

CHAPTER 1: THE AVR MICROCONTROLLERS: HISTORY AND FEATURES

SECTION 1.1: MICROCONTROLLERS AND EMBEDDED PROCESSORS

1. False.
2. True.
3. True.
4. True.
5. CPU, RAM, ROM, EEPROM, I/O, Timer, Serial COM port, ADC.
6. RAM and ROM.
7. Keyboard, mouse, printer.
8. Computing power and compatibility with millions and millions of PCs.
9. PIC 16x – Microchip Technology, 8051 - Intel, AVR – Atmel, Z8 – Zilog, 68HC11 – Freescale Semiconductor (Motorola).
10. 8051.
11. Power consumption.
12. The ROM area is where the executable code is stored.
13. Very, in case there is a shortage by one supplier.
14. Suppliers other than the manufacturer of the chip.
15. B is absolutely wrong; 16 bit software can not run on an 8 bit system due to special instructions and registers. But A can be true (in the case of software compatibility).

SECTION 1.2: OVERVIEW OF THE AVR FAMILY

16. Flash memory is ideal for fast development because Flash memory can be erased in seconds compared to 20 minutes or more needed for the UV-EPROM.
17. 32 pins
18. 32 Kbytes
19. 256 bytes
20. 8
21. 4K
22. 6
23. 2K
24. ATtiny11, ATtiny12, ATtiny15L.
25. All AVRs have Flash ROM; but a few of them, like ATtiny20, ATtiny28L, and ATtiny4 have no EEPROM
26. AT90USB1286, AT90USB1287, AT90USB162, AT90USB646, AT90USB647, AT90USB82
27. AT90CAN128, AT90CAN32, AT90CAN64
- 28.

	Program ROM	Data RAM
(a) ATmega32	32 Kbytes	2048
(b) ATtiny44	2 Kbytes	128

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Steven Barrett



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