

## JUNE 2011

## CS/IT 04 601—EMBEDDED SYSTEMS

Time: Three Hours

Maximum: 100 Marks

## Part A

- I. (a) When do we need an RTOS?
  - (b) What are the advantages offered by an FPGA for designing an embedded system?
  - (c) Differentiate EPROM and EEPROM.
  - (d) Compare the advantages and disadvantages of data transfers using serial and parallel ports/ devices.
  - (e) Why do you need a cross compiler?
  - (f) Explain about Interrupt Latency.
  - (g) State the need for an RTOS.
  - (h) What is meant by interrupt latency? Explain.

 $(8 \times 5 = 40 \text{ marks})$ 

## Part B

- II. (a) Explain in detail about the processors in the embedded system.
  - Explain any one real time application in detail which makes use of an embedded system.
- III. (a) With neat sketches, explain the I/O devices used in an embedded system.
  - (b) Write in detail about the DMA working principles.
- IV. (a) Explain in detail about the Inter-process communication in RTOS.
  - (b) Discuss about the driver for internal programmable timing devices.
- V. (a) Explain the RTOS structure, the context and its use and the schedule management for multiple tasks.
  - Write in detail about the RTOS task scheduling models.

 $(4 \times 15 = 60 \text{ marks})$