



# ENEE14006 *Embedded Microcontrollers*

## Term 1 - 2017

Profile information current as at 20/04/2024 04:20 pm

All details in this unit profile for ENEE14006 have been officially approved by CQUniversity and represent a learning partnership between the University and you (our student). The information will not be changed unless absolutely necessary and any change will be clearly indicated by an approved correction included in the profile.

## General Information

### Overview

Students should be able to work in teams to analyse performance requirements, and to design and verify embedded microcontroller design projects for real-time applications. On satisfactory completion students should be able to investigate microcontroller design options for a real-time information processing task, document the design, implement and verify the core hardware and software design using a development kit; as well as plan and control project work in a team environment, document their professional decision-making processes; research current art of the discipline, check and evaluate validity of information, and prepare professional documentation for a project Distance Education (Flex) students will be required to attend a residential school to promote development of unit learning outcomes.

### Details

Career Level: *Undergraduate*

Unit Level: *Level 4*

Credit Points: *12*

Student Contribution Band: *8*

Fraction of Full-Time Student Load: *0.25*

### Pre-requisites or Co-requisites

Prerequisite: (ENEE13020 Digital Electronics AND ENEE13018 Analogue Electronics) OR ENEX12002 Introductory Electronics

Important note: Students enrolled in a subsequent unit who failed their pre-requisite unit, should drop the subsequent unit before the census date or within 10 working days of Fail grade notification. Students who do not drop the unit in this timeframe cannot later drop the unit without academic and financial liability. See details in the [Assessment Policy and Procedure \(Higher Education Coursework\)](#).

### Offerings For Term 1 - 2017

- Bundaberg
- Distance
- Gladstone
- Mackay
- Melbourne
- Rockhampton

### Attendance Requirements

All on-campus students are expected to attend scheduled classes – in some units, these classes are identified as a mandatory (pass/fail) component and attendance is compulsory. International students, on a student visa, must maintain a full time study load and meet both attendance and academic progress requirements in each study period (satisfactory attendance for International students is defined as maintaining at least an 80% attendance record).

### Residential Schools

This unit has a Compulsory Residential School for distance mode students and the details are:

Click here to see your [Residential School Timetable](#).

### Website

[This unit has a website, within the Moodle system, which is available two weeks before the start of term. It is important that you visit your Moodle site throughout the term. Please visit Moodle for more information.](#)

## Class and Assessment Overview

### Recommended Student Time Commitment

Each 12-credit Undergraduate unit at CQUniversity requires an overall time commitment of an average of 25 hours of study per week, making a total of 300 hours for the unit.

### Class Timetable

#### [Regional Campuses](#)

Bundaberg, Cairns, Emerald, Gladstone, Mackay, Rockhampton, Townsville

#### [Metropolitan Campuses](#)

Adelaide, Brisbane, Melbourne, Perth, Sydney

### Assessment Overview

#### 1. **Portfolio**

Weighting: 100%

### Assessment Grading

This is a graded unit: your overall grade will be calculated from the marks or grades for each assessment task, based on the relative weightings shown in the table above. You must obtain an overall mark for the unit of at least 50%, or an overall grade of 'pass' in order to pass the unit. If any 'pass/fail' tasks are shown in the table above they must also be completed successfully ('pass' grade). You must also meet any minimum mark requirements specified for a particular assessment task, as detailed in the 'assessment task' section (note that in some instances, the minimum mark for a task may be greater than 50%). Consult the [University's Grades and Results Policy](#) for more details of interim results and final grades.

## CQUniversity Policies

**All University policies are available on the [CQUniversity Policy site](#).**

You may wish to view these policies:

- Grades and Results Policy
- Assessment Policy and Procedure (Higher Education Coursework)
- Review of Grade Procedure
- Student Academic Integrity Policy and Procedure
- Monitoring Academic Progress (MAP) Policy and Procedure – Domestic Students
- Monitoring Academic Progress (MAP) Policy and Procedure – International Students
- Student Refund and Credit Balance Policy and Procedure
- Student Feedback – Compliments and Complaints Policy and Procedure
- Information and Communications Technology Acceptable Use Policy and Procedure

This list is not an exhaustive list of all University policies. The full list of University policies are available on the [CQUniversity Policy site](#).

