

UNIT 4 8051 MICROCONTROLLER

1. What do you mean by micro in microcontroller?

- a) Distance between 2 IC's
- b) Distance between 2 transistors
- c) Size of a controller
- d) Distance between 2 pins

Answer: b

...

2. What is the bit size of the 8051 microcontroller?

- a) 8-bit
- b) 4-bit
- c) 16-bit
- d) 32-bit

Answer: a

3. Name the architecture and the instruction set for microcontroller?

- a) Van- Neumann Architecture with CISC Instruction Set
- b) Harvard Architecture with CISC Instruction Set
- c) Van- Neumann Architecture with RISC Instruction Set
- d) Harvard Architecture with RISC Instruction Set

Answer: b

4. Number of I/O ports in the 8051 microcontroller?

- a) 3 ports
- b) 4 ports
- c) 5 ports
- d) 4 ports with last port having 5 pins

Answer: b

5. Is ROM is used for storing data storage?

- a) True

b) False

Answer: b

6. SCON in serial port is used for which operation?

- a) Transferring data
- b) Receiving data
- c) Controlling
- d) Controlling and transferring

Answer: c

7. Program counter stores what?

- a) Address of before instruction
- b) Address of the next instruction
- c) Data of the before execution to be executed
- d) Data of the execution instruction

Answer: b

8. Auxiliary carry is set during which condition?

- a) When carry is generated from D3 to D4
- b) When carry is generated from D7
- c) When carry is generated from both D3 to D4 and D7
- d) When carry is generated at either D3 to D4 or D7

Answer: a

9. What is order of the assembly and running 8051 program?

- i) Myfile.asm
- ii) Myfile.lst
- iii) Myfile.obj
- iv) Myfile.hex
- a) i,ii,iii,iv
- b) ii,iii,i,iv
- c) iv,ii,i,iii
- d) iii,ii,i,iv

Answer: a.

10. The use of Address Latch Enable is to multiplex address and data memory.

- a) True
- b) False

Answer: a

11. Which pin provides a reset option in 8051?

- a) Pin 1
- b) Pin 8
- c) Pin 11
- d) Pin 9

Answer: d

12. External Access is used to permit _____

- a) Peripherals
- b) Power supply
- c) ALE
- d) Memory interfacing

Answer: d

13. What is the address range of SFRs?

- a) 80h to feh
- b) 00h to ffh
- c) 80h to ffh
- d) 70h to 80h

Answer: c

14. How many interrupts are there in micro controller?

- a) 3
- b) 6
- c) 4
- d) 5

Answer: d

15. Timer 0 is a _____ bit register.

- a) 32-bit
- b) 8-bit
- c) 16-bit
- d) 10-bit

Answer: c

16. Number of pins in 8051 microcontroller with _____ package.

- a) 40 pin with LLC
- b) 60 Pin with QFP
- c) 40 pin with DIP
- d) 60 pin with QFP

Answer: c

17. Does an 8051 microcontroller need external oscillator to run?

- a) True
- b) False

Answer: a

18. We use any other frequency source other than crystal oscillator.

- a) True
- b) False

Answer: a

19. Reset work is _____

- a) To make program counter zero but values in registers values are made as zero
- b) Program counter is not zero but values in registers values are made as Zero
- c) Program counter not zero but values in registers values remain same

d) To make program counter zero but values in registers values remain same

Answer: d

20. What is the minimum no of cycles required for reset operation?

- a) 3 cycle
- b) 2 cycles
- c) 1 cycles
- d) 4 cycles

Answer: c

21. PSEN stands for _____

- a) Program Select Enable
- b) Peripheral Store Enable
- c) Program Store Enable
- d) Peripheral Select Enable

Answer: c

22. Find the machine cycle for 8051 if XTAL = 11.0592MHz.

- a) 90.42us
- b) 361.68us
- c) 1.085us
- d) 150.145us

Answer: b

Explanation: Machine cycle = No.of cycles/frequency

Time = 1/frequency

Time(ns) = 1/11.0592MHz

= 90.42ns

Machine cycles = 12*90.42

= 1.085us.

