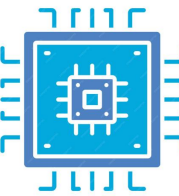


Ministry of Higher Education and Scientific Research
العلمي البحث و العالي التعليم وزارة



BADJI MOKHTAR-ANNABA UNIVERSITY
UNIVERSITE BADJI MOKHTAR-ANNABA

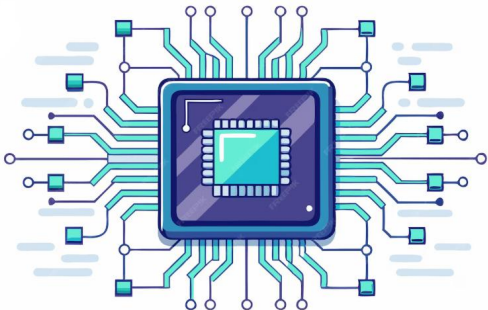


جامعة باجي مختار - عنابة

Faculty of technology
Electronics departement
Microcontrollers and Microprocessors course

Microcontrollers and Microprocessors

Course 1: Reminder

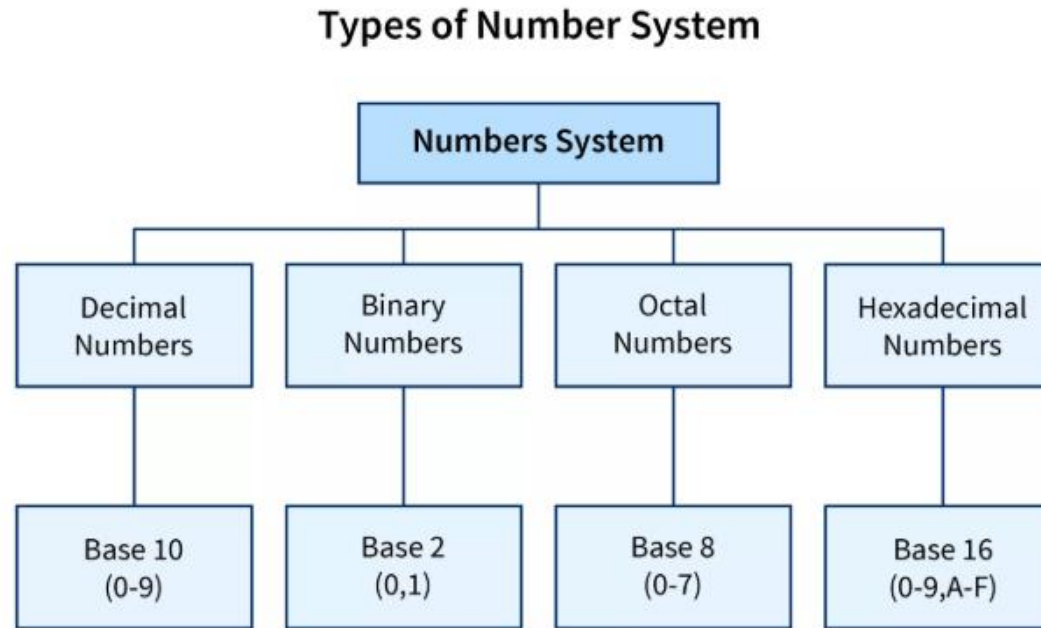


Teaching by
Dr. MERABTI Nardjes

L3 AUTO
Promotion : 2025/2026

Course Reminder: Basics Before Microprocessors & Microcontrollers

Numbers system



Why numbers system are matter in Microprocessors & Microcontrollers

- Binary:** Everything inside the processor is binary—it's the language of the machine, Data is stored and manipulated in binary
- Hexadecimal:** Used to simplify long binary numbers , Memory and registers) addresses are often shown in hexadecimal
- Octal:** Useful for grouping binary bits (especially in older systems or low-level programming).
- Decimal:** Used for input/output and user-facing data.

