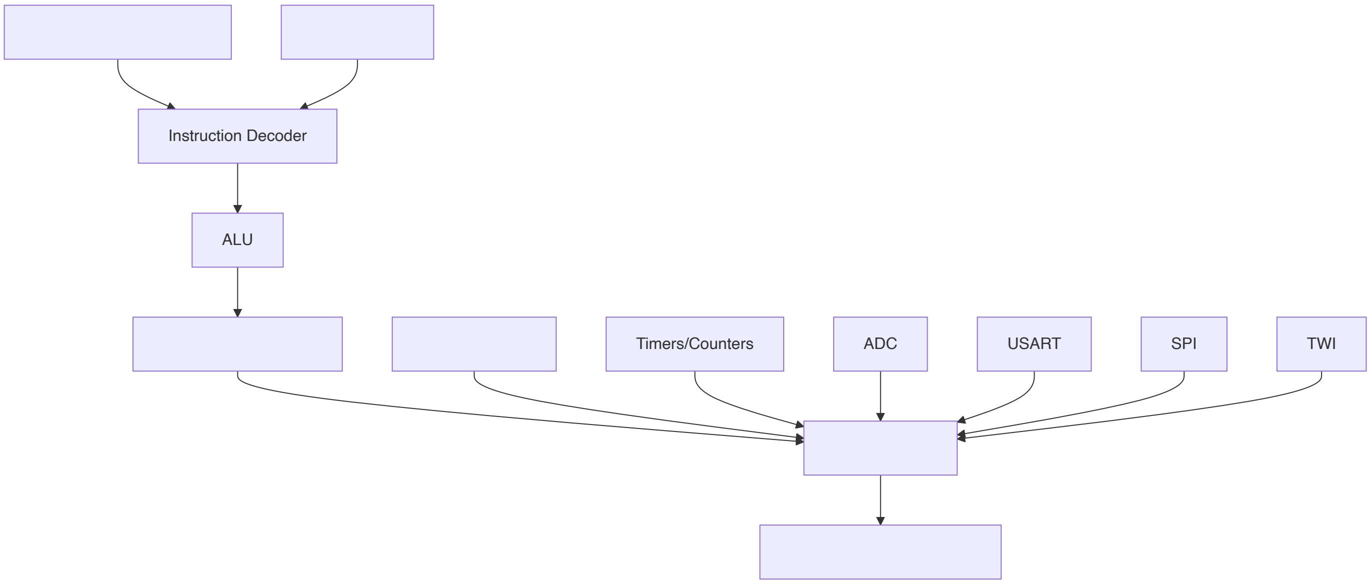
---

Question 2(c) [7 marks]

Draw and explain the architecture of ATMEGA32.

Answer:

ATmega32 Architecture:



Architecture Components:

Component	Description
Harvard Architecture	Separate program and data memory buses
RISC Core	131 instructions, mostly single-cycle execution
ALU	8-bit arithmetic and logic operations
Register File	32 × 8-bit working registers

Memory System:

- **Program memory**: 32KB Flash for storing instructions
- **Data memory**: 2KB SRAM for variables and stack
- **EEPROM**: 1KB non-volatile data storage

Peripheral Features:

- **Three timer/counters**: 8-bit and 16-bit timers
- **8-channel ADC**: 10-bit resolution
- **Communication interfaces**: USART, SPI, TWI

Mnemonic: "HRAM Micro" - **H**arvard architecture, **R**ISC core, **A**LU, **M**emory system

---

Question 2 OR(a) [3 marks]

Explain Program Counter of ATMEGA32.

Answer:
Program Counter (PC) is a 16-bit register that holds the address of the next instruction to be executed.

PC Characteristics:

Feature	Description
Size	16-bit (can address 64KB program memory)
Reset Value	0x0000 (starts execution from beginning)
Increment	Automatically incremented after instruction fetch
Jump/Branch	Modified by jump, branch, and call instructions

PC Operations:

- **Sequential execution**: PC increments by 1 for most instructions
- **Branch instructions**: PC loaded with target address
- **Interrupt handling**: PC saved on stack, loaded with interrupt vector

Mnemonic: "SRIB PC" **- S**equential, **R**eset, **I**ncrement, **B**ranch

---

Question 2 OR(b) [4 marks]

Explain the role of clock and reset circuits in an AVR microcontroller.

