

17431

21718

3 Hours / 100 Marks

Seat No.

--	--	--	--	--	--	--	--	--

- Instructions :**
- (1) All Questions are *compulsory*.
 - (2) Answer each next main Question on a new page.
 - (3) Illustrate your answers with neat sketches wherever necessary.
 - (4) Figures to the right indicate full marks.
 - (5) Assume suitable data, if necessary.
 - (6) Mobile Phone, Pager and any other Electronic Communication devices are not permissible in Examination Hall.

Marks

1. Attempt any FIVE of the following :

20

- (a) Draw the symbols used in a flowchart while developing ALP. Mention the use of each symbol. (any 4)
- (b) State the function of the following pin of 8085 microprocessor :
 - (i) ALE
 - (ii) INTR and $\overline{\text{INTA}}$
 - (iii) $I_0/\overline{\text{M}}$
 - (iv) $\overline{\text{Reset IN}}$
- (c) State the use of OF, TF, AF and PF flags in 8086.
- (d) List of salient features of Intel 8085 Microprocessor.
- (e) Write assembly language instruction of 8086 microprocessor to
 - (i) Add 100 H to the contents of AX register.
 - (ii) Rotate the contents of AX towards left by 2 bits.
- (f) State the function of STC and CMC instruction of 8086.
- (g) State the names of segment registers in 8086 microprocessor.

[1 of 4]

P.T.O.

2. Attempt any FOUR of the following :**16**

- (a) State all the control signals generated by S_0, S_1, S_2 with their functions.
- (b) Name the general purpose register of 8086, give brief description of each.
- (c) Compare 8085 microprocessor and 8086 microprocessor (with respect to)
 - (i) No. of data line
 - (ii) No. of address line
 - (iii) Frequency of operation.
 - (iv) Registers
- (d) State function of following assembly language programming tool.
 - (i) Assembler
 - (ii) Linker
- (e) Explain with suitable example the instruction given below :
 - (i) DAA
 - (ii) AAM
- (f) What do you mean by procedure ? Explain re-entrant and recursive procedure.

3. Attempt any FOUR of the following :**16**

- (a) Draw a neat labelled function block diagram of 8085. State the function of ALU.
- (b) Differentiate between following instructions :
 - (i) ROL RCL
 - (ii) ADD ADC
 - (iii) MOV LXI
 - (iv) JMP JNC

- (c) State the function of following pins of 8086 microprocessor.
- (i) DT/\overline{R}
 - (ii) NMI
 - (iii) \overline{RD}
 - (iv) \overline{DEN}
- (d) Write an ALP to add 16 bit BCD number.
- (e) Write an ALP to transfer a block of 10 data bytes using string instruction.
- (f) Define MACRO with example.

4. Attempt any FOUR of the following :

16

- (a) Identify the addressing modes for the following instruction :
- (i) MOV CL, 34 H
 - (ii) MOV BX, [4172 H]
 - (iii) MOV DS, AX
 - (iv) MOV AX, [SI + BX + 04]
- (b) List the steps in physical address generation in 8086 microprocessor. Calculate the physical address for the given CS = 3420H, IP = 689AH.
- (c) With suitable example, explain following instruction :
- (i) INC
 - (ii) XLAT
 - (iii) XCHG
 - (iv) AND
- (d) Write an ALP for BCD to hex conversion.
- (e) State the advantages of pipeline architecture.
- (f) Write assembly language program to divide two 16 bit unsigned numbers.

P.T.O.

5. Attempt any FOUR of the following :**16**

- (a) Explain CALL and RET instruction.
- (b) Write an assembly language program to multiply two 8 bit number.
- (c) Differentiate between minimum and maximum mode operation of 8086.
- (d) Write an assembly language program to add the series of 5 number.
- (e) Write a procedure to find factorial of a number.
- (f) Describe various string instructions in brief.

6. Attempt any FOUR of the following :**16**

- (a) Draw the timing diagram of minimum mode memory write cycle.
- (b) Write an ALP to count the number of '1' in a 16 bit number. Assume the number to be stored in BX register. Store the result in CX register.
- (c) Compare between JUMP and CALL instruction in 8086 microprocessor.
- (d) Describe following assemble directive :
 - (i) DB
 - (ii) ASSUMES
 - (iii) SEGMENT
 - (iv) EQU
- (e) How many times LOOP1 will be executed in following program ? What will be the contents of BL after the execution ?

```
MOV BL, 00H
MOV CL, 05H
LOOP1 : ADD BL, 02 H
        DEC CL
        JNZ LOOP1
```

- (f) Differentiate between NEAR and FAR CALLS.
-