23. What is the operation for mode 0?

- a) 13-bit timer mode, 8-bit timer/counter THx and TLx as 5-bit prescalar
- b) 16-bit timer mode, 16-bit timer/counter THx and TLx are cascaded, no prescalar
- c) 8-bit auto reload mode, 8-bit auto reload time/counter; THx holds a value

which is to be reloaded into TLx each time it overflows

d) Split timer mode

Answer: a

24. What is the operation for mode 1?

a) 13-bit timer mode, 8-bit timer/counter THx and TLx as 5-bit prescaler

b) 16-bit timer mode, 16-bit timer/counter THx and TLx are cascaded, no prescaler

c) 8-bit auto reload mode, 8-bit auto reload time/counter; THx holds a value which is to be reloaded into TLx each time it overflows

d) Split timer mode

Answer: b

25. Which is the operation for mode 2?

a) 13-bit timer mode, 8-bit timer/counter THx and TLx as 5-bit prescaler

b) 16-bit timer mode, 16-bit timer/counter THx and TLx are cascaded, no prescaler

c) 8-bit auto reload mode, 8-bit auto reload time/counter; THx holds a value which is to be reloaded into TLx each time it overflows

d) Split timer mode

Answer: c

26. Which is the operation for mode 3?

a) 13-bit timer mode, 8-bit timer/counter THx and TLx as 5-bit prescaler

b) 16-bit timer mode, 16-bit timer/counter THx and TLx are cascaded, no prescaler

c) 8-bit auto reload mode, 8-bit auto reload time/counter; THx holds a value which is to be reloaded into TLx each time it overflows

d) Split timer mode

Answer: d

27. Function of IE1 in TCON register?

a) External interrupt 1 Edge flag. Not related to timer operations

b) External interrupt 1 Edge flag. Not related to timer operations

- c) External interrupt 0 single type control bit
- d) External interrupt 1 to be triggered by a falling edge signal

Answer: a

28. 8051 controller contains how many registers?

- a) 5
- b) 3
- c) 1
- d) 2

Answer: d

29. General purpose memory is called as _____

- a) ROM memory
- b) RAM memory
- c) SRAM memory
- d) EPROM memory

Answer: b

30. Which timer register has both timers in it?

- a) TMOD
- b) TCON
- c) Both TMOD and TCON
- d) Neither TMOD nor TCON

Answer: a

31. How many registers can be utilized to write the programs by an effective selection of register bank in program status word (PSW)?

- a. 8
- b. 16
- c. 32
- d. 64

ANSWER: (c) 32

32. Which operations are performed by stack pointer during its incremental phase?

- a. Push
- b. Pop

- c. Return
- d. All of the above

ANSWER: (a) Push

33) Which is the only register without internal on-chip RAM address in MCS-51?

- a. Stack Pointer
- b. Program Counter
- c. Data Pointer
- d. Timer Register

ANSWER: (b) Program Counter

34) What kind of instructions usually affect the program counter?

- a. Call & Jump
- b. Call & Return
- c. Push & Pop
- d. Return & Jump

ANSWER: (a) Call & Jump

35) What is the default value of stack once after the system undergoes the reset condition?

- a. 07H
- b. 08H
- c. 09H
- d. 00H

ANSWER:(a) 07H

36) Which bit/s play/s a significant role in the selection of a bank register of Program Status Word (PSW)?

- a. RS1
- b. RS0
- c. Both a & b
- d. None of the above

ANSWER: (c) Both a & b

37) Which flags represent the least significant bit (LSB) and most significant bit (MSB) of Program Status Word (PSW) respectively?

- a. Parity Flag & Carry Flag
- b. Parity Flag & Auxiliary Carry Flag
- c. Carry Flag & Overflow Flag
- d. Carry Flag & Auxiliary Carry Flag

ANSWER: (a) Parity Flag & Carry Flag

38) Which register bank is supposed to get selected if the values of register bank select bits RS1 & Rs0 are detected to be '1' & '0' respectively?

- a. Bank 0
- b. Bank 1
- c. Bank 2
- d. Bank 3

ANSWER: (c) Bank 2

39) It is possible to set the auxiliary carry flag while performing addition or subtraction operations only when the carry exceeds _____

- a. 1st bit
- b. 2nd bit
- c. 3rd bit
- d. 4th bit

ANSWER: (c) 3rd bit

40) Which locations of 128 bytes on-chip additional RAM are generally reserved for special functions?