Answer:

Clock System:

Clock Source	Description
External Crystal	High accuracy, 1-16 MHz typical
Internal RC	Built-in 8 MHz oscillator
External Clock	External clock signal input
Low-frequency Crystal	32.768 kHz for RTC applications

Reset Circuit Functions:

- **Power-on Reset**: Automatic reset when power is applied
- **Brown-out Reset**: Reset when supply voltage drops
- **External Reset**: Manual reset through RESET pin
- **Watchdog Reset**: Reset from watchdog timer timeout

Key Features:

- **Clock distribution**: System clock drives CPU and peripherals
- **Reset sequence**: Initializes all registers to default values

- **Fuse bits**: Configure clock source and reset options

Mnemonic: "CEIL Clock" **-** **C**rystal, **E**xternal, **I**nternal, **L**ow-frequency

---

Question 2 OR(c) [7 marks]

Explain TCCRn and TIFR Timer Register

Answer:

TCCRn (Timer/Counter Control Register):

Register	Function
TCCR0	Controls Timer0 operation mode
TCCR1A/B	Controls Timer1 (16-bit) operation
TCCR2	Controls Timer2 operation mode

TCCR Bit Functions:

- **Clock Select (CS)**: Selects clock source and prescaler
- **Waveform Generation (WGM)**: Sets timer mode (Normal, CTC, PWM)
- **Compare Output Mode (COM)**: Controls output pin behavior

TIFR (Timer Interrupt Flag Register):

Bit	Flag	Description
TOV	Timer Overflow	Set when timer overflows
OCF	Output Compare	Set when compare match occurs
ICF	Input Capture	Set when input capture event occurs

Timer Operations:

- **Mode selection**: Normal, CTC, Fast PWM, Phase Correct PWM
- **Interrupt generation**: Flags trigger interrupts when enabled
- **Output generation**: PWM signals for motor control, LED dimming

Mnemonic: "TCCR WGM" **-** **T**imer **C**ontrol, **C**lock, **R**egister, **W**aveform **G**eneration **M**ode

---

Question 3(a) [3 marks]

Distinguish different data types for programming AVR in C.

Answer:

AVR C Data Types:

Data Type	Size	Range	Usage
char	8-bit	-128 to 127	Characters, small integers
unsigned char	8-bit	0 to 255	Port values, flags
int	16-bit	-32768 to 32767	General integers
unsigned int	16-bit	0 to 65535	Counters, addresses
long	32-bit	-2^{31} to $2^{31}-1$	Large calculations
float	32-bit	$\pm 3.4\times10^{38}$	Decimal calculations

Special Considerations:

- **Memory efficient**: Use smallest suitable data type
- **Port operations**: unsigned char for 8-bit ports
- **Timing calculations**: unsigned int for timer values

Mnemonic: "CUIL Float" - **C**har, **U**nsigned, **I**nt, **L**ong, **Float**

Question 3(b) [4 marks]

Write a C program to toggle all the bits of Port C 200 times.

Answer:

```
#include <avr/io.h>
#include <util/delay.h>

int main() {
    DDRC = 0xFF;        // Set Port C as output
    unsigned int count = 0;

    while(count < 200) {
        PORTC = 0xFF;   // Set all bits high
        _delay_ms(100); // Delay
        PORTC = 0x00;   // Set all bits low
        _delay_ms(100); // Delay
        count++;        // Increment counter
    }
    return 0;
}
```

Program Explanation:

- **DDRC = 0xFF**: Configures all Port C pins as outputs

- **Toggle operation**: Alternates between 0xFF and 0x00
- **Counter**: Tracks number of toggle cycles
- **Delay**: Provides visible timing for toggle operation

Mnemonic: "DTC Loop" **- D**DR setup, **T**oggle bits, **C**ount iterations, **L**oop control

---

Question 3(c) [7 marks]

a) LED are connected to Pins of PORTB. Write an AVR programs to show the count from 0 to FFh on the LED
b) Write an AVR C program to get a byte of data from Port C. If it is less than 100 send it to Port B; otherwise, send it to Port D.