❖ Decimal (Base 10)

This is the number system we use every day: 0 to 9

- **Example:**

25, 100, 2025

Microprocessors convert decimal numbers into binary to process them

❖ Binary (Base 2)

Used inside the microprocessor

Only two digits: 0 and 1

Everything—numbers, instructions, data—is stored and processed in binary

- **Example:**


1010 (binary) = 10 (decimal)

❖ Octal (Base 8)

Octal uses 8 digits: 0 to 7

It's a shortcut for binary, just like hexadecimal

Each octal digit represents 3 binary bits

- **Example:**
- Binary: 11001000
- Group into 3 bits: 011 001 000

- Octal: 310
- Decimal: 200

❖ Hexadecimal (Base 16)

Used to simplify binary

Digits: 0–9 and A–F (A=10, B=11, ..., F=15)

Easier to read and write than long binary strings

- **Example:**

FF (hex) = 255 (decimal) = 11111111 (binary)

If you want to store the number 200:

Decimal: 200, **Binary:** 11001000, **Hexadecimal:** C8

❖ BCD = Binary Coded Decimal.

It means each decimal digit (0–9) is written in binary using 4 bits.


BCD is mainly used in microprocessors/microcontrollers for display purposes (digital watches, calculators, etc.), because it is easier to handle each digit directly.

- **Example:** Decimal 59

"5" → 0101 in binary

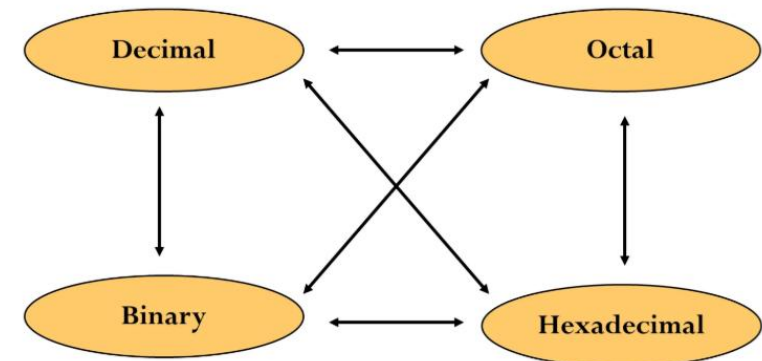
"9" → 1001 in binary

So in BCD: 59 = 0101 1001



Decimal Base-10	Binary Base-2	Octal Base-8	Hexa Decimal Base-16
0	0	0	0
1	1	1	1
2	10	2	2
3	11	3	3
4	100	4	4
5	101	5	5
6	110	6	6
7	111	7	7
8	1000	10	8
9	1001	11	9
10	1010	12	A
11	1011	13	B
12	1100	14	C
13	1101	15	D
14	1110	16	E
15	1111	17	F
16	10000	20	10

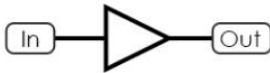
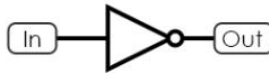






Decimal	Binay (BCD)			
	8	4	2	1
0	0	0	0	0
1	0	0	0	1
2	0	0	1	0
3	0	0	1	1
4	0	1	0	0
5	0	1	0	1
6	0	1	1	0
7	0	1	1	1
8	1	0	0	0
9	1	0	0	1



Digital Logic : A logic gate is a small digital circuit that performs a basic operation on binary inputs (0 or 1) and gives a binary output. Microprocessors and microcontrollers are made of millions of these gates.

