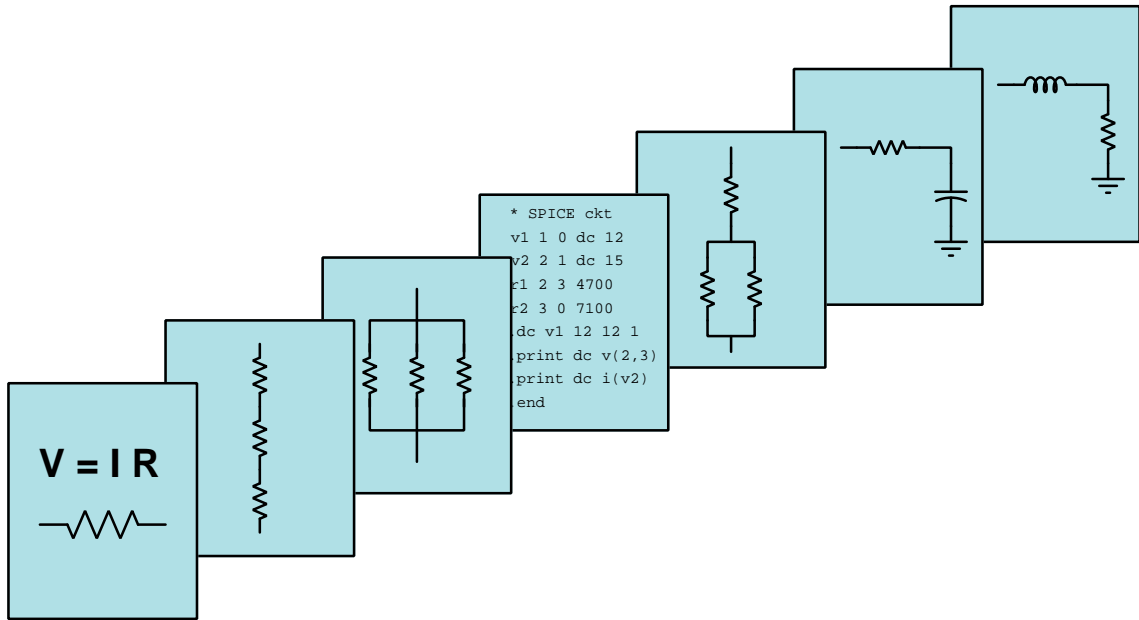


MODULAR ELECTRONICS LEARNING (MODEL) PROJECT



INTRODUCTION TO ASSEMBLY LANGUAGE PROGRAMMING

© 2020 BY TONY R. KUPHALDT – UNDER THE TERMS AND CONDITIONS OF THE CREATIVE COMMONS ATTRIBUTION 4.0 INTERNATIONAL PUBLIC LICENSE

LAST UPDATE = 2 JUNE 2020

This is a copyrighted work, but licensed under the Creative Commons Attribution 4.0 International Public License. A copy of this license is found in the last Appendix of this document. Alternatively, you may visit <http://creativecommons.org/licenses/by/4.0/> or send a letter to Creative Commons: 171 Second Street, Suite 300, San Francisco, California, 94105, USA. The terms and conditions of this license allow for free copying, distribution, and/or modification of all licensed works by the general public.

Contents

1	Introduction	3
2	Case Tutorial	5
2.1	Example: Motorola 68HC11 adding two numbers	6
2.2	Example: Motorola 68HC11 blinking an LED	8
2.3	Example: Motorola 68HC11 blinking two LEDs	9
2.4	Example: Motorola 68HC11 blinking eight LEDs	10
2.5	Example: Motorola 68HC11 counting in binary	11
2.6	Example: Motorola 68HC11 analog input	12
2.7	Example: Microchip PIC 16F84A bitwise OR	13
2.8	Example: Microchip PIC 16F84A conditional example	17
2.9	Example: Microchip PIC 16F84A motor control	19
2.10	Example: Microchip PIC 12F629 energizing a LED	20
2.11	Example: Microchip PIC 16F18346 blinking an LED	21
2.12	Example: Intel Xeon integer addition	23
2.13	Example: Intel Xeon integer subtraction	25
2.14	Example: Intel Xeon integer multiplication	26
2.15	Example: Intel Xeon looping infinitely	27
2.16	Example: Intel Xeon looping fifteen times	28
2.17	Example: Intel Xeon integer power	29
3	Simplified Tutorial	31
4	Full Tutorial	33
5	Historical References	35
5.1	Big-endians and Little-endians	36
6	Questions	39
6.1	Conceptual reasoning	43
6.1.1	Reading outline and reflections	44
6.1.2	Foundational concepts	45
6.1.3	First conceptual question	46
6.1.4	Second conceptual question	46

<i>CONTENTS</i>	1
6.2 Quantitative reasoning	47
6.2.1 Miscellaneous physical constants	48
6.2.2 Introduction to spreadsheets	49
6.2.3 First quantitative problem	52
6.2.4 Second quantitative problem	52
6.3 Diagnostic reasoning	53
6.3.1 First diagnostic scenario	53
6.3.2 Second diagnostic scenario	54
A Problem-Solving Strategies	55
B Instructional philosophy	57
C Tools used	63
D Creative Commons License	67
E References	75
F Version history	77
Index	77

Chapter 1

Introduction

Digital processors follow instructions consisting of binary codes – strings of “high” and “low” states – called *opcodes*, and these opcodes are typically written in hexadecimal for the sake of human readability. However, most human beings find this *machine code* difficult to follow because the reader must know all the opcodes in detail, or at least be able to quickly and efficiently reference them when necessary. Additionally, each microprocessor or microcontroller “family” has its own arbitrary set of opcodes, even for similar functions. For example, the simple “No Operation” opcode is `0xEA` for the MOS 6502 microprocessor; `0x00` for the Intel 8051 microcontroller; `0x90` for the Intel x86 series of microprocessors; `0x0000`, `0x0020`, `0x0040`, or `0x0050` for the Microchip PIC 16F84A microcontroller; and `0xFD*****` for Donald Knuth’s hypothetical MMIX processor.

Chapter 2

Case Tutorial

The idea behind a *Case Tutorial* is to explore new concepts by way of example. In this chapter you will read less presentation of theory compared to other Tutorial chapters, but by close observation and comparison of the given examples be able to discern patterns and principles much the same way as a scientific experimenter. Hopefully you will find these cases illuminating, and a good supplement to text-based tutorials.

These examples also serve well as challenges following your reading of the other Tutorial(s) in this module – can you explain *why* the circuits behave as they do?

2.1 Example: Motorola 68HC11 adding two numbers

The following program was written in Motorola 68HC11 machine language and viewed using the BUFFALO monitor program¹ running on a Fox11 trainer board. The code is shown here is “hand-assembled” machine code, with the hexadecimal codes arranged in the same format one would expect to see in an assembly-language program. I have inserted comments for each line to help explain the program:

```
B6 C1 00 ; Load Accumulator A (opcode 0xB6) from address 0xC100
BB C1 01 ; Add Accumulator A (opcode 0xBB) from address 0xC101
B7 C1 10 ; Store Accumulator A (opcode 0xB7) to address 0xC110
7E E0 00 ; Jump (opcode 0x7E) to address 0xE000 (start of Buffalo monitor)
```

Next, the “display memory” command was issued to the BUFFALO monitor program to show a memory map beginning at address 0x0020. Our short program fits within the first line:

```
>md 0020
```

```
0020 B6 C1 00 BB C1 01 B7 C1 10 7E E0 00 FF FF FF FF
0030 FF FF FF FF FF FF FF FF FF FF FF FF FF FF
0040 FF FF FF FF FF FF FF FF FF FF FF E4 E4 E4 E4 64 E3      d
0050 F3 00 E4 64 E3 F3 00 57 00 20 E4 B6 E7 BA E1 FA      d d X
0060 FF FF FF FF FF FF FF FF D0 00 41 6D 64 20 30 30      Amd 00
0070 32 30 0D 20 63 31 30 30 0D FF FF FF FF FF FF FF FF 20 c100
0080 FF FF FF FF FF FF FF FF FF FF FF FF FF FF 4D 44      MD
0090 20 1B 5B 42 4D 4D 00 20 B6 00 B7 FF 00 00 00 00      [BMM
00A0 00 00 00 00 01 01 01 00 04 21 00 20 00 00 00 72      @ r
```

Next, we instruct the BUFFALO monitor to execute this program starting at address 0x0020:

```
>go 0020
```

¹A “monitor” program may be thought of as a very crude operating system for the microprocessor. It provides a simple interface environment to allow the user to program the memory, execute the program, and perform simple debugging of any problems. *BUFFALO* is an acronym, standing for Bit User Fast Friendly Aid to Logical Operation.

