

Open book/open notes, **90-minute** exam. **No electronic devices permitted.**

Point System: Page 1 => 4 points _____ Page 2 => 10 points _____
Page 3 => 6 points _____ Page 4 => 10 points _____
Page 5 => 15 points _____ Page 6 => 5 points _____
TOTAL => _____ (50 pt.)

Grade Review Information: (*NOTE: deadline of request for grade review is the day the exam is returned.*)

You are given a **1 KHz** clock for the following problem. Design a state machine that creates an output (**OUT.H**) based on three input variables: **A.L**, **B.L** and **C.L**. **Assume ONE and ONLY one of the three INPUT variables will be TRUE at any given time.**

If **A = T**, output a **500 Hz 50% Duty Cycle** square wave. Else If **B = T**, output a **333.3 Hz 33.3% Duty Cycle** square wave. Else if **C = T** output a **250 Hz 25% Duty Cycle** square wave. Recall: **Frequency = 1/Period** and **Duty Cycle = 100% * (Time High/Period)**. Best Design = Most pts.

1. Draw the **Flow Chart** below for the State Machine. Don't forget to **number your states!** (4 pt.).

2. Draw the **Functional Block Diagram** for the system assuming that **logic gates & D flip-flops** will be used in the implementation. **Label all signals.** (3 pt.)

3. Fill in the **Next State Table** below and use only the Present and Next States required in your design (7 pt.)
Note: You may assume that we have created a **reset circuit** to always **start** in the first state '**State 0**'.

A.L B.L C.L Q3.H Q2.H Q1.H Q0.H D4.H D3.H D2.H D1.H D0.H OUT.H

4. Create a **Logic Equation (SOP is OK!)** & **circuit** for **OUT.H** using inputs **A.L, B.L, C.L** and **Qx:Q0**. (3 pt.)

5. Suppose we desired **OUT.H** to run at twice it's current frequency, to do this we would need to create a clock that is twice the original 1KHz clock. Show how to **create a 2 KHz clock from the original 1 KHz clock**.
Hint: Use the asynchronous clear and/or set mechanism in a D flip-flop. (3 pt.)

5. A vector is stored in 4Kx8 RAM at address \$1000. It consists of 37_{10} signed numbers that are each two bytes in length. Write a GCPU program to count the number of positive numbers in the vector. Write your final sum to the address immediately after the vector stored in RAM. Use X as a pointer to the data and use address \$1FFF for your loop counter. (10 pt.)

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For the next set of questions, consult the G-CPU code in **Appendix A**.

6. What is the effective address for the LDY # $\$0$ instruction? _____ **Hex** (1 pt.)

7. What is the effective address for the STAA 0,X instruction the 1st time it is executed?
 _____ **Hex** (1 pt.)

8. How many RAM memory locations are modified by this program? _____ **Decimal** (2 pt.)

9. What are the values in RAM when the program has completed? (2 pt.)

$\$1000 =$ _____ Hex $\$1001 =$ _____ Hex

10. In Appendix A, we are now using a **SLOW ROM** to fetch code. This ROM takes **2 cycles per memory fetch**. i.e. **2 clock periods instead of 1 to fetch a byte out of memory**. Fill in the cycle table below for the **1st loop pass** for the lines of code shown below assuming that **2 cycles instead of one will be required to fetch a memory byte out of ROM**. RAM still has 1 cycle R/W to/from memory. Label simply **“NEW”** for new states in the controller ASM below. (9 pt.)

OR_BA ;From Appendix A, show execution of the 1st pass of this code
STAA 0,X

Cycle	Controller State	Addr Bus	Data Bus	IR	R/-W	A Reg	Address Mux Sel1:0	Dev Outputting To Data Bus
1		000F						
2								
3								
4								
5								
6								
7								
8								
9								

11. Using only decoders, flip-flops, muxes, full adders and other elementary digital components, ***show the new hardware and modifications to the controller*** required to create a JMP ADDR instruction where ADDR is a 16 bit operand that corresponds to the jump address. Use **BUS labeling** when possible. (5 pt.)

Appendix A. G-CPU Code for Problems 6 - 10:

Note1: **8K ROM starting address \$0** and **8K RAM starting at address \$1000**.

Note2: **ROM is a slow device** that requires **TWO cycles to read** in a value from it.

```

        ORG      $0
        LDAB    #$F3
        STAB    $2FFF
        LDY     #$0
        LDX     #$1000
T1:     LDAA    0,Y
        LDAB    #$88
        OR_BA
        STAA    0,X
        INX
        INY
        LDAA    $2FFF
        LDAB    #1
        SUM_BA
        STAA    #2FFF
        BNE    T1
END1    BEQ     END1
```

Note: Use the space below to hand assemble instructions as needed in 6 - 10: