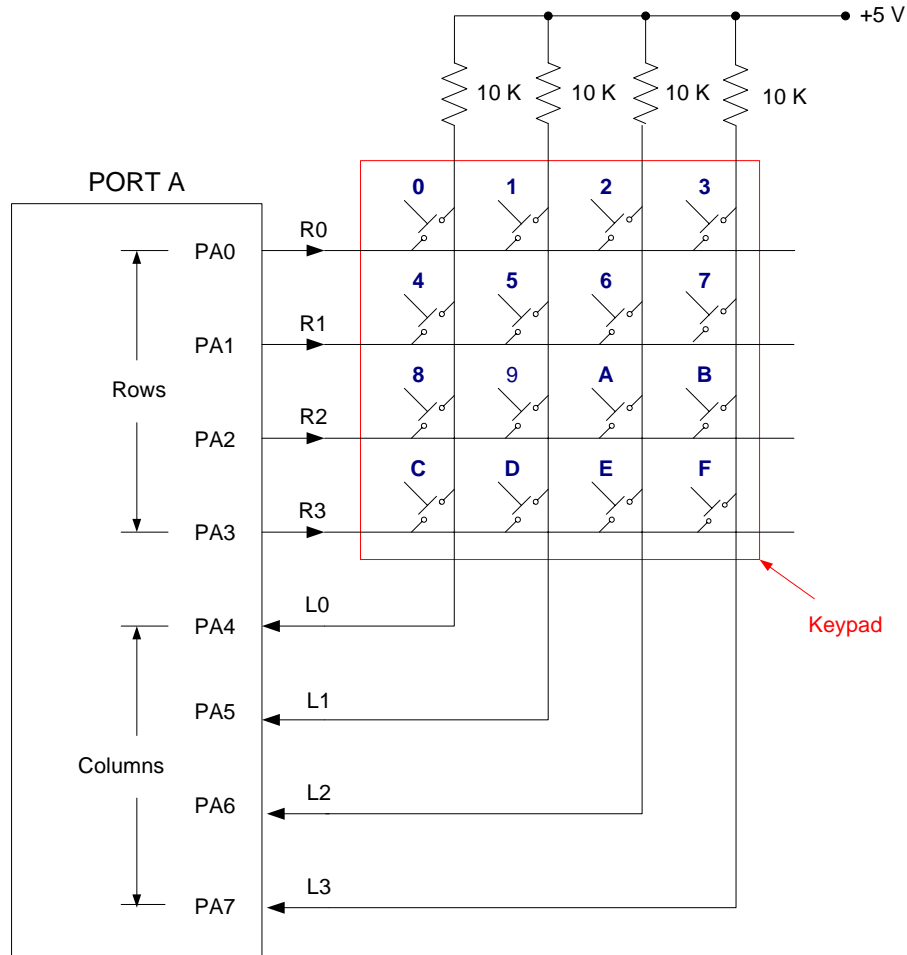


1. Determine the unknowns in the following assembly program for the 4 by 4 keypad connected as shown below. Assume the master clock is at 24MHz. (100 pts)
 Fill in the blanks for the de-bounced key (db_key□) in the same order as it is scanned.



7	6	5	4	3	2	1	0	HEX	Description
0	0	0	0	1	1	1	1	\$0F	DDRA
1	1	1	1	0	1	1	1	\$F7	R3
1	1	1	1	1	0	1	1	\$FB	R2
1	1	1	1	1	1	0	1	\$FD	R1
1	1	1	1	1	1	1	0	\$FE	R0

Note: Pay attention how the program scans the keys. Please print your answer in the blank.
 It will be your loss if I can read your handwriting.

```
#include "d:\MiniDragon\examples\reg9s12.h"
```

```
keyboard equ PTA
get_char movb 0000, DDRA Ans: #$0F (5 pts)
;scanning row 0
scan_r0 movb 0000, keyboard Ans: #$FE (5 pts)
scan_k0 brclr keyboard, 000, key0 Ans: $10 (1 pt)
scan_k1 brclr keyboard, 000, key1 Ans: $20 (1 pt)
scan_k2 brclr keyboard, 000, key2 Ans: $40 (1 pt)
scan_k3 brclr keyboard, 000, key3 Ans: $80 (1 pt)
bra scan_R1 ;scanning row 1
```

```
key0 jmp db_key0
key1 jmp db_key1
key2 jmp db_key2
key3 jmp db_key3
```

```
scan_R1 movb 0000, keyboard Ans: #$FD (5 pts)
scan_k4 brclr keyboard, 000, key4 Ans: $10 (1 pt)
scan_k5 brclr keyboard, 000, key5 Ans: $20 (1 pt)
scan_k6 brclr keyboard, 000, key6 Ans: $40 (1 pt)
scan_k7 brclr keyboard, 000, key7 Ans: $80 (1 pt)
bra scan_R2 ;scanning row 2
```

```
key4 jmp db_key4
key5 jmp db_key5
key6 jmp db_key6
key7 jmp db_key7
```

```
scan_R2 movb 0000, keyboard Ans: #$FB (5 pts)
scan_k8 brclr keyboard, 000, key8 Ans: $10 (1 pt)
scan_k9 brclr keyboard, 000, key9 Ans: $20 (1 pt)
scan_kA brclr keyboard, 000, keyA Ans: $40 (1 pt)
scan_kB brclr keyboard, 000, keyB Ans: $80 (1 pt)
bra scan_R3 ;scanning row 3
```

```
key8 jmp db_key8
key9 jmp db_key9
keyA jmp db_keyA
keyB jmp db_keyB
```

```
scan_R3 movb 0000, keyboard Ans: #$F7 (5 pts)
scan_kC brclr keyboard, 000, keyC Ans: $10 (1 pt)
scan_kD brclr keyboard, 000, keyD Ans: $20 (1 pt)
scan_kE brclr keyboard, 000, keyE Ans: $40 (1 pt)
scan_kF brclr keyboard, 000, keyF Ans: $80 (1 pt)
jmp scan_R0 ;scanning row 0
```