Lastly, we view memory starting at address 0xC100 to see the numerical values:

```

>md c100

C100 44 55 6F A1 39 3D A0 D4 24 64 00 B3 9E 06 C9 98 DUo 9= $d
C110 99 06 08 00 63 40 9C 18 B4 00 F0 00 30 D3 09 DC c@ 0
C120 6A 04 57 8E 19 27 D1 88 49 10 04 B5 88 06 16 2A j W ' I *
C130 05 65 A9 04 15 72 47 7C 4A 44 0D B4 20 49 38 0D e rG JD I8
C140 7D 38 A5 93 30 B4 24 C0 43 08 25 D4 50 91 42 58 8 0 $ C % P BX
C150 9E D0 C0 C1 54 01 88 0C 10 70 55 23 CC 40 01 76 T pU# @ v
C160 2C C5 43 AC F8 1D A1 30 ED 71 AA 18 16 20 2E 1C , C 0 q .
C170 15 6D 25 C5 6E 07 02 72 38 FD 21 2D D5 67 93 24 m% n r8 !- g $
C180 92 43 12 30 0A 89 2C 4F 80 95 79 B6 A4 3C 2C 10 C 0 ,0 y <,

```

Note the values stored in 0xC100 (44) and C101 (55), and in 0xC110 (99) which of course is the sum of 44 and 55. All the other memory addresses contain random numbers from the last power-up.

2.2 Example: Motorola 68HC11 blinking an LED

The following assembly-language program was assembled using the `as11` assembler and run on an Axiom CME11E9-EVBU evaluation board in “single-chip” mode. All text to the right of a semicolon (;) are comments ignored by the assembler.

```

; =====
; Blinking LED program
;
; LED cathode connected through 1k Ohm resistor to ground
; LED anode connected to PBO terminal (port B, bit 0)
; =====

; "Equates" (similar to "DEFINE" directives in C programming)
PORTB equ $1004      ; Port B at memory address 0x1004
LED1   equ %00000001 ; Bit 0 select

        org $0100      ; program starts at address 0x0100
        ldx #PORTB     ; load x register with address of PortB

Main

; Turn LED on ("set" the bit)
        bset 0,x LED1   ; turn LED1 on
        bsr Delay       ; branch to subroutine

; Turn LED off ("clear" the bit)
        bclr 0,x LED1  ; turn LED1 off
        bsr Delay       ; branch to subroutine

        bra Main       ; "branch always" (loop forever)

; Delay subroutine
Delay
        ldy #$ffff     ; load y register with 0xFFFF
Loop
        dey            ; decrements Y register
        bne Loop       ; repeats "Loop" if Y != 0
        rts            ; return

```

2.3 Example: Motorola 68HC11 blinking two LEDs

The following assembly-language program was assembled using the `as11` assembler and run on an Axiom CME11E9-EVBU evaluation board in “single-chip” mode. All text to the right of a semicolon (;) are comments ignored by the assembler.

```

; =====
; Blinking two LEDs
;
; LED cathode connected through 1k Ohm resistor to ground
; LED anode connected to PB0 terminal (port B, bit 0)
; LED anode connected to PB1 terminal (port B, bit 1)
; =====

; "Equates" (similar to "DEFINE" directives in C programming)
PORTB    equ $1004        ; Port B at memory address 0x1004
LED1     equ %00000001    ; Bit 0 select
LED2     equ %00000010    ; Bit 1 select

        org $0100        ; program starts at address 0x0100
        ldx #PORTB       ; load x with address of PortB

Main

; LED1 on and LED2 off
        bset 0,x LED1    ; turn LED1 on
        bclr 0,x LED2    ; turn LED2 off
        bsr Delay        ; branch to subroutine

; LED1 off and LED2 on
        bclr 0,x LED1    ; turn LED1 off
        bset 0,x LED2    ; turn LED2 on
        bsr Delay        ; branch to subroutine

        bra Main         ; "branch always" (loop forever)

; Delay subroutine
Delay
        ldy #$ffff       ; load y register with 0xFFFF
Loop
        dey              ; decrements Y register
        bne Loop         ; repeats "Loop" if Y != 0
        rts              ; return

```

2.4 Example: Motorola 68HC11 blinking eight LEDs

The following assembly-language program was assembled using the `as11` assembler and run on an Axiom CME11E9-EVBU evaluation board in “single-chip” mode. All text to the right of a semicolon (;) are comments ignored by the assembler.

```

; =====
; Blinking eight LEDs
;
; LED cathodes connected to ground
; LED anode connected to PB0 terminal (port B, bit 0) through 1k Ohm resistor
; LED anode connected to PB1 terminal (port B, bit 1) through 1k Ohm resistor
; LED anode connected to PB2 terminal (port B, bit 2) through 1k Ohm resistor
; LED anode connected to PB3 terminal (port B, bit 3) through 1k Ohm resistor
; LED anode connected to PB4 terminal (port B, bit 4) through 1k Ohm resistor
; LED anode connected to PB5 terminal (port B, bit 5) through 1k Ohm resistor
; LED anode connected to PB6 terminal (port B, bit 6) through 1k Ohm resistor
; LED anode connected to PB7 terminal (port B, bit 7) through 1k Ohm resistor
; =====

; "Equates" (similar to "DEFINE" directives in C programming)
PORTB equ $1004 ; Port B at memory address $1004

org $0100 ; program starts at address 0x0100

ldaa #%10101010 ; initialize accumulator A with this bit pattern

Main
    staa PORTB ; Store accumulator A to Port B
    bsr Delay ; Wait
    coma ; Invert all bits in accumulator A (complement A)
    bra Main ; "branch always" (loop forever)

; Delay subroutine
Delay
    ldy #$ffff ; load y register with 0xFFFF
Loop
    dey ; decrements Y register
    bne Loop ; repeats "Loop" if Y != 0
    rts ; return

```

2.5 Example: Motorola 68HC11 counting in binary

The following assembly-language program was assembled using the `as11` assembler and run on an Axiom CME11E9-EVBU evaluation board in “single-chip” mode. All text to the right of a semicolon (;) are comments ignored by the assembler.

```

; =====
; Outputting decrementing register to four LED indicators
;
; LED cathodes connected to ground
; LED anode connected to PB0 terminal (port B, bit 0) through 1k Ohm resistor
; LED anode connected to PB1 terminal (port B, bit 1) through 1k Ohm resistor
; LED anode connected to PB2 terminal (port B, bit 2) through 1k Ohm resistor
; LED anode connected to PB3 terminal (port B, bit 3) through 1k Ohm resistor
; =====

; "Equates" (similar to "DEFINE" directives in C programming)
PORTB equ $1004      ; Port B at memory address 0x1004

        org $0100      ; program starting address

        ldx PORTB      ; load x with address of PortB

        ldaa #%00001111 ; Loads register A with the binary value
                        ; 0b00001111 to light up first four LEDs

Outer_loop
        staa PORTB      ; writes contents of register A to port B,
                        ; where LEDs light up in response

        ldy #$6f4d      ; Loads register Y with the hex value
                        ; 0x6F4D (approx 0.1 second delay)

Inner_loop
        dey              ; decrements Y register
        bne Inner_loop   ; repeats "Loop" if Y != 0

        deca             ; decrements A register
        bne Outer_loop   ; repeats Outer_loop if A != 0

        bra Outer_loop   ; return

```

2.6 Example: Motorola 68HC11 analog input

The following assembly-language program was assembled using the `as11` assembler and run on an Axiom CME11E9-EVBU evaluation board in “single-chip” mode. All text to the right of a semicolon (;) are comments ignored by the assembler.

```

; =====
; Analog input to binary LED display
; =====

; "Equates" (similar to "DEFINE" directives in C programming)
PORTB equ $1004      ; Port B at memory address 0x1004
OPTION equ $1039     ; "option" register (with ADPU bit 7)
ADCTL equ $1030     ; ADC control register (selects modes and channels)
ADR1 equ $1031      ; ADC result register 1
ADR2 equ $1032      ; ADC result register 2
ADR3 equ $1033      ; ADC result register 3
ADR4 equ $1034      ; ADC result register 4

        org $0100    ; Starting address

; These lines configure the ADC channels the way we want them
        ldaa #%10000000 ; turns A/D on (bit 7 of "option" word powers up ADCs)
        staa OPTION
        ldaa #%00110100 ; continuous scan, multiple channel, scans Port E
                          ; channels 4 through 7
        staa ADCTL

Main
        ldaa ADR1      ; Choose ADC result register 1
        staa PORTB
        bra Main

