

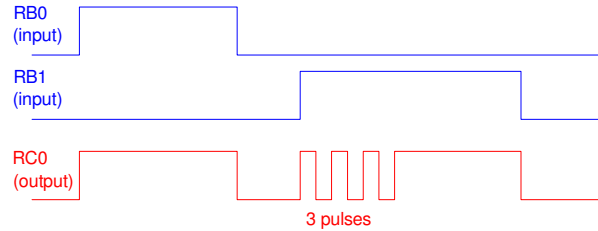
# ECE 376 - Test #2: Name \_\_\_\_\_

## C-Programming on a PIC Processor

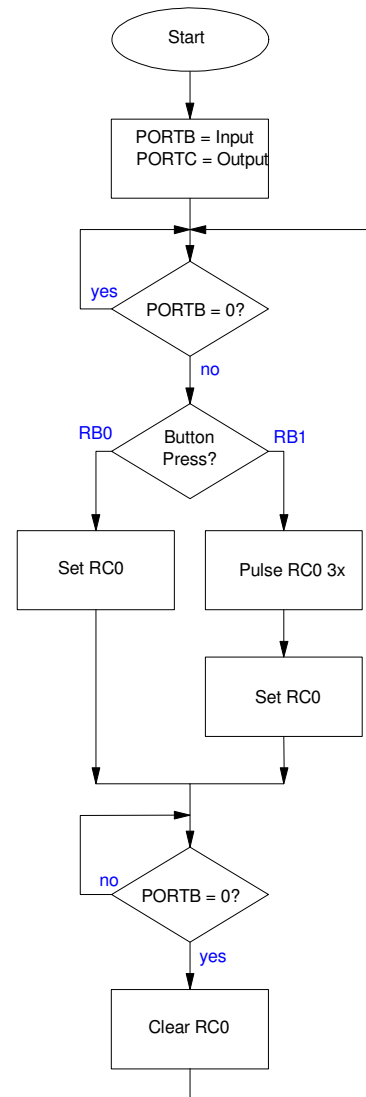
### 1) C Coding & Flow Charts (25 points)

Write the corresponding C code for the flow chart shown. This program

- Waits for RB0 or RB1 to go high
- If RB0 goes high, RC0 goes high.
- If RB1 goes high, RC0 goes high then low three times, with each pulse being 100ms high and 100ms low. After three pulses, RC0 remains high
- Once the button is released (RB0 or RB1), RC0 goes low.



```
void main(void) {
    ADCON1 = 0x0F;
    TRISB = 0xFF;
    TRISC = 0;
    while(1) {
        while(PORTB == 0);
        if(RB0) {
            RC0 = 1;
        }
        else {
            for(i=0; i<3; i++) {
                RC0 = 1;
                Wait_ms(100);
                RC0 = 0;
                Wait_ms(100);
            }
            RC0 = 1;
        }
        while(PORTB != 0);
        RC0 = 0;
    }
}
```



## 2) Subroutines & Bottom-Up Programming: (25 points)

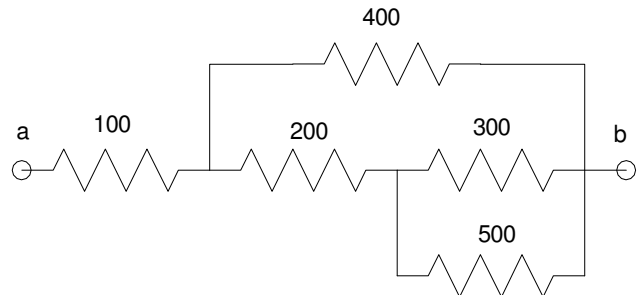
Write three subroutines

- `y = Series(R1, R2);` returns the resistance of two resistors in series
- `y = Parallel(R1, R2);` returns the resistance of two resistors in parallel
- `y = Network();` returns the resistance  $R_{ab}$  of the following network

```
float Series(R1, R2)
{
    float X;
    X = R1 + R2;
    return(X);
}
```

```
float Parallel(R1, R2)
{
    float X;
    X = 1 / (1/R1 + 1/R2);
    return(X);
}
```

```
float Network()
{
    float A, B, C, D;
    A = Parallel(300, 500);
    B = Series(A, 200);
    C = Parallel(B, 400);
    D = Series(C, 100);
    return(D);
}
```



