

23. Explain the software interrupt instruction with an example [K₂]
24. Describe the software components and control components in MMU. [K₂]
25. Illustrate the representation of 128 bit multiplication in ARM. [K₃]
26. Explain the concept of Scheduling. [K₂]

PART D (4 x 10 = 40 Marks)

27. Describe the architecture of CAN protocols with an example. [K₂]
28. Draw and explain the ARM core data flow model. [K₂]
29. Illustrate the cache and non-cache system in processor core. [K₃]
30. Describe the constructions of different loops in instruction set. [K₂]