```

2.7 Example: Microchip PIC 16F84A bitwise OR

The following assembly-language program was assembled and simulated using the MPLABX Integrated Desktop Environment (version 5.35, using the MPASM assembler):

```

; Program for PIC 16F84A microcontroller
; Saves numbers into two memory locations, performs bitwise OR
;
    RES_VECT CODE    0x0000      ; processor reset vector
    GOTO LOOP        ; go to beginning of program

x equ 0x0c  ; Variable "x" is equivalent to data memory address 0x0c
y equ 0x0d  ; Variable "y" is equivalent to data memory address 0x0d

MAIN_PROG CODE                ; let linker place main program

LOOP
    MOVLW 0x01 ; Moves 1 into W register
    MOVWF x   ; Moves W register contents into x variable
    MOVLW 0x04 ; Moves 4 into W register
    MOVWF y   ; Moves W register contents into y variable
    IORWF x,0 ; Bitwise (W OR x), result stored in W
    GOTO LOOP ; loop forever

    END

```

The following screenshot shows the microprocessor's program memory map, with memory addresses, 14-bit opcodes, and the disassembled instruction mnemonics and operands represented by those opcodes:

Line	Address	Opcode	Label	DisAssy
1	000	2803		GOTO 0x3
2	001	3400		RETLW 0x0
3	002	3400		RETLW 0x0
4	003	3001	LOOP	MOVLW 0x1
5	004	008C		MOVWF 0xC
6	005	3004		MOVLW 0x4
7	006	008D		MOVWF 0xD
8	007	040C		IORWF 0xC, W
9	008	2803		GOTO 0x3

Using the debugging and simulation features of the IDE (Integrated Development Environment), we may step through the program one instruction at a time while monitoring some of the Special Function Registers:

The screenshot shows an IDE window titled 'newpic_8b_simple.asm'. The assembly code is as follows:

```

11
12 LOOP
13     MOVLW 0x01 ; Moves 1 into W register
14     MOVWF x   ; Moves W register contents into x variable
15     MOVLW 0x04 ; Moves 4 into W register
16     MOVWF y   ; Moves W register contents into y variable
17     IORWF x,0 ; Bitwise (W OR x), result stored in W
18     GOTO LOOP ; loop forever
19
20     END

```

The SFRs window at the bottom shows the following registers:

Address	Name	Hex	Decimal	Binary	Char
00	WREG	0x05	5	00000101	','
01	INDF	0x00	0	00000000	','
01	TMR0	0x00	0	00000000	','
02	PCL	0x03	3	00000011	','

The screenshot shows the same IDE window. The assembly code is the same as above. The SFRs window now shows:

Address	Name	Hex	Decimal	Binary	Char
00	WREG	0x01	1	00000001	','
00	INDF	0x00	0	00000000	','
01	TMR0	0x00	0	00000000	','
02	PCL	0x04	4	00000100	','

Start Page x newpic_8b_simple.asm x

Asm Source History

```

11
12 LOOP
13 MOVLW 0x01 ; Moves 1 into W register
14 MOVWF x ; Moves W register contents into x variable
15 MOVLW 0x04 ; Moves 4 into W register
16 MOVWF y ; Moves W register contents into y variable
17 IORWF x,0 ; Bitwise (W OR x), result stored in W
18 GOTO LOOP ; loop forever
19
20 END

```

I/O Pins Output Variables RegisterTrace Program Memory SFRs x

Address /	Name	Hex	Decimal	Binary	Char
00	WREG	0x01	1	00000001	','
01	INDF	0x00	0	00000000	','
01	TMR0	0x00	0	00000000	','
02	PCL	0x05	5	00000101	','

Start Page x newpic_8b_simple.asm x

Asm Source History

```

11
12 LOOP
13 MOVLW 0x01 ; Moves 1 into W register
14 MOVWF x ; Moves W register contents into x variable
15 MOVLW 0x04 ; Moves 4 into W register
16 MOVWF y ; Moves W register contents into y variable
17 IORWF x,0 ; Bitwise (W OR x), result stored in W
18 GOTO LOOP ; loop forever
19
20 END

```

I/O Pins Output Variables RegisterTrace Program Memory SFRs x

Address /	Name	Hex	Decimal	Binary	Char
00	WREG	0x04	4	00000100	','
01	INDF	0x00	0	00000000	','
01	TMR0	0x00	0	00000000	','
02	PCL	0x06	6	00000110	','

Start Page x newpic_8b_simple.asm x

Asm Source History

```

11
12 LOOP
13     MOVLW 0x01 ; Moves 1 into W register
14     MOVWF x   ; Moves W register contents into x variable
15     MOVLW 0x04 ; Moves 4 into W register
16     MOVWF y   ; Moves W register contents into y variable
17     IORWF x,0 ; Bitwise (W OR x), result stored in W
18     GOTO LOOP ; loop forever
19
20     END

```

I/O Pins Output Variables RegisterTrace Program Memory SFRs x

Address /	Name	Hex	Decimal	Binary	Char
	WREG	0x04	4	00000100	','
00	INDF	0x00	0	00000000	','
01	TMR0	0x00	0	00000000	','
02	PCL	0x07	7	00000111	','

Start Page x newpic_8b_simple.asm x

Asm Source History

```

11
12 LOOP
13     MOVLW 0x01 ; Moves 1 into W register
14     MOVWF x   ; Moves W register contents into x variable
15     MOVLW 0x04 ; Moves 4 into W register
16     MOVWF y   ; Moves W register contents into y variable
17     IORWF x,0 ; Bitwise (W OR x), result stored in W
18     GOTO LOOP ; loop forever
19
20     END

```

I/O Pins Output Variables RegisterTrace Program Memory SFRs x

Address /	Name	Hex	Decimal	Binary	Char
	WREG	0x05	5	00000101	','
00	INDF	0x00	0	00000000	','
01	TMR0	0x00	0	00000000	','
02	PCL	0x08	8	00001000	','

2.8 Example: Microchip PIC 16F84A conditional example

The following assembly-language program was assembled using the `gpasm` assembler² and simulated on the `simulpic` 16F84A simulator:

```

; Demonstration program for PIC 16F84A showing how to use btfss and btfsc
; instructions to make an output bit on Port A equal in state to an input
; bit on Port B.
;
; Equivalent to pseudocode:
;   if (PortBBit0 == 1)
;       then PortABit0 = 1
;       else PortABit0 = 0
;
; Assemble using the following command:
;   gpasm -p16F84A <filename>.asm
;

#include p16f84a.inc    ; This included file contains hexadecimal
                       ; register values for STATUS, TRISA, RPO,
                       ; etc. making programming easier.

    org 0x00           ; Program starts at address 0x00

    bsf STATUS, RPO    ; Switch to Bank 1 registers by setting RPO
    clrf TRISA         ; Clear all TRISA bits to declare Port A as output

    bcf STATUS, RPO    ; Switch to Bank 0 registers by clearing RPO
    clrf PORTA        ; Initialize PORTA by clearing output data latches

loop   btfss PORTB, 0 ; Skip next instruction if Port B bit 0 is set (=1)
       bcf PORTA, 0  ; Clear Port A bit 0 if the instruction is unskipped
       btfsc PORTB, 0 ; Skip next instruction if Port B bit 0 is cleared (=0)
       bsf PORTA, 0  ; Set Port A bit 0 if the instruction is unskipped
       goto loop

    end

```

²Command-line entry: `gpasm -p16F84A <filename>.asm`

```
; Demonstration program for PIC 16F84A showing how to use btfss and btfsc
; instructions to make an output bit on Port A opposite in state to an input
; bit on Port B.
;
; Equivalent to pseudocode:
;   if (PortBBit0 == 1)
;     then PortABit0 = 0
;   else PortABit0 = 1
;
; Assemble using the following command:
;   gpasm -p16F84A <filename>.asm
;

#include p16f84a.inc      ; This included file contains hexadecimal
                        ; register values for STATUS, TRISA, RPO,
                        ; etc. making programming easier.

        org 0x00        ; Program starts at address 0x00

        bsf STATUS, RPO ; Switch to Bank 1 registers by setting RPO
        clrf TRISA      ; Clear all TRISA bits to declare Port A as output

        bcf STATUS, RPO ; Switch to Bank 0 registers by clearing RPO
        clrf PORTA      ; Initialize PORTA by clearing output data latches

loop    btfss PORTB, 0  ; Skip next instruction if Port B bit 0 is set (=1)
        bsf PORTA, 0    ; Set Port A bit 0 if the instruction is unskipped
        btfsc PORTB, 0 ; Skip next instruction if Port B bit 0 is cleared (=0)
        bcf PORTA, 0    ; Clear Port A bit 0 if the instruction is unskipped
        goto loop

        end
```

