

PART B (10 x 2 = 20 Marks)

11. Mention the types of processor modes present in ARM. [K₁]
12. What is a coprocessor? [K₂]
13. Write an example for Thumb SWI instruction. [K₁]
14. List out the exception priority levels. [K₁]
15. List the two things to be considered while representing an analog signal. [K₁]
16. What is the advantage of FFT? [K₁]
17. List out the software tools for black fin processor. [K₁]
18. What is the scratch pad memory? [K₂]
19. Compare the real time and off line processing. [K₁]
20. How to generate reverberation effects? [K₂]

PART C (6 x 5 = 30 Marks)

21. Compare the ARM processor families with pipeline stages and their performance. [K₄]
22. Explain about load store instruction in ARM instruction set with example. [K₂]
23. Write a DSP code for the ARM7TDMI. [K₂]
24. Explain about the fixed point and fixed point extended format. [K₂]
25. Explain about power management in black fin processor. [K₂]
26. Design a 2D filter. [K₃]

PART D (4 x 10 = 40 Marks)

27. Explain the embedded system hardware with an example. [K₂]
28. Explain about ARM firmware with an example. [K₂]
29. Explain about the software configuration and control components in the ARM MMU. [K₂]
30. Design a IIR filter based graphic equalizer using black fin. [K₃]
