EE346A Quiz #2	Name
Key	
Frequency Hz	
Clock Frequency: 8MHz, 10MHz, 16MHz, 20MHz	
Timer: T0, T1, T2, Custom (default 12 bits)	

IMPOTANT: Please read before you begin:

- 1. Unless otherwise directed (see question 8), please provide base 10 answers using decimal notation (no powers of 2 or fractions 1/3). If not a whole number, you can limit written answers to **three places past the decimal point**. Please round up or down as needed (**round 5 down**). For example 62.4875 would be written as 62.487.
- 2. Prefix hexadecimal digits using 0x notation.
- 3. To avoid round-off errors later in the quiz, use the memory function on your calculator to save the answer to earlier (dependent) question.
- 4. Always check your answers. When possible turn your answer into a question. For example, take your answer to question 9 and convert to a decimal number, the answer to question 8, to verify that conversion is correct. Using this approach you can also verify your answers to questions 6, 4, and 7.

	Question	Answer	Units
1	How many bits is the Timer/Counter		bits
2	Assuming the counter is cleared (equal to 0), How many tics of		tics
	the clock have occurred at the moment the overflow bit is set		
	(for example for Timer 1 overflow bit is TOV1)?		
3	What is the period of the waveform?		msec
4	Assuming a 50% duty cycle, what delay should be programmed		msec
	into the Timer/Counter?		
5	What clock prescalar should be selected (1, 8, 64, 256, and		
	1024)?		
6	Assuming this prescalar value, how many microseconds does it		μsec
	take for 1 tic of the clock?		
7	What is the maximum delay that can be generated by this delay?		msec
8	What whole number (positive interger) should be preloaded		Base
	into the Timer/Counter register(s) to generate the desired delay		10
	in decimal?		
9	What value should be preloaded into the Timer/Counter		Base
	register(s) to generate the desired delay in hexadecimal?		16
10	What assemble instruction opcode mnemonic (do not include		
	operands) would you use to load this constant into register r16?		

Show all your work here and on the back of this page.