2.9 Example: Microchip PIC 16F84A motor control

The following assembly-language program was assembled using the `gpasm` assembler³ and simulated on the `simulpic` 16F84A simulator:

```

; Motor control program for PIC 16F84A
; Start PBNO to ground on pin 0 on Port B
; Stop PBNC to ground on pin 1 on Port B

outputs equ 0x05      ; Port A register (file 0x05) will be outputs
inputs equ 0x06       ; Port B register (file 0x06) will be inputs
                    ; Bit 0 is the Start signal (active-low)
                    ; Bit 1 is the Stop signal (active-high)
trisa equ 0x05        ; Port A data direction register (file 0x05,
                    ; actually 0x85 but the "8" is implied when RPO is set)
status equ 0x03       ; Status register (file 0x85)
rp0 equ 5             ; The RPO bit of the Status register is bit 5

    org 0x00          ; Program starts at address 0x00

    bsf status, rp0   ; Switch to Bank 1 registers by setting rp0
    clrf trisa        ; Clear all TRISA bits to declare Port A as output

    bcf status, rp0   ; Switch to Bank 0 registers by clearing rp0
    clrf outputs      ; Initialize PORTA by clearing output data latches

loop   btfss inputs, 0 ; Skip next instruction if input bit 0 is set (=1)
                    ; (i.e. Start pushbutton switch unpressed)
    bsf outputs, 0    ; Set output bit 0 if the instruction is unskipped
    btfsc inputs, 1  ; Skip next instruction if input bit 1 is cleared (=0)
                    ; (i.e. Stop pushbutton switch unpressed)
    bcf outputs, 0    ; Clear output bit 0 if the instruction is unskipped
    goto loop

    end

```

³Command-line entry: `gpasm -p16F84A <filename>.asm`

2.10 Example: Microchip PIC 12F629 energizing a LED

The following assembly-language program was assembled using the MPLABX Integrated Development Environment assembler (called MPASM) and run on a 12F629 microcontroller IC plugged into a breadboard, interfaced using a PICkit4 in-circuit programmer/debugger tool connected to pins 6 and 7 (ICSPCLK and ICSPDAT, respectively). General-purpose I/O GP4 is pin 3 on the IC:

```
list    p=12F629
radix   dec ; Allows numerical entry in decimal rather than (default) hex
#include "p12f629.inc"

; CONFIG
; __config 0x3FDD __CONFIG _FOSC_INTRCCLK & _WDTE_ON & _PWRTE_OFF &
_MCLRE_OFF & _BOREN_ON & _CP_OFF & _CPD_OFF

; Beginning of program

org     0x00
bsf     131, 5      ; Selecting bank 1 (STATUS 83h, bit 5 = rp0)
bcf     133, 4      ; Setting GP4 as an output (TRISIO 85h)
movlw   b'00001111' ; bit 3 = 1 = WDT 011=/8 WDT= 18 ms x 8 = 0.144 seconds
movwf   129         ; must be in bank 1 (OPTION_REG 81h)
bcf     131, 5      ; Selecting bank 0 (STATUS 83h, bit 5 = rp0)
movlw   b'00010000' ; to set GP4 high and energize the LED
xorwf   GPIO,f
sleep

END
```

2.11 Example: Microchip PIC 16F18346 blinking an LED

The following assembly-language program was assembled using the MPLABX Integrated Development Environment assembler (called MPASM) and run on a 16F18346 microcontroller IC plugged into a “Curiosity” development board:

```

; Blinking LED program with nested delays

#include "p16f18346.inc"

; CONFIG1
; __config 0x3FCF
__CONFIG _CONFIG1, _FEXTOSC_ECH & _RSTOSC_LFINT & _CLKOUTEN_OFF & _CSWEN_ON &
_FCMEN_ON
; CONFIG2
; __config 0x3FF3
__CONFIG _CONFIG2, _MCLRE_ON & _PWRTE_OFF & _WDTE_OFF & _LPBOREN_OFF &
_BOREN_ON & _BORV_LOW & _PPS1WAY_ON & _STVREN_ON & _DEBUG_OFF
; CONFIG3
; __config 0x3FFF
__CONFIG _CONFIG3, _WRT_OFF & _LVP_ON
; CONFIG4
; __config 0x3FFF
__CONFIG _CONFIG4, _CP_OFF & _CPD_OFF

RES_VECT CODE 0x0000 ; processor reset vector
GOTO START ; go to beginning of program

MAIN_PROG CODE ; let linker place main program

START

BANKSEL PORTA
CLRF PORTA ; Init PORTA
BANKSEL LATA ; Data Latch
CLRF LATA
BANKSEL ANSELA
CLRF ANSELA ; digital I/O
BANKSEL TRISA
MOVLW B'00000000' ; Set all bits as outputs
MOVWF TRISA

BANKSEL LATA

```



```
LOOP
    CALL DELAY1
    BSF LATA,2
    CALL DELAY1
    BCF LATA,2
    GOTO LOOP

DELAY1
    MOVLW 0x0A                ; Delay time loaded into W
    MOVWF 0x20                ; Move from W to an address in General RAM
INNERLOOP
    CALL DELAY2
    DECFSZ 0x20, 1
    GOTO INNERLOOP
    RETURN

DELAY2
    MOVLW 0xFF                ; Delay time loaded into W
    MOVWF 0x21                ; Move from W to an address in General RAM
INNERLOOP2
    DECFSZ 0x21, 1
    GOTO INNERLOOP2
    RETURN
END
```

2.12 Example: Intel Xeon integer addition

The following program was written in the C language and compiled⁴ on a computer running the Linux operating system on an Intel 64-bit Xeon processor:

```
void main (void)
{
    int x = 2, y = 5, sum;

    sum = x + y;
}
```

Next, the resulting executable file was “disassembled”⁵ to show the machine-language and corresponding assembly-language code. Only the portion of the disassembled code related to the `main` function is shown here:

```
0000000004005c0 <main>:
4005c0: 55                push   %rbp
4005c1: 48 89 e5          mov    %rsp,%rbp
4005c4: c7 45 fc 02 00 00 00 movl   $0x2,-0x4(%rbp)
4005cb: c7 45 f8 05 00 00 00 movl   $0x5,-0x8(%rbp)
4005d2: 8b 45 f8          mov    -0x8(%rbp),%eax
4005d5: 8b 55 fc          mov    -0x4(%rbp),%edx
4005d8: 01 d0            add   %edx,%eax
4005da: 89 45 f4          mov    %eax,-0xc(%rbp)
4005dd: 5d                pop    %rbp
4005de: c3                retq
4005df: 90                nop
```

Memory addresses appear in the left-most column, followed by machine-language opcodes and operands in hexadecimal format. Assembly-language mnemonics and their operands appear on the farthest-right columns. For example, the first line of code for the `main` function shows it beginning at address `0x4005c0` with the opcode `55`, corresponding to the assembly-language mnemonic `push` with `%rbp` as its operand.