- a. 80H to 0FFH
- b. 70H to 0FFH
- c. 90H to 0FFH
- d. 60H to 0FFH

ANSWER: (a) 80H to 0FFH

41) Which commands are used for addressing the off-chip data and associated codes respectively by data pointer?

- a. MOVX & MOVC

- b. MOVY & MOVB
- c. MOVZ & MOVA
- d. MOVC & MOVY

ANSWER: (a) MOVX & MOVC

42) Which instruction find its utility in loading the data pointer with 16 bits immediate data?

- a. MOV
- b. INC
- c. DEC
- d. ADDC

ANSWER: (a) MOV

43) What is the maximum capability of addressing the off-chip data memory & off-chip program memory in a data pointer?

- a. 8K
- b. 16K
- c. 32K
- d. 64K

ANSWER: (d) 64K

44) Which among the below stated registers does not belong to the category of special function registers?

- a. TCON & TMOD
- b. TH0 & TL0
- c. P0 & P1
- d. SP & PC

ANSWER: (d) SP & PC

45) What is the required baud rate for an efficient operation of serial port devices in 8051 microcontroller?

- a. 1200
- b. 2400
- c. 4800
- d. 9600

ANSWER: (d) 9600

46) Which among the below mentioned functions does not belong to the category of alternate functions usually performed by Port 3 (Pins 10-17)?

- a. External Interrupts
- b. Internal Interrupts
- c. Serial Ports
- d. Read / Write Control signals

ANSWER: (b) Internal Interrupts

47) Which output control signal is activated after every six oscillator periods while fetching the external program memory and almost remains high during internal program execution?

- a. ALE
- b. PSEN
- c. EA
- d. All of the above

ANSWER: (b) PSEN

48) Which memory allow the execution of instructions till the address limit of 0FFFH especially when the External Access (EA) pin is held high?

- a. Internal Program Memory
- b. External Program Memory
- c. Both a & b
- d. None of the above

ANSWER: (a) Internal Program Memory

49) Which signal from CPU has an ability to respond the clocking value of D-flipflop (bit latch) from the internal bus?

- a. Write-to-Read Signal
- b. Write-to-Latch Signal
- c. Read-to-Write Signal
- d. Read-to-Latch Signal

ANSWER: (b) Write-to-Latch Signal

50) The upper 128 bytes of an internal data memory from 80H through FFH usually represent _____.

- a. general-purpose registers
- b. special function registers
- c. stack pointers
- d. program counters

ANSWER: (b) special function registers

51) What is the bit addressing range of addressable individual bits over the on-chip RAM?

- a. 00H to FFH
- b. 01H to 7FH
- c. 00H to 7FH
- d. 80H to FFH

ANSWER: (c) 00H to 7FH

52) What is the divisional range of program memory for internal and external memory portions respectively when enable access pin is held high (unity)?

- a. 0000H – 0FFFH & 1000H – FFFFH
- b. 0000H – 1000H & 0FFFH – FFFFH
- c. 0001H – 0FFFH & 01FFH – FFFFH
- d. None of the above

ANSWER: (a) 0000H – 0FFFH & 1000H – FFFFH

53) Consider the following statements. Which of them is/are correct in case of program execution related to program memory?

- a. External Program memory execution takes place from 1000H through 0FFFFH only when the status of EA pin is high (1)
- b. External Program memory execution takes place from 0000H through 0FFFH only when the status of EA pin is low (0)
- c. Internal Program execution occurs from 0000H through 0FFFH only when the status of EA pin is held low (0)
- d. Internal program memory execution occurs from 0000H through 0FFFH only when EA pin is held high (1)

A & C

- b. B & D
- c. A & B
- d. Only A

ANSWER: (b) B & D

54) How does the processor respond to an occurrence of the interrupt?

- a. By Interrupt Service Subroutine
- b. By Interrupt Status Subroutine
- c. By Interrupt Structure Subroutine
- d. By Interrupt System Subroutine

ANSWER: (a) By Interrupt Service Subroutine

55) Which location specify the storage/loading of vector address during the interrupt generation?