## Previous Student Feedback

### Feedback, Recommendations and Responses

Every unit is reviewed for enhancement each year. At the most recent review, the following staff and student feedback items were identified and recommendations were made.

#### Feedback from 'Have your say' feedback'.

##### **Feedback**

On-Campus Lecturer that is present in every lab session for the entire duration will be very helpful

##### **Recommendation**

It will try to provide on-campus support as much as possible at every campus.

**Action**

On-campus support increased

Feedback from 'Have your say' feedback'.

**Feedback**

The open ended project was really good.

**Recommendation**

The open ended project will remain in the next offering.

**Action**

Open ended projects were offered

Feedback from 'Have your say' feedback'.

**Feedback**

The lectures and video tutorials were very useful and teaching from the basic level helped to gain essential knowledge.

**Recommendation**

The video tutorials will be there and will be further enhanced.

**Action**

new video tutorials were added to the existing set.

Feedback from 'Have your say' feedback'.

**Feedback**

Software and hardware tasks given were too late in the term.

**Recommendation**

The programming tasks will be available early in the term.

**Action**

The programming tasks were brought forward in the term.

Feedback from 'Have your say' feedback'.

**Feedback**

There was a little feedback during the term.

**Recommendation**

Since this is a portfolio based assessment, there is no formative feedback given. However, due to the demand for feedback there will be changes in the tasks given which enables timely and measurable feedback in the next offering.

**Action**

Feedback provided on the c language assessment task early in the term.

Feedback from 'Have your say' feedback'.

**Feedback**

The delay in some components ordered from outside suppliers caused problems for some teams

**Recommendation**

The ordering options will be restricted to optimize the time and CQU will build a bank of components to chose from.

**Action**

Components were ordered from known Australian suppliers only,

## Unit Learning Outcomes

### **On successful completion of this unit, you will be able to:**

1. Discuss the architecture and characteristics of programmable digital devices such as microprocessors and microcontrollers and how these devices can be incorporated in embedded applications.
2. Discuss programming and programming languages.
3. Program typical microcontroller devices to perform sequential and combinational logic tasks using appropriate programming languages and tools.
4. Design a microcontroller based system to meet a specified real-time application.
5. Implement and verify the core hardware and software design on a development kit.
6. Check and evaluate sources of information; and make, defend and maintain records of engineering decisions within a project team environment.
7. Explain the problem-solving approach used to accomplish project outcomes with reference to problem definition; technical investigation; scoping; development, risk analysis, evaluation and choice of solutions; documentation and presentation of solutions; and verification and validation.
8. Communicate effectively using terminology, symbols and diagrams that confirms to Australian Standards.
9. Work collaboratively and autonomously to solve problems and record and communicate clearly and professionally the approach used to solve problems.

The Learning Outcomes for this unit are linked with Engineers Australia's **Stage 1 Competency Standard for Professional Engineers**.



## Textbooks and Resources

### Textbooks

ENEE14006

#### Prescribed

#### Microcontroller Theory and Applications with the PIC18F

Edition: 1st (2011)

Authors: M Rafiquzzaman

John Wiley & Sons Inc.

Hoboken , NJ , US

ISBN: 9780470947692

Binding: Hardcover

[View textbooks at the CQUniversity Bookshop](#)

### IT Resources

#### You will need access to the following IT resources:

- CQUniversity Student Email
- Internet
- Unit Website (Moodle)
- Access to a document scanner and a software that can create pdf documents.
- A computer with 9 pin serial port or USB to serial converter, speaker & microphone, Microsoft Windows OS(7 or later) with admin rights to install software, and good internet connectivity
- Code::Blocks IDE for C programming (freeware from [www.codeblocks.org](http://www.codeblocks.org) )
- MPLAB IDE: MPALB X (provided by CQU on lab computers) or later (free download from Microchip website)

## Referencing Style

All submissions for this unit must use the referencing style: [Harvard \(author-date\)](#)

For further information, see the Assessment Tasks.