⁴Command-line entry: `gcc -g -O0 -fno-builtin main.c`

⁵Command-line entry: `objdump -d -s -f -m i386:x86-64 a.out`

Next, a program adding four numbers together:

```
void main (void)
{
    int w = 0, x = -6, y = 9, z = 22, sum;

    sum = w + x + y + z;
}
```

```
00000000004005c0 <main>:
4005c0: 55                push   %rbp
4005c1: 48 89 e5          mov    %rsp,%rbp
4005c4: c7 45 fc 00 00 00 00 movl   $0x0,-0x4(%rbp)
4005cb: c7 45 f8 fa ff ff ff movl   $0xffffffff,-0x8(%rbp)
4005d2: c7 45 f4 09 00 00 00 movl   $0x9,-0xc(%rbp)
4005d9: c7 45 f0 16 00 00 00 movl   $0x16,-0x10(%rbp)
4005e0: 8b 45 f8          mov    -0x8(%rbp),%eax
4005e3: 8b 55 fc          mov    -0x4(%rbp),%edx
4005e6: 01 c2            add   %eax,%edx
4005e8: 8b 45 f4          mov    -0xc(%rbp),%eax
4005eb: 01 c2            add   %eax,%edx
4005ed: 8b 45 f0          mov    -0x10(%rbp),%eax
4005f0: 01 d0            add   %edx,%eax
4005f2: 89 45 ec          mov    %eax,-0x14(%rbp)
4005f5: 5d                pop    %rbp
4005f6: c3                retq
4005f7: 66 0f 1f 84 00 00 00 nopw  0x0(%rax,%rax,1)
4005fe: 00 00
```

2.13 Example: Intel Xeon integer subtraction

The following program was written in the C language and compiled⁶ on a computer running the Linux operating system on an Intel 64-bit Xeon processor:

```
void main (void)
{
    int x = 2, y = 5, difference;

    difference = x - y;
}
```

Next, the resulting executable file was “disassembled”⁷ to show the machine-language and corresponding assembly-language code. Only the portion of the disassembled code related to the `main` function is shown here:

```
0000000004005c0 <main>:
4005c0: 55                push   %rbp
4005c1: 48 89 e5          mov    %rsp,%rbp
4005c4: c7 45 fc 02 00 00 00 movl   $0x2,-0x4(%rbp)
4005cb: c7 45 f8 05 00 00 00 movl   $0x5,-0x8(%rbp)
4005d2: 8b 45 f8          mov    -0x8(%rbp),%eax
4005d5: 8b 55 fc          mov    -0x4(%rbp),%edx
4005d8: 89 d1            mov    %edx,%ecx
4005da: 29 c1            sub    %eax,%ecx
4005dc: 89 c8            mov    %ecx,%eax
4005de: 89 45 f4          mov    %eax,-0xc(%rbp)
4005e1: 5d              pop    %rbp
4005e2: c3              retq
4005e3: 66 2e 0f 1f 84 00 00 nopw   %cs:0x0(%rax,%rax,1)
4005ea: 00 00 00
4005ed: 0f 1f 00        nopl  (%rax)
```

Memory addresses appear in the left-most column, followed by machine-language opcodes and operands in hexadecimal format. Assembly-language mnemonics and their operands appear on the farthest-right columns. For example, the first line of code for the `main` function shows it beginning at address `0x4005c0` with the opcode `55`, corresponding to the assembly-language mnemonic `push` with `%rbp` as its operand.

⁶Command-line entry: `gcc -g -O0 -fno-builtin main.c`

⁷Command-line entry: `objdump -d -s -f -m i386:x86-64 a.out`

2.14 Example: Intel Xeon integer multiplication

The following program was written in the C language and compiled⁸ on a computer running the Linux operating system on an Intel 64-bit Xeon processor:

```
void main (void)
{
    int x = 4, y = 7, z;

    z = x * y;
}
```

Next, the resulting executable file was “disassembled”⁹ to show the machine-language and corresponding assembly-language code. Only the portion of the disassembled code related to the `main` function is shown here:

```
00000000004005c0 <main>:
4005c0: 55                push   %rbp
4005c1: 48 89 e5          mov    %rsp,%rbp
4005c4: c7 45 fc 04 00 00 00 movl   $0x4,-0x4(%rbp)
4005cb: c7 45 f8 07 00 00 00 movl   $0x7,-0x8(%rbp)
4005d2: 8b 45 fc          mov    -0x4(%rbp),%eax
4005d5: 0f af 45 f8      imul  -0x8(%rbp),%eax
4005d9: 89 45 f4          mov    %eax,-0xc(%rbp)
4005dc: 5d                pop    %rbp
4005dd: c3                retq
4005de: 66 90            xchg  %ax,%ax
```

Memory addresses appear in the left-most column, followed by machine-language opcodes and operands in hexadecimal format. Assembly-language mnemonics and their operands appear on the farthest-right columns. For example, the first line of code for the `main` function shows it beginning at address `0x4005c0` with the opcode `55`, corresponding to the assembly-language mnemonic `push` with `%rbp` as its operand.

⁸Command-line entry: `gcc -g -O0 -fno-builtin main.c`

⁹Command-line entry: `objdump -d -s -f -m i386:x86-64 a.out`

2.15 Example: Intel Xeon looping infinitely

The following program was written in the C language and compiled¹⁰ on a computer running the Linux operating system on an Intel 64-bit Xeon processor:

```
void main (void)
{
    int x = 0;

    while(1)
        ++x;
}
```

Next, the resulting executable file was “disassembled”¹¹ to show the machine-language and corresponding assembly-language code. Only the portion of the disassembled code related to the `main` function is shown here:

```
0000000004005c0 <main>:
4005c0: 55                push   %rbp
4005c1: 48 89 e5          mov    %rsp,%rbp
4005c4: c7 45 fc 00 00 00 movl   $0x0,-0x4(%rbp)
4005cb: 83 45 fc 01      addl   $0x1,-0x4(%rbp)
4005cf: eb fa            jmp    4005cb <main+0xb>
4005d1: 66 2e 0f 1f 84 00 nopw   %cs:0x0(%rax,%rax,1)
4005d8: 00 00 00
4005db: 0f 1f 44 00 00   nopl   0x0(%rax,%rax,1)
```

Memory addresses appear in the left-most column, followed by machine-language opcodes and operands in hexadecimal format. Assembly-language mnemonics and their operands appear on the farthest-right columns. For example, the first line of code for the `main` function shows it beginning at address `0x4005c0` with the opcode `55`, corresponding to the assembly-language mnemonic `push` with `%rbp` as its operand.

¹⁰Command-line entry: `gcc -g -O0 -fno-builtin main.c`

¹¹Command-line entry: `objdump -d -s -f -m i386:x86-64 a.out`

2.16 Example: Intel Xeon looping fifteen times

The following program was written in the C language and compiled¹² on a computer running the Linux operating system on an Intel 64-bit Xeon processor:

```
void main (void)
{
    int n, x = 0;

    for (n = 0 ; n < 15 ; ++n)
        --x;
}
```

Next, the resulting executable file was “disassembled”¹³ to show the machine-language and corresponding assembly-language code. Only the portion of the disassembled code related to the `main` function is shown here:

```
0000000004005c0 <main>:
 4005c0: 55                push   %rbp
 4005c1: 48 89 e5          mov    %rsp,%rbp
 4005c4: c7 45 f8 00 00 00 movl   $0x0,-0x8(%rbp)
 4005cb: c7 45 fc 00 00 00 movl   $0x0,-0x4(%rbp)
 4005d2: eb 08            jmp    4005dc <main+0x1c>
 4005d4: 83 6d f8 01      subl   $0x1,-0x8(%rbp)
 4005d8: 83 45 fc 01      addl   $0x1,-0x4(%rbp)
 4005dc: 83 7d fc 0e      cmpl   $0xe,-0x4(%rbp)
 4005e0: 7e f2            jle   4005d4 <main+0x14>
 4005e2: 5d                pop    %rbp
 4005e3: c3                retq
 4005e4: 66 2e 0f 1f 84 00 nopw   %cs:0x0(%rax,%rax,1)
 4005eb: 00 00 00
 4005ee: 66 90            xchg  %ax,%ax
```

Memory addresses appear in the left-most column, followed by machine-language opcodes and operands in hexadecimal format. Assembly-language mnemonics and their operands appear on the farthest-right columns. For example, the first line of code for the `main` function shows it beginning at address `0x4005c0` with the opcode `55`, corresponding to the assembly-language mnemonic `push` with `%rbp` as its operand.

¹²Command-line entry: `gcc -g -O0 -fno-builtin main.c`

¹³Command-line entry: `objdump -d -s -f -m i386:x86-64 a.out`

2.17 Example: Intel Xeon integer power

The following program was written in the C language and compiled¹⁴ on a computer running the Linux operating system on an Intel 64-bit Xeon processor:

```
#include <math.h>

void main (void)
{
    int x = 3, y = 5, z;

    z = pow(x , y);
}
```

The power (`pow`) function is not part of the default C library, and so we need to include the header file `math.h` and also “link” the math library with our compiled object code (using the `-lm` option when invoking the `gcc` compiler software) to create an executable file for the computer to run.