- a. Stack Pointer
- b. Program Counter
- c. Data Pointer
- d. All of the above

ANSWER: (b) Program Counter

56) Match the following :

- a. ISS ————— 1. Monitors the status of interrupt pin
- b. IER ————— 2. Allows the termination of ISS
- c. RETI ————— 3. MCS-51 Interrupts Initialization
- d. INTO ————— 4. Occurrence of high to low transition level

A-1, B-2, C-3, D-4

b. A-3, B-2, C-4, D-1

c. A-1, B-3, C-2, D-4

d. A-4, B-3, C-2, D-1

ANSWER:(c) A-1, B-3, C-2, D-4

57) Which among the below mentioned reasons is/are responsible for the generation of Serial Port Interrupt?

- a. Overflow of timer/counter 1
- b. High to low transition on pin INT1

- c. High to low transition on pin INTO
- d. Setting of either TI or RI flag
- a. A & B
- b. Only B
- c. C & D
- d. Only D

ANSWER: (d) Only D

58) What is the counting rate of a machine cycle in correlation to the oscillator frequency for timers?

- 1 / 10
- b. 1 / 12
- c. 1 / 15
- d. 1 / 20

ANSWER: (b) 1 / 12

59) Which special function register play a vital role in the timer/counter mode selection process by allocating the bits in it?

- a. TMOD
- b. TCON
- c. SCON
- d. PCON

ANSWER:(a) TMOD

60) How many machine cycle/s is/are executed by the counters in 8051 in order to detect '1' to '0' transition at the external pin?

- a. One
- b. Two
- c. Four
- d. Eight

ANSWER: (b) Two

61) Which bit must be set in TCON register in order to start the 'Timer 0' while operating in 'Mode 0'?

- a. TR0

b. TFO

c. ITO

d. IEO

ANSWER: (a) TRO

62)

62) Consider the below generated program segment for initializing Timer 1 in Mode 1 operation :

```
MOV SP, # 54 H
```

```
MOV TMOD ,# 0010 0000 C
```

```
SET C ET1
```

```
SETC TRO
```

```
SJMP $
```

a. Which among the below mentioned program segments represent the correct code?

```
MOV SP, # 54 H
```

```
MOV TCON ,# 0010 0000 C
```

```
SETC ET1
```

```
SETC TRO
```

```
SJMP $
```

b. MOV SP, # 54H

```
MOV TMOD ,# 0010 0000 C
```

```
SETC ETO
```

```
SETC TRO
```

```
SJMP $
```

c. MOV SP, # 54 H

```
MOV TMOD ,# 0010 0000 C
```

```
SETC ET1
```

```
SETC TR1
```

```
SETC EA
```

```
SJMP $
```

d. MOV SP, # 54 H

```
MOV TMOD ,# 0010 0000 C
```

```
SETC ETO
```

```
SETC TR1
```

SETC EA
SJMP \$

ANSWER: (c)
MOV SP, # 54 H
MOV TMOD, # 0010 0000 C
SETC ET1
SETC TR1
SETC EA
SJMP \$

63) What is the maximum delay generated by the 12 MHz clock frequency in accordance to an auto-reload mode (Mode 2) operation of the timer?

- a. 125 μ s
- b. 250 μ s
- c. 256 μ s
- d. 1200 μ s

ANSWER: (c) 256 μ s

64) Which among the below mentioned sequence of program instructions represent the correct chronological order for the generation of 2kHz square wave frequency?

MOV TMOD, 0000 0010 B
MOV TLO, # 06H
MOV TH0, # 06H
SETB TR0
CPL p1.0
ORG 0000H
6, 5, 2, 4, 1, 3
b. 6, 1, 3, 2, 4, 5
c. 6, 5, 4, 3, 2, 1
d. 6, 2, 4, 5, 1, 3
ANSWER: (b) 6, 1, 3, 2, 4, 5

65) Why is it not necessary to specify the baud rate to be equal to the number of bits per second?

Because each bit is preceded by a start bit & followed by one stop bit

b. Because each byte is preceded by a start byte & followed by one stop byte

c. Because each byte is preceded by a start bit & followed by one stop bit

d. Because each bit is preceded by a start byte & followed by one stop byte

ANSWER: (c) Because each byte is preceded by a start bit & followed by one stop bit