### 3) Analog Inputs (25 points)

Assume the A/D input to a PIC processor has the following hardware connection where R is a light sensor where Lux is the brightness in lux

$$R = 2000 \cdot \left(\frac{1}{Lux}\right)^{0.6} \Omega$$

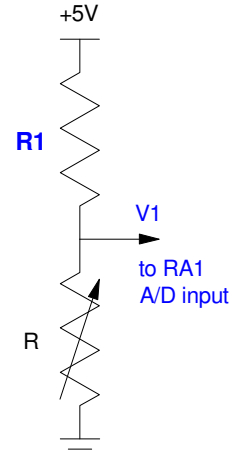
Let the R1 be your birthday

$$R1 = 900 + 100 \cdot \text{month} + \text{day}$$

May 15th would give R1 = 1415 Ohms

If the A/D reads 300, determine

- The light level in Lux,
- The resistance, R, and
- The voltage, V1



R1 900 + 100*mo + day	Lux	R Sensor - Ohms	V1 Volts	A/D Reading
<b>1415</b>	<b>7.7177</b>	<b>587.13</b>	<b>1.4663V</b>	<b>300</b>

$$V_1 = \left(\frac{300}{1023}\right) 5V = 1.4663V$$

$$V_1 = \left(\frac{R}{R+1415}\right) 5V$$

$$R = \left(\frac{V_1}{5-V_1}\right) 1415\Omega = 587.13\Omega$$

$$R = 587.13\Omega = 2000 \cdot \left(\frac{1}{Lux}\right)^{0.6} \Omega$$

$$Lux = 7.7117$$

#### 4) chi-squared test (10 points)

It is conjectured that the time that a refrigerator door is held open has an exponential distribution with a mean of 10 seconds:

$$pdf = \frac{1}{10} \exp\left(-\frac{t}{10}\right) u(t)$$

To test this theory, the time that the door was left open was recorded 100 times with the result shown below. Use a chi-squared test to see if the data is consistent with an exponential distribution

Duration	p binomial distribution	np expected results: n=100	N actual results	Chi-Squared
0 - 5 seconds	0.39	39	30	2.0769
5 - 10 seconds	0.24	24	25	0.0417
10 - 15 seconds	0.14	14	20	2.5714
15 - 20 seconds	0.09	9	15	4
> 20 seconds	0.14	14	10	1.1429
			Total	9.8329

Convert 9.93 to a probability using a chi-squared table

- 4 degrees of freedom (five bins minus one)
- p = 95%

***There is a 95% chance that the data does not follow the assumed distribution***

Chi-Squared Table

Probability of rejecting the null hypothesis

dof	99%	95%	90%	80%	60%	40%	20%	10%	5%	1%
1	6.64	3.84	2.71	1.65	0.71	0.28	0.06	0.02	0	0
2	9.21	5.99	4.61	3.22	1.83	1.02	0.45	0.21	0.05	0.01
3	11.35	7.82	6.25	4.64	2.95	1.87	1.01	0.58	0.22	0.07
4	13.28	9.49	7.78	5.99	4.05	2.75	1.65	1.06	0.48	0.21
5	15.09	11.07	9.24	7.29	5.13	3.66	2.34	1.61	0.83	0.41
6	16.81	12.59	10.64	8.55	6.21	4.57	3.07	2.20	1.63	0.87
7	18.47	14.06	12.02	9.80	7.28	5.49	3.82	2.83	2.17	1.24

## 5) t-Tests (15 points)

Over the first five games, the Minnesota Vikings defense has given up {17, 7, 29, 17, 31} points:

- mean = 20.2 points
- standard deviation = 9.8590 points
- sample size = 5

a) How many points does the offense have to score to be 90% certain of winning their next game?

b) How many points does the offense have to score to be 99.9% certain of winning their next game?

Student t-Table (area of tail)

df \ p	0.001	0.0025	0.005	0.01	0.025	0.05	0.1	0.15	0.2
1	-636.619	-318.309	-63.6567	-31.8205	-12.7062	-6.3138	-3.0777	-1.9626	-1.3764
2	-31.5991	-22.3271	-9.9248	-6.9646	-4.3027	-2.92	-1.8856	-1.3862	-1.0607
3	-12.924	-10.2145	-5.8409	-4.5407	-3.1824	-2.3534	-1.6377	-1.2498	-0.9785
4	-8.6103	-7.1732	-4.6041	-3.7469	-2.7764	-2.1318	-1.5332	-1.1896	-0.941
5	-6.8688	-5.8934	-4.0321	-3.3649	-2.5706	-2.015	-1.4759	-1.1558	-0.9195

Sample size of 5 means 4 degrees of freedom

$p = 90\%$  (10% tails)

the t-score is 1.5332

$$points = \bar{x} + 1.5332s$$

$$points = 20.2 + 1.5332 \cdot 9.8590$$

$$points = 35.31$$

***The Vikings need to score 35.31 points to have a 90% chance of winning***

$p = 99.9\%$  (0.1% tails)

The t-score is 8.6103

$$points = \bar{x} + 8.6103 \cdot 9.8590$$

$$points = 105.09$$

***The Vikings need to score 105.09 points to have a 99.9% chance of winning***

