

PSG COLLEGE OF ARTS & SCIENCE (AUTONOMOUS)

BSc DEGREE EXAMINATION DECEMBER 2025
(Sixth Semester)

Branch – PHYSICS

MICROPROCESSOR ARCHITECTURE & PROGRAMMING

Time: Three Hours

Maximum: 50 Marks

SECTION-A (5 Marks)

Answer ALL questions

ALL questions carry EQUAL marks

$$(5 \times 1 = 5)$$

SECTION - B (15 Marks)

SECTION — C

ALL Questions Carry EQUAL Marks

$$(5 \times 3 = 15)$$

- 6 a) Outline the architecture of 8085 microprocessor.
OR
b) Compare I/O-mapped I/O and Memory-mapped I/O in 8085 microprocessor.

7 a) Develop a program to multiply two 8-bit numbers in 8085 microprocessor.
OR
b) Prepare a program to subtract two 8-bit numbers with borrow.

8 a) Summarize the salient features of the 8086 microprocessor highlighting its difference with 8085.
OR
b) Explain the data addressing modes of 8086 with suitable examples.

9 a) Outline the various types of microcontrollers and the criteria used for their selection.
OR
b) Describe about the input and output ports in the 8051 microcontroller.

Cont...

- 10 a) Explain about the Boolean variable manipulation instruction in 8051.
OR
b) Analyze about interfacing a LCD display with the 8051 microcontroller.

SECTION -C (30 Marks)

Answer ALL questions

ALL questions carry EQUAL Marks (5 x 6 = 30)

- 11 a) Elucidate the addressing modes of 8085 microprocessor with examples.
OR
b) Summarize the various instruction classifications of 8085 microprocessor.
- 12 a) Explain the rotate and compare operations of 8085 microprocessor.
OR
b) Outline the pin configuration and working of 8155 multipurpose programmable device.
- 13 a) Sketch and explain the register organization of 8086 microprocessor.
OR
b) Outline the architecture of 8086 microprocessor with a neat diagram.
- 14 a) Explain the pin configuration of 8051 with suitable diagram.
OR
b) Examine the family architecture of 8051 microcontroller with a block diagram
- 15 a) Enumerate the various addressing modes of 8051 microcontroller.
OR
b) Explain the keyboard interfacing techniques used with the 8051 microcontroller.

Z-Z-Z END