Answer:

a) Binary Counter Display:

```
#include <avr/io.h>
#include <util/delay.h>

int main() {
    DDRB = 0xFF;            // Port B as output
    unsigned char count = 0;

    while(1) {
        PORTB = count;      // Display count on LEDs
        _delay_ms(500);     // Delay for visibility
        count++;            // Increment counter
        if(count > 0xFF)    // Reset after 255
            count = 0;
    }
    return 0;
}
```

b) Conditional Data Transfer:

```
#include <avr/io.h>

int main() {
    DDRC = 0x00;     // Port C as input
    DDRB = 0xFF;     // Port B as output
    DDRD = 0xFF;     // Port D as output

    while(1) {
        unsigned char data = PINC;  // Read from Port C

        if(data < 100) {
            PORTB = data;           // Send to Port B
            PORTD = 0x00;          // Clear Port D
```

```c
        } else {
            PORTD = data;           // Send to Port D
            PORTB = 0x00;          // Clear Port B
        }
    }
    return 0;
}
```

Key Programming Concepts:

- **Port direction**: DDR registers configure input/output
- **Data reading**: PIN registers read input values
- **Conditional logic**: if-else statements for decision making

Mnemonic: "RCC Data" - **R**ead input, **C**ompare value, **C**onditional output

---

Question 3 OR(a) [3 marks]

Write AVR C program to send values of -3 to +3 Port B

Answer:

```c
#include <avr/io.h>
#include <util/delay.h>

int main() {
    DDRB = 0xFF;              // Port B as output
    signed char values[] = {-3, -2, -1, 0, 1, 2, 3};
    unsigned char i = 0;

    while(1) {
        PORTB = values[i];    // Send value to Port B
        _delay_ms(1000);      // 1 second delay
        i++;                  // Next value
        if(i > 6) i = 0;      // Reset index
    }
    return 0;
}
```

Program Features:

- **Signed data**: Uses signed char for negative values
- **Array storage**: Values stored in array for easy access
- **Cyclic operation**: Continuously cycles through all values

Mnemonic: "SAC Values" - **S**igned char, **A**rray storage, **C**yclic operation

---

Question 3 OR(b) [4 marks]

Write AVR C program to send hex values for ASCII characters 0,1,2,3,4,5,A,B,C and D to port B.

Answer:

```c
#include <avr/io.h>
#include <util/delay.h>

int main() {
    DDRB = 0xFF;     // Port B as output

    // ASCII hex values array
    unsigned char ascii_values[] = {
        0x30,  // '0'
        0x31,  // '1'
        0x32,  // '2'
        0x33,  // '3'
        0x34,  // '4'
        0x35,  // '5'
        0x41,  // 'A'
        0x42,  // 'B'
        0x43,  // 'C'
        0x44   // 'D'
    };

    unsigned char i = 0;

    while(1) {
        PORTB = ascii_values[i];  // Send ASCII value
        _delay_ms(500);           // Delay
        i++;                      // Next character
        if(i > 9) i = 0;          // Reset index
    }
    return 0;
}
```

ASCII Values Table:

Character	Hex Value	Binary
'0'	0x30	00110000
'1'	0x31	00110001
'A'	0x41	01000001
'B'	0x42	01000010

Mnemonic: "HAC ASCII" - **H**ex values, **A**rray storage, **C**yclic transmission

Question 3 OR(c) [7 marks]

A door sensor is connected to bit 1 of Port B, and an LED is connected to bit 7 of Port C. Write an AVR C program to monitor the door sensor and, when it opens (PIN is HIGH), turn on the LED. Also draw Flow chart.

Answer:

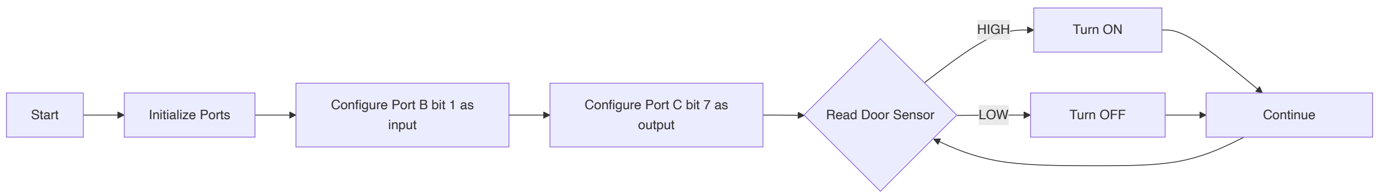
C Program:

```c
#include <avr/io.h>

int main() {
    DDRB = 0xFD;    // Port B bit 1 as input (0), others output (1)
    DDRC = 0xFF;    // Port C as output
    PORTB = 0x02;   // Enable pull-up for bit 1

    while(1) {
        if(PINB & 0x02) {       // Check if door sensor is HIGH
            PORTC |= 0x80;      // Turn ON LED (bit 7)
        } else {
            PORTC &= 0x7F;      // Turn OFF LED (bit 7)
        }
    }
    return 0;
}
```