¹⁴Command-line entry: `gcc -g -O0 -fno-builtin -lm main.c`

Next, the resulting executable file was “disassembled”¹⁵ to show the machine-language and corresponding assembly-language code. Only the portions of the disassembled code related to the `main` function and the `pow` function call are shown here:

```

0000000004004a0 <pow@plt-0x10>:
 4004a0: ff 35 6a 05 20 00      pushq  0x20056a(%rip)
                               # 600a10 <_GLOBAL_OFFSET_TABLE_+0x8>
 4004a6: ff 25 6c 05 20 00      jmpq   *0x20056c(%rip)
                               # 600a18 <_GLOBAL_OFFSET_TABLE_+0x10>
 4004ac: 0f 1f 40 00            nopl   0x0(%rax)

0000000004004b0 <pow@plt>:
 4004b0: ff 25 6a 05 20 00      jmpq   *0x20056a(%rip)
                               # 600a20 <_GLOBAL_OFFSET_TABLE_+0x18>
 4004b6: 68 00 00 00 00         pushq  $0x0
 4004bb: e9 e0 ff ff ff         jmpq   4004a0 <_init+0x18>

000000000400630 <main>:
 400630: 55                    push   %rbp
 400631: 48 89 e5              mov    %rsp,%rbp
 400634: 48 83 ec 10          sub   $0x10,%rsp
 400638: c7 45 fc 03 00 00 00  movl  $0x3,-0x4(%rbp)
 40063f: c7 45 f8 05 00 00 00  movl  $0x5,-0x8(%rbp)
 400646: f2 0f 2a 4d f8      cvtsi2sdl -0x8(%rbp),%xmm1
 40064b: f2 0f 2a 45 fc      cvtsi2sdl -0x4(%rbp),%xmm0
 400650: e8 5b fe ff ff      callq 4004b0 <pow@plt>
 400655: f2 0f 2c c0         cvttsd2si %xmm0,%eax
 400659: 89 45 f4            mov   %eax,-0xc(%rbp)
 40065c: c9                leaveq
 40065d: c3                retq
 40065e: 66 90             xchg  %ax,%ax

```

Memory addresses appear in the left-most column, followed by machine-language opcodes and operands in hexadecimal format. Assembly-language mnemonics and their operands appear on the farthest-right columns. For example, the first line of code for the `main` function shows it beginning at address `0x400630` with the opcode `55`, corresponding to the assembly-language mnemonic `push` with `%rbp` as its operand.

¹⁵Command-line entry: `objdump -d -s -f -m i386:x86-64 a.out`

Chapter 3

Simplified Tutorial

(Simplified tutorial text goes here)

Chapter 4

Full Tutorial

(Detailed tutorial text goes here)

Chapter 5

Historical References

This chapter is where you will find references to historical texts and technologies related to the module's topic.

Readers may wonder why historical references might be included in any modern lesson on a subject. Why dwell on old ideas and obsolete technologies? One answer to this question is that the initial discoveries and early applications of scientific principles typically present those principles in forms that are unusually easy to grasp. Anyone who first discovers a new principle must necessarily do so from a perspective of ignorance (i.e. if you truly *discover* something yourself, it means you must have come to that discovery with no prior knowledge of it and no hints from others knowledgeable in it), and in so doing the discoverer lacks any hindsight or advantage that might have otherwise come from a more advanced perspective. Thus, discoverers are forced to think and express themselves in less-advanced terms, and this often makes their explanations more readily accessible to others who, like the discoverer, comes to this idea with no prior knowledge. Furthermore, early discoverers often faced the daunting challenge of explaining their new and complex ideas to a naturally skeptical scientific community, and this pressure incentivized clear and compelling communication. As James Clerk Maxwell eloquently stated in the Preface to his book *A Treatise on Electricity and Magnetism* written in 1873,

It is of great advantage to the student of any subject to read the original memoirs on that subject, for science is always most completely assimilated when it is in its nascent state . . . [page xi]

Furthermore, grasping the historical context of technological discoveries is important for understanding how science intersects with culture and civilization, which is ever important because new discoveries and new applications of existing discoveries will always continue to impact our lives. One will often find themselves impressed by the ingenuity of previous generations, and by the high degree of refinement to which now-obsolete technologies were once raised. There is much to learn and much inspiration to be drawn from the technological past, and to the inquisitive mind these historical references are treasures waiting to be (re)-discovered.

5.1 Big-endians and Little-endians

A fictional novel published in 1726 entitled *Gulliver's Travels Into Several Remote Nations of the World* contains a reference to a dispute between two nations, that of Lilliput and of Blefuscu. The dispute is over the most trivial of matters, namely which end of an egg should be broken prior to eating. Clearly a satire by Swift on the religious controversies of his day, the schism between the “Big-endians” and “Little-endians” served as a convenient reference for computer scientists to describe the differing ways in which digital data could be organized within a digital system.

Without further adieu, I present to you the passage from Swift's famous book introducing the term “Big-endian” into the English lexicon:

. . . our histories of six thousand moons make no mention of any other regions than the two great empires of Lilliput and Blefuscu. Which two mighty powers have, as I was going to tell you, been engaged in a most obstinate war for six-and-thirty moons past. It began upon the following occasion. It is allowed on all hands, that the primitive way of breaking eggs, before we eat them, was upon the larger end; but his present majesty's grandfather, while he was a boy, going to eat an egg, and breaking it according to the ancient practice, happened to cut one of his fingers. Whereupon the emperor his father published an edict, commanding all his subjects, upon great penalties, to break the smaller end of their eggs. The people so highly resented this law, that our histories tell us, there have been six rebellions raised on that account; wherein one emperor lost his life, and another his crown. These civil commotions were constantly fomented by the monarchs of Blefuscu; and when they were quelled, the exiles always fled for refuge to that empire. It is computed that eleven thousand persons have at several times suffered death, rather than submit to break their eggs at the smaller end. Many hundred large volumes have been published upon this controversy: but the books of the Big-endians have been long forbidden, and the whole party rendered incapable by law of holding employments. During the course of these troubles, the emperors of Blefusca did frequently expostulate by their ambassadors, accusing us of making a schism in religion, by offending against a fundamental doctrine of our great prophet Lustrog, in the fifty-fourth chapter of the Blundecral (which is their Alcoran). This, however, is thought to be a mere strain upon the text; for the words are these: “that all true believers break their eggs at the convenient end.” And which is the convenient end, seems, in my humble opinion to be left to every man's conscience, or at least in the power of the chief magistrate to determine. Now, the Big-endian exiles have found so much credit in the emperor of Blefuscu's court, and so much private assistance and encouragement from their party here at home, that a bloody war has been carried on between the two empires for six-and-thirty moons, with various success; during which time we have lost forty capital ships, and a much a greater number of smaller vessels, together with thirty thousand of our best seamen and soldiers; and the damage received by the enemy is reckoned to be somewhat greater than ours. However, they have now equipped a numerous fleet, and are just preparing to make a descent upon us; and his imperial majesty, placing great confidence in your valour and strength, has commanded me to lay this account of his affairs before you.

One of those computer scientists referencing Jonathan Swift's satirical novel was Danny Cohen, in a document appropriately dated on April Fool's Day (April 1), 1980. The tone of Cohen's document

is quite humorous, and definitely worth reading especially for those interested in the architectures of early computing hardware such as the Motorola 68000 microprocessor IC; Digital Equipment Corporation's PDP10, PDP11/45, VAX computers; and the IBM model 360 computer. He makes extensive reference of Swift's story while describing the fundamental decision of how to organize and communicate data words in a digital system.

Cohen's document concludes neatly with the following three sentences, which I include for your edification:

It may be interesting to notice that the point which Jonathan Swift tried to convey in Gulliver's Travels is exactly the opposite of the point of this note.

Swift's point is that the difference between breaking the egg at the little-end and breaking it at the big-end is trivial. Therefore, he suggests, that everyone does it in his own preferred way.

We agree that the difference between sending eggs with the little- or the big-end first is trivial, but we insist that everyone must do it in the same way, to avoid anarchy. Since the difference is trivial we may choose either way, but a decision must be made.

At the time of this writing (2018), nearly four decades after Cohen's missive, the state of anarchy described by Cohen remains alive and well, with little-endian and big-endian formats commonly found among the various microprocessors and microcontrollers still in active use.

Chapter 6

Questions

This learning module, along with all others in the ModEL collection, is designed to be used in an inverted instructional environment where students independently read¹ the tutorials and attempt to answer questions on their own *prior* to the instructor's interaction with them. In place of lecture², the instructor engages with students in Socratic-style dialogue, probing and challenging their understanding of the subject matter through inquiry.

Answers are not provided for questions within this chapter, and this is by design. Solved problems may be found in the Tutorial and Derivation chapters, instead. The goal here is *independence*, and this requires students to be challenged in ways where others cannot think for them. Remember that you always have the tools of *experimentation* and *computer simulation* (e.g. SPICE) to explore concepts!