Logic gates allow microprocessors and microcontrollers to:

- ✓ Calculate, decide, store, and communicate
- ✓ Transform simple signals into complex actions
- ✓ Form the foundation of all digital intelligence

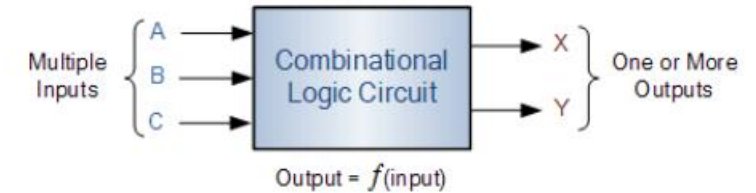
<div>BUF (Buffer)</div> <div></div>	<table><tr><th>In</th><th>Out</th></tr><tr><td>0</td><td>0</td></tr><tr><td>1</td><td>1</td></tr></table>	In	Out	0	0	1	1	<div>NOT (Inverter)</div> <div></div>	<table><tr><th>In</th><th>Out</th></tr><tr><td>0</td><td>1</td></tr><tr><td>1</td><td>0</td></tr></table>	In	Out	0	1	1	0																		
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<div>AND</div> <div></div>	<table><tr><th>In1</th><th>In2</th><th>Out</th></tr><tr><td>0</td><td>0</td><td>0</td></tr><tr><td>0</td><td>1</td><td>0</td></tr><tr><td>1</td><td>0</td><td>0</td></tr><tr><td>1</td><td>1</td><td>1</td></tr></table>	In1	In2	Out	0	0	0	0	1	0	1	0	0	1	1	1	<div>NAND (NOT AND)</div> <div></div>	<table><tr><th>In1</th><th>In2</th><th>Out</th></tr><tr><td>0</td><td>0</td><td>1</td></tr><tr><td>0</td><td>1</td><td>1</td></tr><tr><td>1</td><td>0</td><td>1</td></tr><tr><td>1</td><td>1</td><td>0</td></tr></table>	In1	In2	Out	0	0	1	0	1	1	1	0	1	1	1	0
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1	0	1																															
1	1	0																															
<div>OR</div> <div></div>	<table><tr><th>In1</th><th>In2</th><th>Out</th></tr><tr><td>0</td><td>0</td><td>0</td></tr><tr><td>0</td><td>1</td><td>1</td></tr><tr><td>1</td><td>0</td><td>1</td></tr><tr><td>1</td><td>1</td><td>1</td></tr></table>	In1	In2	Out	0	0	0	0	1	1	1	0	1	1	1	1	<div>NOR (NOT OR)</div> <div></div>	<table><tr><th>In1</th><th>In2</th><th>Out</th></tr><tr><td>0</td><td>0</td><td>1</td></tr><tr><td>0</td><td>1</td><td>0</td></tr><tr><td>1</td><td>0</td><td>0</td></tr><tr><td>1</td><td>1</td><td>0</td></tr></table>	In1	In2	Out	0	0	1	0	1	0	1	0	0	1	1	0
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<div>XOR (Exclusive Or)</div> <div></div>	<table><tr><th>In1</th><th>In2</th><th>Out</th></tr><tr><td>0</td><td>0</td><td>0</td></tr><tr><td>0</td><td>1</td><td>1</td></tr><tr><td>1</td><td>0</td><td>1</td></tr><tr><td>1</td><td>1</td><td>0</td></tr></table>	In1	In2	Out	0	0	0	0	1	1	1	0	1	1	1	0	<div>XNOR (NOT XOR)</div> <div></div>	<table><tr><th>In1</th><th>In2</th><th>Out</th></tr><tr><td>0</td><td>0</td><td>1</td></tr><tr><td>0</td><td>1</td><td>0</td></tr><tr><td>1</td><td>0</td><td>0</td></tr><tr><td>1</td><td>1</td><td>1</td></tr></table>	In1	In2	Out	0	0	1	0	1	0	1	0	0	1	1	1
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❖ Combinational Logic

Combinational logic is a type of digital circuit where the output depends only on the current inputs:

- ✓ No memory
- ✓ Output changes immediately when inputs change
- ✓ Used for simple operations like calculations and selections