Flow Chart:



Bit Operations:

- **Input reading**: `PINB & 0x02` checks bit 1
- **LED control**: `PORTC |= 0x80` sets bit 7
- **LED off**: `PORTC &= 0x7F` clears bit 7

Mnemonic: "BIC Door" - **B**it manipulation, **I**nput monitoring, **C**onditional LED control

---

Question 4(a) [3 marks]

Explain ADMUX ADC Register

Answer:

ADMUX (ADC Multiplexer Selection Register):

Bit	Name	Description
Bit 7-6	REFS1:0	Reference Selection
Bit 5	ADLAR	ADC Left Adjust Result
Bit 4-0	MUX4:0	Analog Channel Selection

Reference Selection (REFS1:0):

- **00**: AREF, Internal Vref turned off
- **01**: AVCC with external capacitor at AREF pin
- **10**: Reserved
- **11**: Internal 2.56V reference

Channel Selection (MUX4:0):

- **00000-00111**: ADC0-ADC7 (single-ended inputs)
- **Other combinations**: Differential inputs with gain

Key Functions:

- **Voltage reference**: Determines ADC measurement range
- **Channel multiplexing**: Selects which analog input to convert
- **Result alignment**: Left or right justified ADC result

Mnemonic: "RAM ADMUX" **-** **R**eference, **A**lignment, **M**ultiplexer

---

Question 4(b) [4 marks]

Explain Different LCD Pins.

Answer:

16x2 LCD Pin Configuration:

Pin	Symbol	Function
1	VSS	Ground (0V)
2	VDD	Power supply (+5V)
3	V0	Contrast adjustment
4	RS	Register Select (Data/Command)
5	R/W	Read/Write select
6	E	Enable signal
7-14	D0-D7	Data bus (8-bit)
15	A	Backlight anode (+)
16	K	Backlight cathode (-)

Control Pin Functions:

- **RS = 0**: Command register selected
- **RS = 1**: Data register selected
- **R/W = 0**: Write operation
- **R/W = 1**: Read operation
- **E**: Enable pulse triggers operation

Connection Modes:

- **8-bit mode**: All data pins D0-D7 connected
- **4-bit mode**: Only D4-D7 used (saves microcontroller pins)

Mnemonic: "VCR EDB LCD" - **V**power, **C**ontrast, **R**egister select, **E**nable, **D**ata **B**us

---

Question 4(c) [7 marks]

Write a Program to toggle all the bits of PORTB continually with 20μs delay. Use Timer0, normal mode and no Prescaler to generate delay

Answer:

```
#include <avr/io.h>

void delay_20us() {
    TCNT0 = 0;           // Clear timer counter
    TCCR0 = 0x01;        // No prescaler, normal mode
    while(TCNT0 < 160); // Wait for 20μs (8MHz/1 * 20μs = 160)
    TCCR0 = 0;           // Stop timer
}
```

```c
int main() {
    DDRB = 0xFF;        // Port B as output

    while(1) {
        PORTB = 0xFF;   // Set all bits high
        delay_20us();   // 20μs delay
        PORTB = 0x00;   // Set all bits low
        delay_20us();   // 20μs delay
    }
    return 0;
}
```

Timer Calculation:

- **Clock frequency**: 8 MHz (assumption)
- **Timer resolution**: 1/8MHz = 0.125μs per count
- **Required counts**: 20μs / 0.125μs = 160 counts

Timer0 Configuration:

Setting	Value	Description
Mode	Normal	Counts from 0 to 255
Prescaler	1	No prescaling
Clock source	System clock	8 MHz

Program Flow:

- **Initialize**: Set Port B as output
- **Toggle high**: PORTB = 0xFF, wait 20μs
- **Toggle low**: PORTB = 0x00, wait 20μs
- **Repeat**: Continuous operation

Mnemonic: "TNP Timer" - **T**imer0, **N**ormal mode, **P**rescaler none

---

Question 4 OR(a) [3 marks]

