IV Semester

MICROCONTROLLER AND EMBEDDED SYSTEMS			
Course Code	21CS43	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:2:0	SEE Marks	50
Total Hours of Pedagogy	40 T + 20 P	Total Marks	100
Credits	04	Exam Hours	03

CLO 1: Understand the fundamentals of ARM-based systems, including programming modules with registers and the CPSR.

CLO 2: Use the various instructions to program the ARM controller.

CLO 3: Program various embedded components using the embedded C program.

CLO 4: Identify various components, their purpose, and their application to the embedded system's applicability.

CLO 5: Understand the embedded system's real-time operating system and its application in IoT

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

1. The lecturer method (L) does not mean only the traditional lecture method, but different types of teaching methods may be adopted to develop the outcomes.
2. Show video/animation films to explain the functioning of various concepts.
3. Encourage collaborative (group learning) learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop thinking skills such as the ability to evaluate, generalize, and analyze information rather than simply recall it.
6. Topics will be introduced in multiple representations.
7. Show the different ways to solve the same problem and encourage the students to come up with their own creative ways to solve them.
8. Discuss how every concept can be applied to the real world, and when that's possible, it helps improve the students' understanding.

Module-1

Microprocessors versus Microcontrollers, ARM Embedded Systems: The RISC design philosophy, The ARM Design Philosophy, Embedded System Hardware, Embedded System Software.

ARM Processor Fundamentals: Registers, Current Program Status Register, Pipeline, Exceptions, Interrupts, and the Vector Table, Core Extensions

Textbook 1: Chapter 1 - 1.1 to 1.4, Chapter 2 - 2.1 to 2.5

Laboratory Component:

1. Using Keil software, observe the various registers, dump, CPSR, with a simple ALP programme.

Teaching-Learning Process	1. Demonstration of registers, memory access, and CPSR in a programme module.
	2. For concepts, numerical, and discussion, use chalk and a whiteboard, as well as a PowerPoint presentation.

Module-2

Introduction to the ARM Instruction Set: Data Processing Instructions , Branch Instructions, Software Interrupt Instructions, Program Status Register Instructions, Coprocessor Instructions, Loading Constants

C Compilers and Optimization :Basic C Data Types, C Looping Structures, Register Allocation, Function

as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (duration 03 hours)

1. The question paper will have ten questions. Each question is set for 20 marks.
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.
3. The students have to answer 5 full questions, selecting one full question from each module Marks scored shall be proportionally reduced to 50 marks

Suggested Learning Resources:

Textbooks

1. Introduction to the Design and Analysis of Algorithms, Anany Levitin: 2nd Edition, 2009. Pearson.
2. Computer Algorithms/C++, Ellis Horowitz, SatrajSahni and Rajasekaran, 2nd Edition, 2014, Universities Press.
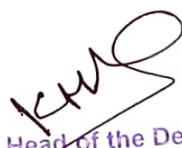
Reference Books

1. Introduction to Algorithms, Thomas H. Cormen, Charles E. Leiserson, Ronal L. Rivest, Clifford Stein, 3rd Edition, PHI.
2. Design and Analysis of Algorithms, S. Sridhar, Oxford (Higher Education)

Weblinks and Video Lectures (e-Resources):

1. http://elearning.vtu.ac.in/econtent/courses/video/CSE/06CS43.html
2. https://nptel.ac.in/courses/106/101/106101060/
3. http://elearning.vtu.ac.in/econtent/courses/video/FEP/ADA.html
4. http://cse01-iiith.vlabs.ac.in/
5. http://openclassroom.stanford.edu/MainFolder/CoursePage.php?course=IntroToAlgorithms

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

1. Real world problem solving and puzzles using group discussion. E.g., Fake coin identification, Peasant wolf goat cabbage puzzle, Konigsberg bridge puzzle etc.
2. Demonstration of solution to a problem through programming.

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