keyC	jmp	db_keyC		
keyD	jmp	db_keyD		
keyE	jmp	db_keyE		
keyF	jmp	db_keyF		
db_key□	jsr	delay10ms	Ans: <u>0</u>	(½ pt)
	brclr	keyboard,□□□,getc□	Ans: <u>\$10</u>	<u>0</u> (1 pt)
	jmp	scan_k□	Ans: <u>1</u>	(½ pt)
getc□	ldaa	□□□□	Ans: <u>0</u>	<u>#\$30</u> (1 pt)
	rts			
db_key□	jsr	delay10ms	Ans: <u>1</u>	(½ pt)
	brclr	keyboard,□□□,getc□	Ans: <u>\$20</u>	<u>1</u> (1 pt)
	jmp	scan_k□	Ans: <u>2</u>	(½ pt)
getc□	ldaa	□□□□	Ans: <u>1</u>	<u>#\$31</u> (1 pt)
	rts			
db_key□	jsr	delay10ms	Ans: <u>2</u>	(½ pt)
	brclr	keyboard,□□□,getc□	Ans: <u>\$40</u>	<u>2</u> (1 pt)
	jmp	scan_k□	Ans: <u>3</u>	(½ pt)
getc□	ldaa	□□□□	Ans: <u>2</u>	<u>#\$32</u> (1 pt)
	rts			
db_key□	jsr	delay10ms	Ans: <u>3</u>	(½ pt)
	brclr	keyboard,□□□,getc□	Ans: <u>\$80</u>	<u>3</u> (1 pt)
	jmp	scan_R2	;scan column 2	
getc□	ldaa	□□□□	Ans: <u>3</u>	<u>#\$33</u> (1 pt)
	rts			
db_key□	jsr	delay10ms	Ans: <u>4</u>	(½ pt)
	brclr	keyboard,□□□,getc□	Ans: <u>\$10</u>	<u>4</u> (1 pt)
	jmp	scan_k□	Ans: <u>5</u>	(½ pt)
getc□	ldaa	□□□□	Ans: <u>4</u>	<u>#\$34</u> (1 pt)
	rts			
db_key□	jsr	delay10ms	Ans: <u>5</u>	(½ pt)
	brclr	keyboard,□□□,getc□	Ans: <u>\$20</u>	<u>5</u> (1 pt)
	jmp	scan_k□	Ans: <u>6</u>	(½ pt)
getc□	ldaa	□□□□	Ans: <u>5</u>	<u>#\$35</u> (1 pt)
	rts			
db_key□	jsr	delay10ms	Ans: <u>6</u>	(½ pt)
	brclr	keyboard,□□□,getc□	Ans: <u>\$40</u>	<u>6</u> (1 pt)
	jmp	scan_k□	Ans: <u>7</u>	(½ pt)
getc□	ldaa	□□□□	Ans: <u>6</u>	<u>#\$36</u> (1 pt)
	rts			
db_key□	jsr	delay10ms	Ans: <u>7</u>	(½ pt)
	brclr	keyboard,□□□,getc□	Ans: <u>\$80</u>	<u>7</u> (1 pt)
	jmp	scan_R1	;scan column 1	
getc□	ldaa	□□□□	Ans: <u>7</u>	<u>#\$37</u> (1 pt)
	rts			