Short note Two wire Interface (TWI)

Answer:

TWI (Two Wire Interface) - I2C Protocol:

Key Features:

Feature	Description
Two wires	SDA (data) and SCL (clock)
Multi-master	Multiple masters can control bus
Multi-slave	Up to 127 slave devices
Address-based	7-bit or 10-bit device addressing
Bidirectional	Data flows in both directions

Bus Characteristics:

- **Open-drain**: Requires pull-up resistors (4.7kΩ typical)
- **Synchronous**: Clock provided by master
- **Start/Stop conditions**: Special sequences for communication

Common Applications:

- **EEPROMs**: Non-volatile memory storage
- **RTC modules**: Real-time clock devices
- **Sensors**: Temperature, pressure, accelerometer
- **Display controllers**: OLED, LCD controllers

Mnemonic: "SDA SCL TWI" - **S**erial **D**ata, **S**erial **CL**ock, **T**wo **W**ire **I**nterface

---

Question 4 OR(b) [4 marks]

Explain ADCSRA ADC Register

Answer:

ADCSRA (ADC Control and Status Register A):

Bit	Name	Function
Bit 7	ADEN	ADC Enable
Bit 6	ADSC	ADC Start Conversion
Bit 5	ADATE	ADC Auto Trigger Enable
Bit 4	ADIF	ADC Interrupt Flag
Bit 3	ADIE	ADC Interrupt Enable
Bit 2-0	ADPS2:0	ADC Prescaler Select

Prescaler Settings (ADPS2:0):

Binary	Division Factor	ADC Clock (8MHz)
000	2	4 MHz
001	2	4 MHz
010	4	2 MHz
011	8	1 MHz
100	16	500 kHz
101	32	250 kHz
110	64	125 kHz
111	128	62.5 kHz

Control Functions:

- **ADEN**: Must be set to enable ADC operation
- **ADSC**: Set to start conversion, cleared when complete
- **ADIF**: Set when conversion completes
- **Prescaler**: ADC clock should be 50-200 kHz for optimal accuracy

Mnemonic: "EASCID ADC" - **E**nable, **A**uto-trigger, **S**tart, **C**onversion, **I**nterrupt, **D**ivider

---

Question 4 OR(c) [7 marks]

Write a Program to generate a square wave of 16 Khz frequency on pin PORTC.3. Assume Crystal Frequency 8 Mhz

Answer:

```
#include <avr/io.h>
#include <avr/interrupt.h>

int main() {
    // Configure PC3 as output
    DDRC |= (1 << PC3);

    // Timer1 CTC mode configuration
    TCCR1A = 0x00;                    // Normal port operation
    TCCR1B = (1 << WGM12) | (1 << CS10); // CTC mode, no prescaler

    // Calculate OCR1A value for 16 kHz
    // Period = 1/16000 = 62.5μs
    // Half period = 31.25μs
    // OCR1A = (8MHz * 31.25μs) - 1 = 249
    OCR1A = 249;
```

```
    // Enable Timer1 Compare A interrupt
    TIMSK |= (1 << OCIE1A);

    // Enable global interrupts
    sei();

    while(1) {
        // Main loop - square wave generated by interrupt
    }
    return 0;
}

// Timer1 Compare A interrupt service routine
ISR(TIMER1_COMPA_vect) {
    PORTC ^= (1 << PC3);    // Toggle PC3
}
```

Frequency Calculation:

Parameter	Value	Formula
Target frequency	16 kHz	Given
Period	62.5 μs	1/16000
Half period	31.25 μs	Period/2
Timer counts	250	8MHz × 31.25μs
OCR1A value	249	Counts - 1

Timer Configuration:

- **Mode**: CTC (Clear Timer on Compare)
- **Prescaler**: 1 (no prescaling)
- **Interrupt**: Compare match toggles output pin

Mnemonic: "CTC Square" - **C**TC mode, **T**imer interrupt, **C**ompare match

---

Question 5(a) [3 marks]

Difference between Polling and Interrupt

Answer:

Polling vs Interrupt Comparison:

Aspect	Polling	Interrupt
CPU Usage	Continuously checks status	CPU free until event occurs
Response Time	Variable, depends on polling frequency	Fast, immediate response
Power Consumption	Higher due to continuous checking	Lower, CPU can sleep
Programming	Simple, sequential code	Complex, requires ISR
Real-time	Not suitable for critical timing	Excellent for real-time systems

Key Differences:

- **Efficiency**: Interrupts are more CPU efficient
- **Timing**: Interrupts provide deterministic response
- **Complexity**: Polling is easier to implement and debug

Mnemonic: "PIE Method" - **P**olling inefficient, **I**nterrupt efficient, **E**vent-driven

---

Question 5(b) [4 marks]

Explain LM35 Interface with AVR ATmega32.