## Teaching Contacts

**Preethi Preethichandra** Unit Coordinator

[d.preethichandra@cqu.edu.au](mailto:d.preethichandra@cqu.edu.au)

## Schedule

### Week 1 - 06 Mar 2017

Module/Topic	Chapter	Events and Submissions/Topic
<ul style="list-style-type: none"><li>• Introduction to Embedded Systems and Microcontrollers,</li><li>• Introduction to programming languages</li><li>• Introduction to C language Programming environment</li></ul>	Chapter 3	

### Week 2 - 13 Mar 2017

Module/Topic	Chapter	Events and Submissions/Topic
<ul style="list-style-type: none"><li>• Programming in C language</li></ul>		

### Week 3 - 20 Mar 2017

Module/Topic	Chapter	Events and Submissions/Topic
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- PIC Microcontroller basics
- Programming in C language

Chapters 1 & 2

#### Week 4 - 27 Mar 2017

Module/Topic	Chapter	Events and Submissions/Topic
<ul style="list-style-type: none"> <li>• PIC 18F4321 Microcontroller Architecture</li> <li>• Programming in C language</li> </ul>	Chapter 5	Project scoping and plan

#### Week 5 - 03 Apr 2017

Module/Topic	Chapter	Events and Submissions/Topic
<ul style="list-style-type: none"> <li>• PIC 18F4321 Memory, Input and Output</li> <li>• Programming in C Language</li> </ul>	Chapter 4	

#### Vacation Week - 10 Apr 2017

Module/Topic	Chapter	Events and Submissions/Topic

#### Week 6 - 17 Apr 2017

Module/Topic	Chapter	Events and Submissions/Topic
<ul style="list-style-type: none"> <li>• Peripheral interfacing I - Display units</li> </ul>	Chapter 8	Interim project presentation and peer feedback

#### Week 7 - 24 Apr 2017

Module/Topic	Chapter	Events and Submissions/Topic
<ul style="list-style-type: none"> <li>• Peripheral interfacing II - Sensors</li> </ul>		

#### Week 8 - 01 May 2017

Module/Topic	Chapter	Events and Submissions/Topic
<ul style="list-style-type: none"> <li>• Peripheral Interfacing III - Motors</li> </ul>	Chapter 9	

#### Week 9 - 08 May 2017

Module/Topic	Chapter	Events and Submissions/Topic
<ul style="list-style-type: none"> <li>• Introduction to Assembly language programming basics</li> <li>• Project evaluation</li> </ul>	Chapter 6	

#### Week 10 - 15 May 2017

Module/Topic	Chapter	Events and Submissions/Topic
<ul style="list-style-type: none"> <li>• Project presentation preparation</li> </ul>		Project evaluation

#### Week 11 - 22 May 2017

Module/Topic	Chapter	Events and Submissions/Topic
<ul style="list-style-type: none"> <li>• Portfolio preparation</li> </ul>		Project evaluation Presentation

#### Week 12 - 29 May 2017

Module/Topic	Chapter	Events and Submissions/Topic
<ul style="list-style-type: none"> <li>• Embedded microcontroller future opportunities</li> </ul>		Portfolio submission  <b>Portfolio Due:</b> Week 12 Friday (2 June 2017) 11:45 pm AEST

#### Review/Exam Week - 05 Jun 2017

Module/Topic	Chapter	Events and Submissions/Topic

#### Exam Week - 12 Jun 2017

Module/Topic	Chapter	Events and Submissions/Topic

## Assessment Tasks

### 1 Portfolio

#### Assessment Type

Portfolio

#### Task Description

The portfolio is a document providing evidence of achieving each single learning outcome at the desired level.

#### Portfolio Details

Assessment of this unit is based on submission of a portfolio containing evidence of all the individual work that the student has performed throughout the term. The portfolio should demonstrate how the learning outcomes have been met and to what level, and be presented in the form of a technical report including a table of contents. The portfolio must include all pieces of work produced which the individual claims can demonstrate how they have met the learning objectives of the unit. If student wish to include information on team project submissions, the team project report should be included in the portfolio as an appendix and referred into it as evidence.

#### Compulsory items

In addition to the project report, each team must do a **presentation** and each member must be present to answer the **questions** following the presentation. The **team project** presentations will receive formative feedback only. This formative feedback will not contribute to an individual's final result. However, the projects must be handed in and considered acceptable by the unit coordinator for the team members to be eligible to be graded at the end of the term. Project requirements completed satisfactorily and handed in after the due date may be accepted but the final grade may be affected.