db_key	jsr	delay10ms	Ans: <u>8</u>	(½ pt)
	brclr	keyboard,□□□,getc	Ans: <u>\$10</u>	<u>8</u> (1 pt)
	jmp	scan_k	Ans: <u>9</u>	(½ pt)
getc	ldaa	□□□□	Ans: <u>8</u>	<u>#\$38</u> (1 pt)
	rts			
db_key	jsr	delay10ms	Ans: <u>9</u>	(½ pt)
	brclr	keyboard,□□□,getc	Ans: <u>\$20</u>	<u>9</u> (1 pt)
	jmp	scan_k	Ans: <u>A</u>	(½ pt)
getc	ldaa	□□□□	Ans: <u>9</u>	<u>#\$39</u> (1 pt)
	rts			
db_key	jsr	delay10ms	Ans: <u>A</u>	(½ pt)
	brclr	keyboard,□□□,getc	Ans: <u>\$40</u>	<u>A</u> (1 pt)
	jmp	scan_k	Ans: <u>B</u>	(½ pt)
getc	ldaa	□□□□	Ans: <u>A</u>	<u>#\$41</u> (1 pt)
	rts			
db_key	jsr	delay10ms	Ans: <u>B</u>	(½ pt)
	brclr	keyboard,□□□,getc	Ans: <u>\$80</u>	<u>B</u> (1 pt)
	jmp	scan_R0	;scan column 0	
getc	ldaa	□□□□	Ans: <u>B</u>	<u>#\$42</u> (1 pt)
	rts			
db_key	jsr	delay10ms	Ans: <u>C</u>	(½ pt)
	brclr	keyboard,□□□,getc	Ans: <u>\$10</u>	<u>C</u> (1 pt)
	jmp	scan_k	Ans: <u>D</u>	(½ pt)
getc	ldaa	□□□□	Ans: <u>C</u>	<u>#\$43</u> (1 pt)
	rts			
db_key	jsr	delay10ms	Ans: <u>D</u>	(½ pt)
	brclr	keyboard,□□□,getc	Ans: <u>\$20</u>	<u>D</u> (1 pt)
	jmp	scan_k	Ans: <u>E</u>	(½ pt)
getc	ldaa	□□□□	Ans: <u>D</u>	<u>#\$44</u> (1 pt)
	rts			
db_key	jsr	delay10ms	Ans: <u>E</u>	(½ pt)
	brclr	keyboard,□□□,getc	Ans: <u>\$40</u>	<u>D</u> (1 pt)
	jmp	scan_k	Ans: <u>F</u>	(½ pt)
getc	ldaa	□□□□	Ans: <u>E</u>	<u>\$45</u> (1 pt)
	rts			
db_key	jsr	delay10ms	Ans: <u>F</u>	(½ pt)
	brclr	keyboard,□□□,getc	Ans: <u>\$80</u>	<u>F</u> (1 pt)
	jmp	scan_R3	;scan column 3	
getc	ldaa	□□□□	Ans: <u>F</u>	<u>\$46</u> (1
pt)				
	rts			

;the following subroutine creates a delay of 10 ms

```

delay10ms movb  #$90,TSCR1
           movb  #$03,TSCR2           ; Prescale factor = 8 (5 pts)
           movb  #$01,TIOS
           ldd   TCNT
           add   #□□□□□           ; Ans: 30,000 (5 pts)
           std   TC0
wait_lp2  brclr TFLG1,$01,wait_lp2
           rts

```

Show your calculation for the # of counts: (3 pts)

$$\frac{24,000,000}{8} \times 10 \times 10^{-3} = 30,000$$

Registers related to the Output-compare Function

	7	6	5	4	3	2	1	0	
\$0040	IOS7	IOS6	IOS5	IOS4	IOS3	IOS2	IOS1	IOS0	TIOS
\$004D	TOI	0	0	0	TCRE	PR2	PR1	PR0	TSCR2
\$0044	Bit 15	14	13	12	11	10	9	Bit 8	TCNT(H)
\$0043	Bit 7	6	5	4	3	2	1	Bit 0	TCNT(L)
\$0046	TEN	TSWAI	TSFRZ	TFFCA	0	0	0	0	TSCR1
\$004E	C7F	C6F	C5F	C4F	C3F	C2F	C1F	C0F	TFLG1
\$0052	Bit 15	14	13	12	11	10	9	Bit 8	TC0(H)
\$0051	Bit 7	6	5	4	3	2	1	Bit 0	TC0(L)

- TIOS: Timer Input-capture/Output-Compare Select Register
- TSCR1: Timer System Control Register 1
- TSCR2: Timer System Control Register 2
- TFLG1: Timer Interrupt Flag 1 Register
- TCNT: Timer Counter Register
- TC0: TC register for Channel 0

ASCII Character Set (7-Bit Code)

MS Dig. LS Dig.	0	1	2	3	4	5	6	7
0	NUL	DLE	SP	0	@	P	`	p
1	SOH	DC1	!	1	A	Q	a	q
2	STX	DC2	”	2	B	R	b	r
3	ETX	DC3	#	3	C	S	c	s
4	EOT	DC4	\$	4	D	T	d	t
5	ENQ	NAK	%	5	E	U	e	u
6	ACK	SYN	&	6	F	V	f	v
7	BEL	ETB	‘	7	G	W	g	w
8	BS	CAN	(8	H	X	h	x
9	HT	EM)	9	I	Y	i	y
A	LF	SUB	*	:	J	Z	j	z
B	VT	ESC	+	;	K	[k	{
C	FF	FS	,	<	L	\	l	
D	CR	GS	-	=	M]	m	}
E	SO	RS	.	>	N	^	n	~
F	SI	US	/	?	O	_	o	DEL

Timer Counter Prescale Factor

PR[2:1:0]	Prescale Factor	PR[2:1:0]	Prescale Factor
000	1	100	16
001	2	101	32
010	4	110	64
011	8	111	128