Answer:

LM35 Temperature Sensor Interface:

```
    +5V ----+
            |
        +---+---+
        |  LM35 |
        |       |
        +---+---+
            |
            +---- To ADC Pin (PA0)
```

LM35 Characteristics:

Parameter	Value	Description
Output	10mV/°C	Linear temperature coefficient
Range	0°C to 100°C	Operating temperature range
Supply	4V to 30V	Power supply range
Accuracy	±0.5°C	Temperature accuracy

Interface Code:

```c
#include <avr/io.h>

void ADC_init() {
    ADMUX = 0x40;   // AVCC reference, ADC0 channel
    ADCSRA = 0x87;  // Enable ADC, prescaler 128
}

unsigned int read_temperature() {
    ADCSRA |= (1 << ADSC);      // Start conversion
    while(ADCSRA & (1 << ADSC)); // Wait for completion

    // Convert ADC value to temperature
    // Temperature = (ADC * 5000) / (1024 * 10)
    unsigned int temp = (ADC * 5000) / 10240;
    return temp;
}
```

Calculation:

- **ADC Resolution**: 10-bit (0-1023)
- **Reference Voltage**: 5V
- **LM35 Scale**: 10mV/°C
- **Formula**: Temperature = (ADC_Value × 5000mV) / (1024 × 10mV/°C)

Mnemonic: "LAC Temperature" - **L**M35 sensor, **A**DC conversion, **C**alculation formula

---

Question 5(c) [7 marks]

Write a program to interface DC Motor with AVR ATmega32.

Answer:

DC Motor Interface Circuit:

```
    ATmega32                L293D Motor Driver            DC Motor
    +--------+            +----------------+             +-------+
    |  PD5   |----------->| IN1         O1 |------------->|   +   |
    |  PD6   |----------->| IN2         O2 |------------->|   -   |
    |  PD4   |----------->| EN1            |             +-------+
    +--------+            +----------------+
                          |                |
                         +5V              GND
```

Motor Control Program:

```c
#include <avr/io.h>
#include <util/delay.h>
```

```
void motor_init() {
    DDRD |= (1 << PD4) | (1 << PD5) | (1 << PD6); // Set as output
}

void motor_forward() {
    PORTD |= (1 << PD4);   // Enable motor
    PORTD |= (1 << PD5);   // IN1 = 1
    PORTD &= ~(1 << PD6);  // IN2 = 0
}

void motor_reverse() {
    PORTD |= (1 << PD4);   // Enable motor
    PORTD &= ~(1 << PD5);  // IN1 = 0
    PORTD |= (1 << PD6);   // IN2 = 1
}

void motor_stop() {
    PORTD &= ~(1 << PD4);  // Disable motor
}

int main() {
    motor_init();

    while(1) {
        motor_forward();    // Forward for 2 seconds
        _delay_ms(2000);

        motor_stop();       // Stop for 1 second
        _delay_ms(1000);

        motor_reverse();    // Reverse for 2 seconds
        _delay_ms(2000);

        motor_stop();       // Stop for 1 second
        _delay_ms(1000);
    }
    return 0;
}
```

L293D Truth Table:

EN	IN1	IN2	Motor Action
0	X	X	Stop
1	0	0	Stop
1	0	1	Reverse
1	1	0	Forward
1	1	1	Stop

Key Components:

- **L293D**: Dual H-bridge motor driver IC
- **Enable pin**: Controls motor power
- **Direction pins**: IN1, IN2 control rotation direction
- **Protection**: Built-in diodes for back EMF protection