Omission of any of the following items from the **portfolio** will automatically result in a **Fail grade**: (more details on unit website)

1. Individual grade nomination with evidence against claims at appropriate level
2. Evidence of timely completion of all work tasks that are published on the Unit Website
3. Peer assessment with grade nomination for peers
4. Team technical report on project (common for every member in the team)
5. Individual technical contribution report ( ONLY your own technical work towards the group Project)
6. Individual programming folder (ONLY your programming contributions to the group project and your own programming assignment submissions)
7. Individual workbook (scanned/electronic copy of your hand written workbook)

#### Assessment Due Date

Week 12 Friday (2 June 2017) 11:45 pm AEST

#### Return Date to Students

Portfolios will be returned to students after certification of grades

#### Weighting

100%

#### Minimum mark or grade

Must obtain PASS or above grade for all the learning outcomes in the portfolio to pass this unit

#### Assessment Criteria

*See the unit Moodle site for the assessment criteria rubric associated with this assessment item. Ensure you access and read the details outlined in the assessment criteria rubric before commencing the assessment item. Ensure you address all assessment criteria outlined in the rubric while you undertake the assessment item.*

#### Referencing Style

- [Harvard \(author-date\)](#)

#### Submission

Online

#### Submission Instructions

Portfolio must be submitted online.

#### Learning Outcomes Assessed

- Discuss the architecture and characteristics of programmable digital devices such as microprocessors and microcontrollers and how these devices can be incorporated in embedded applications.



- Discuss programming and programming languages.
- Program typical microcontroller devices to perform sequential and combinational logic tasks using appropriate programming languages and tools.
- Design a microcontroller based system to meet a specified real-time application.
- Implement and verify the core hardware and software design on a development kit.
- Check and evaluate sources of information; and make, defend and maintain records of engineering decisions within a project team environment.
- Explain the problem-solving approach used to accomplish project outcomes with reference to problem definition; technical investigation; scoping; development, risk analysis, evaluation and choice of solutions; documentation and presentation of solutions; and verification and validation.
- Communicate effectively using terminology, symbols and diagrams that confirms to Australian Standards.
- Work collaboratively and autonomously to solve problems and record and communicate clearly and professionally the approach used to solve problems.

#### **Graduate Attributes**

- Communication
- Problem Solving
- Critical Thinking
- Information Literacy
- Team Work
- Information Technology Competence
- Cross Cultural Competence
- Ethical practice

## Academic Integrity Statement

As a CQUniversity student you are expected to act honestly in all aspects of your academic work.

Any assessable work undertaken or submitted for review or assessment must be your own work. Assessable work is any type of work you do to meet the assessment requirements in the unit, including draft work submitted for review and feedback and final work to be assessed.

When you use the ideas, words or data of others in your assessment, you must thoroughly and clearly acknowledge the source of this information by using the correct referencing style for your unit. Using others' work without proper acknowledgement may be considered a form of intellectual dishonesty.

Participating honestly, respectfully, responsibly, and fairly in your university study ensures the CQUniversity qualification you earn will be valued as a true indication of your individual academic achievement and will continue to receive the respect and recognition it deserves.

As a student, you are responsible for reading and following CQUniversity's policies, including the [Student Academic Integrity Policy and Procedure](#). This policy sets out CQUniversity's expectations of you to act with integrity, examples of academic integrity breaches to avoid, the processes used to address alleged breaches of academic integrity, and potential penalties.

### What is a breach of academic integrity?

A breach of academic integrity includes but is not limited to plagiarism, self-plagiarism, collusion, cheating, contract cheating, and academic misconduct. The Student Academic Integrity Policy and Procedure defines what these terms mean and gives examples.

### Why is academic integrity important?

A breach of academic integrity may result in one or more penalties, including suspension or even expulsion from the University. It can also have negative implications for student visas and future enrolment at CQUniversity or elsewhere. Students who engage in contract cheating also risk being blackmailed by contract cheating services.

### Where can I get assistance?

For academic advice and guidance, the [Academic Learning Centre \(ALC\)](#) can support you in becoming confident in completing assessments with integrity and of high standard.

### What can you do to act with integrity?



#### Be Honest

If your assessment task is done by someone else, it would be dishonest of you to claim it as your own



#### Seek Help

If you are not sure about how to cite or reference in essays, reports etc, then seek help from your lecturer, the library or the Academic Learning Centre (ALC)



#### Produce Original Work

Originality comes from your ability to read widely, think critically, and apply your gained knowledge to address a question or problem