The following lists contain ideas for Socratic-style questions and challenges. Upon inspection, one will notice a strong theme of *metacognition* within these statements: they are designed to foster a regular habit of examining one's own thoughts as a means toward clearer thinking. As such these sample questions are useful both for instructor-led discussions as well as for self-study.

¹Technical reading is an essential academic skill for any technical practitioner to possess for the simple reason that the most comprehensive, accurate, and useful information to be found for developing technical competence is in textual form. Technical careers in general are characterized by the need for continuous learning to remain current with standards and technology, and therefore any technical practitioner who cannot read well is handicapped in their professional development. An excellent resource for educators on improving students' reading prowess through intentional effort and strategy is the book *Reading For Understanding – How Reading Apprenticeship Improves Disciplinary Learning in Secondary and College Classrooms* by Ruth Schoenbach, Cynthia Greenleaf, and Lynn Murphy.

²Lecture is popular as a teaching method because it is easy to implement: any reasonably articulate subject matter expert can talk to students, even with little preparation. However, it is also quite problematic. A good lecture always makes complicated concepts seem easier than they are, which is bad for students because it instills a false sense of confidence in their own understanding; reading and re-articulation requires more cognitive effort and serves to verify comprehension. A culture of teaching-by-lecture fosters a debilitating dependence upon direct personal instruction, whereas the challenges of modern life demand independent and critical thought made possible only by gathering information and perspectives from afar. Information presented in a lecture is ephemeral, easily lost to failures of memory and dictation; text is forever, and may be referenced at any time.

GENERAL CHALLENGES FOLLOWING TUTORIAL READING

- Summarize as much of the text as you can in one paragraph of your own words. A helpful strategy is to explain ideas as you would for an intelligent child: as simple as you can without compromising too much accuracy.
- Simplify a particular section of the text, for example a paragraph or even a single sentence, so as to capture the same fundamental idea in fewer words.
- Where did the text make the most sense to you? What was it about the text's presentation that made it clear?
- Identify where it might be easy for someone to misunderstand the text, and explain why you think it could be confusing.
- Identify any new concept(s) presented in the text, and explain in your own words.
- Identify any familiar concept(s) such as physical laws or principles applied or referenced in the text.
- Devise a proof of concept experiment demonstrating an important principle, physical law, or technical innovation represented in the text.
- Devise an experiment to disprove a plausible misconception.
- Did the text reveal any misconceptions you might have harbored? If so, describe the misconception(s) and the reason(s) why you now know them to be incorrect.
- Describe any useful problem-solving strategies applied in the text.
- Devise a question of your own to challenge a reader's comprehension of the text.

GENERAL FOLLOW-UP CHALLENGES FOR ASSIGNED PROBLEMS

- Identify where any fundamental laws or principles apply to the solution of this problem, especially before applying any mathematical techniques.
- Devise a thought experiment to explore the characteristics of the problem scenario, applying known laws and principles to mentally model its behavior.
- Describe in detail your own strategy for solving this problem. How did you identify and organized the given information? Did you sketch any diagrams to help frame the problem?
- Is there more than one way to solve this problem? Which method seems best to you?
- Show the work you did in solving this problem, even if the solution is incomplete or incorrect.
- What would you say was the most challenging part of this problem, and why was it so?
- Was any important information missing from the problem which you had to research or recall?
- Was there any extraneous information presented within this problem? If so, what was it and why did it not matter?
- Examine someone else's solution to identify where they applied fundamental laws or principles.
- Simplify the problem from its given form and show how to solve this simpler version of it. Examples include eliminating certain variables or conditions, altering values to simpler (usually whole) numbers, applying a limiting case (i.e. altering a variable to some extreme or ultimate value).
- For quantitative problems, identify the real-world meaning of all intermediate calculations: their units of measurement, where they fit into the scenario at hand. Annotate any diagrams or illustrations with these calculated values.
- For quantitative problems, try approaching it qualitatively instead, thinking in terms of “increase” and “decrease” rather than definite values.
- For qualitative problems, try approaching it quantitatively instead, proposing simple numerical values for the variables.
- Were there any assumptions you made while solving this problem? Would your solution change if one of those assumptions were altered?
- Identify where it would be easy for someone to go astray in attempting to solve this problem.
- Formulate your own problem based on what you learned solving this one.

GENERAL FOLLOW-UP CHALLENGES FOR EXPERIMENTS OR PROJECTS

- In what way(s) was this experiment or project easy to complete?
- Identify some of the challenges you faced in completing this experiment or project.

- Show how thorough documentation assisted in the completion of this experiment or project.
- Which fundamental laws or principles are key to this system's function?
- Identify any way(s) in which one might obtain false or otherwise misleading measurements from test equipment in this system.
- What will happen if (component X) fails (open/shorted/etc.)?
- What would have to occur to make this system unsafe?

6.1 Conceptual reasoning

These questions are designed to stimulate your analytic and synthetic thinking³. In a Socratic discussion with your instructor, the goal is for these questions to prompt an extended dialogue where assumptions are revealed, conclusions are tested, and understanding is sharpened. Your instructor may also pose additional questions based on those assigned, in order to further probe and refine your conceptual understanding.

Questions that follow are presented to challenge and probe your understanding of various concepts presented in the tutorial. These questions are intended to serve as a guide for the Socratic dialogue between yourself and the instructor. Your instructor’s task is to ensure you have a sound grasp of these concepts, and the questions contained in this document are merely a means to this end. Your instructor may, at his or her discretion, alter or substitute questions for the benefit of tailoring the discussion to each student’s needs. The only absolute requirement is that each student is challenged and assessed at a level equal to or greater than that represented by the documented questions.

It is far more important that you convey your *reasoning* than it is to simply convey a correct answer. For this reason, you should refrain from researching other information sources to answer questions. What matters here is that *you* are doing the thinking. If the answer is incorrect, your instructor will work with you to correct it through proper reasoning. A correct answer without an adequate explanation of how you derived that answer is unacceptable, as it does not aid the learning or assessment process.

You will note a conspicuous lack of answers given for these conceptual questions. Unlike standard textbooks where answers to every other question are given somewhere toward the back of the book, here in these learning modules students must rely on other means to check their work. The best way by far is to debate the answers with fellow students and also with the instructor during the Socratic dialogue sessions intended to be used with these learning modules. Reasoning through challenging questions with other people is an excellent tool for developing strong reasoning skills.

Another means of checking your conceptual answers, where applicable, is to use circuit simulation software to explore the effects of changes made to circuits. For example, if one of these conceptual questions challenges you to predict the effects of altering some component parameter in a circuit, you may check the validity of your work by simulating that same parameter change within software and seeing if the results agree.

³*Analytical* thinking involves the “disassembly” of an idea into its constituent parts, analogous to dissection. *Synthetic* thinking involves the “assembly” of a new idea comprised of multiple concepts, analogous to construction. Both activities are high-level cognitive skills, extremely important for effective problem-solving, necessitating frequent challenge and regular practice to fully develop.

6.1.1 Reading outline and reflections

“Reading maketh a full man; conference a ready man; and writing an exact man” – Francis Bacon

Francis Bacon’s advice is a blueprint for effective education: reading provides the learner with knowledge, writing focuses the learner’s thoughts, and critical dialogue equips the learner to confidently communicate and apply their learning. Independent acquisition and application of knowledge is a powerful skill, well worth the effort to cultivate. To this end, students should read these educational resources closely, journal their own reflections on the reading, and discuss in detail their findings with classmates and instructor(s). You should be able to do all of the following after reading any instructional text:

☑ Briefly **SUMMARIZE THE TEXT** in the form of a journal entry documenting your learning as you progress through the course of study. Share this summary in dialogue with your classmates and instructor. Journaling is an excellent self-test of thorough reading because you cannot clearly express what you have not read or did not comprehend.

☑ Demonstrate **ACTIVE READING STRATEGIES**, including verbalizing your impressions as you read, simplifying long passages to convey the same ideas using fewer words, annotating text and illustrations with your own interpretations, working through mathematical examples shown in the text, cross-referencing passages with relevant illustrations and/or other passages, identifying problem-solving strategies applied by the author, etc. Technical reading is a special case of problem-solving, and so these strategies work precisely because they help solve any problem: paying attention to your own thoughts (metacognition), eliminating unnecessary complexities, identifying what makes sense, paying close attention to details, drawing connections between separated facts, and noting the successful strategies of others.