Mnemonic: "LED Motor" **- L**293D driver, **E**nable control, **D**irection pins

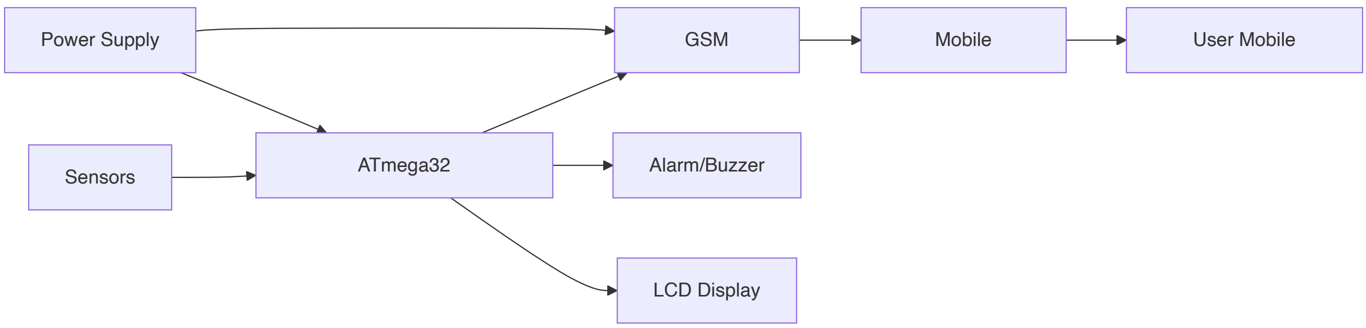
---

Question 5 OR(a) [3 marks]

Explain basic block diagram of GSM based security system.

Answer:

GSM Security System Block Diagram:



System Components:

Component	Function
Sensors	PIR, door/window sensors, smoke detector
Microcontroller	Process sensor data, control system
GSM Module	Send SMS alerts, make calls
Display	Show system status
Alarm	Local audio/visual alert

Working Principle:

- **Sensor monitoring**: Continuous surveillance of security zones
- **Event detection**: Triggered when unauthorized access detected
- **Alert generation**: SMS sent to predefined numbers
- **Local alarm**: Immediate audio/visual warning

Key Features:

- **Remote monitoring**: Real-time alerts via SMS
- **Multiple sensors**: Various intrusion detection methods
- **Backup power**: Battery backup for power failures

Mnemonic: "SGMA Security" - **S**ensors, **G**SM module, **M**icrocontroller, **A**lerts

---

Question 5 OR(b) [4 marks]

Explain Relay Interface with AVR ATmega32.

Answer:

Relay Interface Circuit:

```
    ATmega32              ULN2803           Relay       Load
    +---------+          +---------+       +-----+     +------+
    |   PB0   |---------->| IN1 O1 |------->| COM |---->| AC   |
    |   PB1   |---------->| IN2 O2 |------->| NO  |     | Load |
    +---------+          +---------+       +-----+     +------+
                          |        |
                         GND      +12V
```

Relay Interface Code:

```
#include <avr/io.h>
#include <util/delay.h>

void relay_init() {
    DDRB |= (1 << PB0) | (1 << PB1); // Set as output pins
}

void relay1_on() {
    PORTB |= (1 << PB0);  // Activate relay 1
}

void relay1_off() {
    PORTB &= ~(1 << PB0); // Deactivate relay 1
}

void relay2_on() {
    PORTB |= (1 << PB1);  // Activate relay 2
}

void relay2_off() {
    PORTB &= ~(1 << PB1); // Deactivate relay 2
}

int main() {
    relay_init();
```

```
    while(1) {
        relay1_on();        // Turn on relay 1
        _delay_ms(2000);
        relay1_off();       // Turn off relay 1

        relay2_on();        // Turn on relay 2
        _delay_ms(2000);
        relay2_off();       // Turn off relay 2

        _delay_ms(1000);
    }
    return 0;
}
```

ULN2803 Features:

Feature	Description
8 Channels	Eight Darlington pair drivers
High Current	Up to 500mA per channel
Protection	Built-in flyback diodes
Input Voltage	5V TTL compatible
Output Voltage	Up to 50V

Applications:

- **Home automation**: Light, fan control
- **Industrial control**: Motor, valve operation
- **Security systems**: Door locks, alarms

Mnemonic: "ULN Relay" - **U**LN2803 driver, **L**oad control, **N**on-contact switching