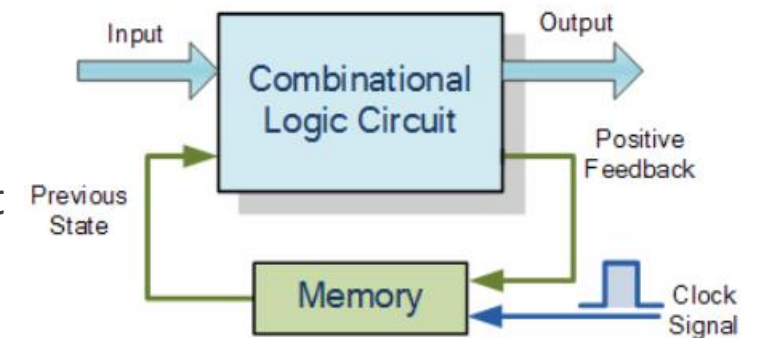
Example: Multiplexers, Decoders



❖ Sequential Logic

Sequential logic is a type of digital circuit where the output depends on current inputs and past states (memory). Often works with a clock signal and used for systems that change over time

Example: Counters, Registers



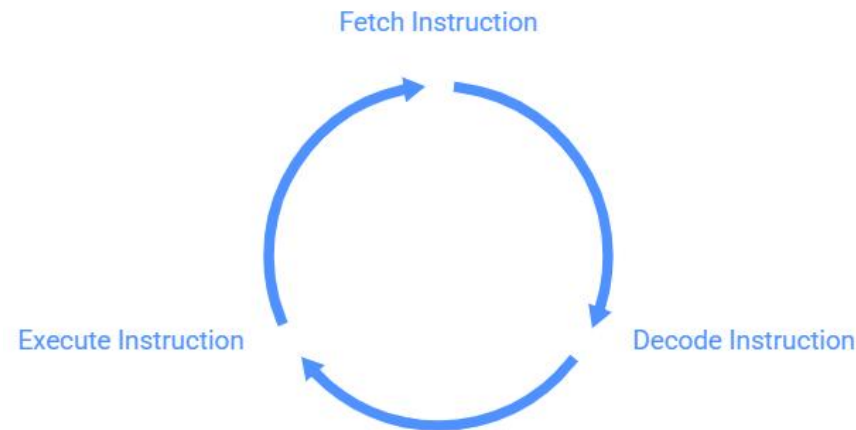
Why Sequential Logic matters for MP & MC ?

Microprocessors and microcontrollers are sequential machines,

They use clock, registers, counters to:

Fetch instructions **decode** them, **execute** in order and finally store results,

These are the memory + timing building blocks that make processors work step by step.



Data Units – Basic Concepts

Computers work with data in the form of bits (0s and 1s). Larger units are built from bits.

1. Bit (b) → The smallest unit of data, value is either **0 (low/off)** or **1 (high/on)**.

- **Example:** Light switch (ON = 1, OFF = 0).

2. Nibble → A group of 4 bits.

1	0	1	0
---	---	---	---

Range: 0000 (0 in decimal) to 1111 (15 in decimal).

Used often in hexadecimal representation.

- **Example:**

1010 (binary) = 10 (Decimal) = A (Hex).

3. Byte (B) → A group of 8 bits = 2 nibbles.

0	1	0	0	0	0	0	1
---	---	---	---	---	---	---	---

Most common unit in computers, Bytes are the dominant unit of measurement for calculating quantities of data or storage capacities. abbreviated with “B”. Unlike **the bit**, which can only represent one of **two states**, the byte can represent 256 (2^8) states (0–255).

- **Example:**

01000001 = 65 (Decimal)= Letter “A”.

4. Word → A group of 16, 32, or 64 bits, depending on the processor.

The word size determines how much data the processor can handle at once.

- **Example:**

32-bit CPU → Word = 32 bits.

64-bit CPU → Word = 64 bits.

5. Storage Units → Since bytes are small, bigger multiples are used:

→ 1 Kilobyte (KB) = 1024 Bytes

→ 1 Megabyte (MB) = 1024 KB

→ 1 Gigabyte (GB) = 1024 MB

→ 1 Terabyte (TB) = 1024 GB

- **Example:**

1 text page \approx 2 KB

1 photo \approx 3 MB

1 movie \approx 2 GB

