

- Three processes with process ID's P_1 , P_2 , P_3 with estimated completion time 6, 4, 2 milliseconds 5 a. respectively enters the ready queue together in the order P₁, P₂, P₃. Calculate the waiting time 10 and turnaround time for each process and the average waiting time and turnaround time (Assuming there is no I/O waiting for the processes) in RR algorithm with time slice.
 - b. Describe "Deadlock" situation and discuss condition favoring and different means of handling "Deadlock".

P18MECE12

- 6 a. Discuss the functional and non-functional requirements in choosing the RTO's.
 - b. Three processes with process ID's P₁, P₂, P₃ with estimated completion time 10, 5, 7 milliseconds respectively enters the ready queue together. A new process P₄ with estimated completion time 2 milliseconds enters the "Ready" queue after 2 milliseconds. Assume all the processes contain only CPU operation and no input/output operation are involved. Calculate the waiting time and turnaround time for each process and the average waiting time and turnaround time in preemptive short text job first algorithm.

UNIT - IV

- 7 a. Discuss the following data type used in embedded C:
 - i) Signed short intii) Unsigned chariii) Unsigned int10iv) Floatv) Long double

b. Write a small embedded C program to test the status of bit 5 of the status register and reset it.
If is 1, of a device, which is memory mapped to the CPU. The status register of the device is memory mapped at location 0×7000. The data bus of the controller and the status register of the device is 8 bit wide. The application should illustrate the usage of bit manipulation operations.

- 8 a. Discuss Recursion, Iteration and Reentrant functions and discuss their merits and demerits.
- b. Write a small embedded C program to complement bit 5 (assume bit numbering starts at 0) of the status register of a device which is memory mapped to the CPU. The status register of the device is memory mapped at location 0×3000. The data bus of the controller and the status register of the device is 8 bit wide.

UNIT - V

9 a.	Using Keil μ vision 3 IDE as illustrating tool explain:	
	i) Firmware debugging operations	10
	ii) Target flash memory programming configuration	
b.	Discuss about:	
	i) System on chip	10
	ii) Multi-core processors	10
	iii) Re-configurable processors	
10 a.	Discuss following target hardware debugging techniques:	
	i) Magnifying glass	
	ii) Digital CRO	10
	iii) Logic analyzer	
	iv) Boundary scan	
b.	List types of files generated on cross compilation and discuss any three of them.	10

10

10

10

10