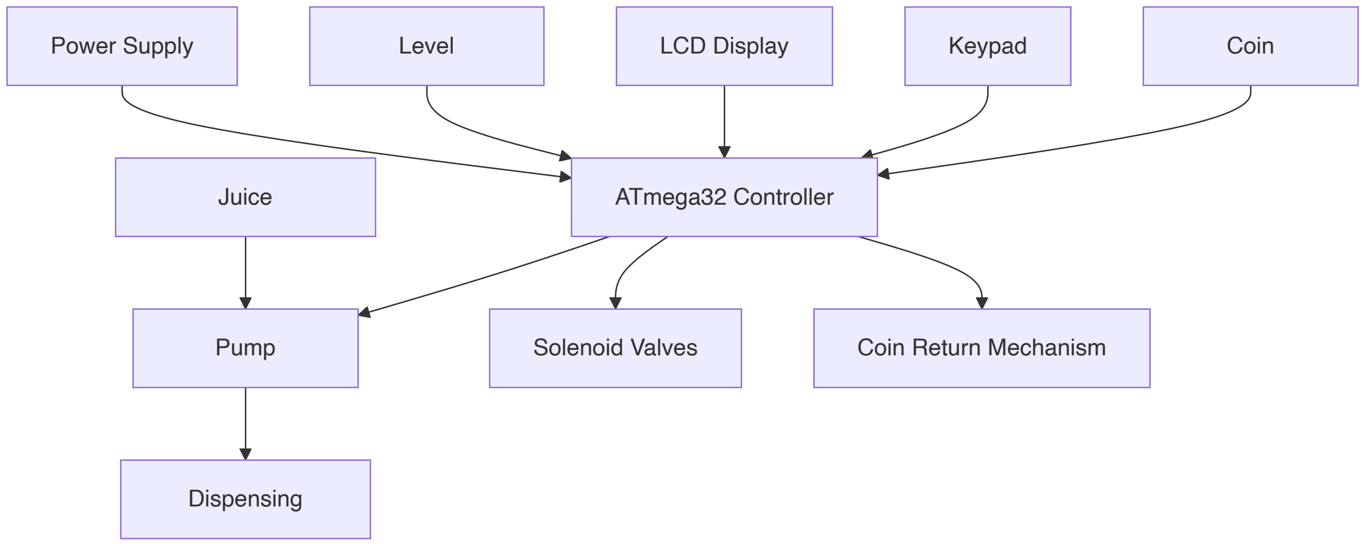
---

Question 5 OR(c) [7 marks]

Draw and Explain Automatic Juice vending machine

Answer:

Automatic Juice Vending Machine Block Diagram:



System Components:

Component	Function
Coin Sensor	Detects and validates inserted coins
Keypad	User selection interface (4x4 matrix)
LCD Display	Shows menu, price, status messages
Pump Motors	Dispense selected juice
Solenoid Valves	Control juice flow
Level Sensors	Monitor juice container levels
Coin Return	Returns excess money

System Operation:

1. **Initialization**: Display welcome message and juice menu
2. **Coin Input**: User inserts coins, system validates amount
3. **Selection**: User presses keypad to select juice type
4. **Validation**: Check if enough money and juice available
5. **Dispensing**: Activate pump and valve for selected juice
6. **Completion**: Return change if any, display thank you message

Control Logic:

```
// Pseudo code for vending machine operation
void vending_machine() {
    display_menu();

    while(1) {
        if(coin_inserted()) {
            total_amount += validate_coin();
            update_display();
        }
```

```
        if(selection_made()) {
            juice_type = get_selection();
            if(total_amount >= juice_price[juice_type]) {
                if(juice_available[juice_type]) {
                    dispense_juice(juice_type);
                    return_change();
                    reset_system();
                } else {
                    display_error("Out of Stock");
                }
            } else {
                display_error("Insufficient Amount");
            }
        }
    }
}
```

Key Features:

- **Multiple juice types**: 4-6 different flavors
- **Automatic dispensing**: Precise volume control
- **Change return**: Calculates and returns exact change
- **Inventory tracking**: Monitors juice levels
- **Error handling**: Handles various fault conditions

Safety Features:

- **Over-dispensing protection**: Timer-based pump control
- **Coin validation**: Prevents fake coin acceptance
- **Level monitoring**: Prevents dry running of pumps
- **Emergency stop**: Manual override capability

Mnemonic: "CLPDV Juice" **- C**oin sensor, **L**CD display, **P**ump motors, **D**ispensing unit, **V**alve control