☑ Identify **IMPORTANT THEMES**, especially **GENERAL LAWS** and **PRINCIPLES**, expounded in the text and express them in the simplest of terms as though you were teaching an intelligent child. This emphasizes connections between related topics and develops your ability to communicate complex ideas to anyone.

☑ Form **YOUR OWN QUESTIONS** based on the reading, and then pose them to your instructor and classmates for their consideration. Anticipate both correct and incorrect answers, the incorrect answer(s) assuming one or more plausible misconceptions. This helps you view the subject from different perspectives to grasp it more fully.

☑ Devise **EXPERIMENTS** to test claims presented in the reading, or to disprove misconceptions. Predict possible outcomes of these experiments, and evaluate their meanings: what result(s) would confirm, and what would constitute disproof? Running mental simulations and evaluating results is essential to scientific and diagnostic reasoning.

☑ Specifically identify any points you found **CONFUSING**. The reason for doing this is to help diagnose misconceptions and overcome barriers to learning.

6.1.2 Foundational concepts

Correct analysis and diagnosis of electric circuits begins with a proper understanding of some basic concepts. The following is a list of some important concepts referenced in this module's full tutorial. Define each of them in your own words, and be prepared to illustrate each of these concepts with a description of a practical example and/or a live demonstration.

Energy

Conservation of Energy

Simplification as a problem-solving strategy

Thought experiments as a problem-solving strategy

Limiting cases as a problem-solving strategy

Annotating diagrams as a problem-solving strategy

Interpreting intermediate results as a problem-solving strategy

Graphing as a problem-solving strategy

Converting a qualitative problem into a quantitative problem

Converting a quantitative problem into a qualitative problem

Working "backwards" to validate calculated results

Reductio ad absurdum

Re-drawing schematics as a problem-solving strategy

Cut-and-try problem-solving strategy

Algebraic substitution

???

6.1.3 First conceptual question

Challenges

- ???.
- ???.
- ???.

6.1.4 Second conceptual question

Challenges

- ???.
- ???.
- ???.

6.2 Quantitative reasoning

These questions are designed to stimulate your computational thinking. In a Socratic discussion with your instructor, the goal is for these questions to reveal your mathematical approach(es) to problem-solving so that good technique and sound reasoning may be reinforced. Your instructor may also pose additional questions based on those assigned, in order to observe your problem-solving firsthand.

Mental arithmetic and estimations are strongly encouraged for all calculations, because without these abilities you will be unable to readily detect errors caused by calculator misuse (e.g. keystroke errors).

You will note a conspicuous lack of answers given for these quantitative questions. Unlike standard textbooks where answers to every other question are given somewhere toward the back of the book, here in these learning modules students must rely on other means to check their work. My advice is to use circuit simulation software such as SPICE to check the correctness of quantitative answers. Refer to those learning modules within this collection focusing on SPICE to see worked examples which you may use directly as practice problems for your own study, and/or as templates you may modify to run your own analyses and generate your own practice problems.

Completely worked example problems found in the Tutorial may also serve as “test cases⁴” for gaining proficiency in the use of circuit simulation software, and then once that proficiency is gained you will never need to rely⁵ on an answer key!

⁴In other words, set up the circuit simulation software to analyze the same circuit examples found in the Tutorial. If the simulated results match the answers shown in the Tutorial, it confirms the simulation has properly run. If the simulated results disagree with the Tutorial’s answers, something has been set up incorrectly in the simulation software. Using every Tutorial as practice in this way will quickly develop proficiency in the use of circuit simulation software.

⁵This approach is perfectly in keeping with the instructional philosophy of these learning modules: *teaching students to be self-sufficient thinkers*. Answer keys can be useful, but it is even more useful to your long-term success to have a set of tools on hand for checking your own work, because once you have left school and are on your own, there will no longer be “answer keys” available for the problems you will have to solve.

6.2.1 Miscellaneous physical constants

Note: constants shown in **bold** type are *exact*, not approximations. Values inside of parentheses show one standard deviation (σ) of uncertainty in the final digits: for example, the magnetic permeability of free space value given as $1.25663706212(19) \times 10^{-6}$ H/m represents a center value (i.e. the location parameter) of $1.25663706212 \times 10^{-6}$ Henrys per meter with one standard deviation of uncertainty equal to $0.0000000000019 \times 10^{-6}$ Henrys per meter.

Avogadro's number (N_A) = **6.02214076** $\times 10^{23}$ **per mole** (mol^{-1})

Boltzmann's constant (k) = **1.380649** $\times 10^{-23}$ **Joules per Kelvin** (J/K)

Electronic charge (e) = **1.602176634** $\times 10^{-19}$ **Coulomb** (C)

Faraday constant (F) = **96,485.33212...** $\times 10^4$ **Coulombs per mole** (C/mol)

Magnetic permeability of free space (μ_0) = $1.25663706212(19) \times 10^{-6}$ Henrys per meter (H/m)

Electric permittivity of free space (ϵ_0) = $8.8541878128(13) \times 10^{-12}$ Farads per meter (F/m)

Characteristic impedance of free space (Z_0) = $376.730313668(57)$ Ohms (Ω)

Gravitational constant (G) = $6.67430(15) \times 10^{-11}$ cubic meters per kilogram-seconds squared ($\text{m}^3/\text{kg}\cdot\text{s}^2$)

Molar gas constant (R) = **8.314462618...** **Joules per mole-Kelvin** (J/mol-K) = $0.08205746(14)$ liters-atmospheres per mole-Kelvin

Planck constant (h) = **6.62607015** $\times 10^{-34}$ **joule-seconds** (J-s)

Stefan-Boltzmann constant (σ) = **5.670374419...** $\times 10^{-8}$ **Watts per square meter-Kelvin⁴** ($\text{W}/\text{m}^2\cdot\text{K}^4$)

Speed of light in a vacuum (c) = **299,792,458 meters per second** (m/s) = 186282.4 miles per second (mi/s)

Note: All constants taken from NIST data "Fundamental Physical Constants – Complete Listing", from <http://physics.nist.gov/constants>, National Institute of Standards and Technology (NIST), 2018 CODATA Adjustment.

6.2.2 Introduction to spreadsheets

A powerful computational tool you are encouraged to use in your work is a *spreadsheet*. Available on most personal computers (e.g. Microsoft Excel), *spreadsheet* software performs numerical calculations based on number values and formulae entered into cells of a grid. This grid is typically arranged as lettered columns and numbered rows, with each cell of the grid identified by its column/row coordinates (e.g. cell B3, cell A8). Each cell may contain a string of text, a number value, or a mathematical formula. The spreadsheet automatically updates the results of all mathematical formulae whenever the entered number values are changed. This means it is possible to set up a spreadsheet to perform a series of calculations on entered data, and those calculations will be re-done by the computer any time the data points are edited in any way.

For example, the following spreadsheet calculates average speed based on entered values of distance traveled and time elapsed:

	A	B	C	D
1	Distance traveled	46.9	Kilometers	
2	Time elapsed	1.18	Hours	
3	Average speed	= B1 / B2	km/h	
4				
5				

Text labels contained in cells A1 through A3 and cells C1 through C3 exist solely for readability and are not involved in any calculations. Cell B1 contains a sample distance value while cell B2 contains a sample time value. The formula for computing speed is contained in cell B3. Note how this formula begins with an “equals” symbol (=), references the values for distance and speed by lettered column and numbered row coordinates (B1 and B2), and uses a forward slash symbol for division (/). The coordinates B1 and B2 function as *variables*⁶ would in an algebraic formula.

When this spreadsheet is executed, the numerical value 39.74576 will appear in cell B3 rather than the formula = B1 / B2, because 39.74576 is the computed speed value given 46.9 kilometers traveled over a period of 1.18 hours. If a different numerical value for distance is entered into cell B1 or a different value for time is entered into cell B2, cell B3’s value will automatically update. All you need to do is set up the given values and any formulae into the spreadsheet, and the computer will do all the calculations for you.

Cell B3 may be referenced by other formulae in the spreadsheet if desired, since it is a variable just like the given values contained in B1 and B2. This means it is possible to set up an entire chain of calculations, one dependent on the result of another, in order to arrive at a final value. The arrangement of the given data and formulae need not follow any pattern on the grid, which means you may place them anywhere.

⁶Spreadsheets may also provide means to attach text labels to cells for use as variable names (Microsoft Excel simply calls these labels “names”), but for simple spreadsheets such as those shown here it’s usually easier just to use the standard coordinate naming for each cell.

Common⁷ arithmetic operations available for your use in a spreadsheet include the following:

- Addition (+)
- Subtraction (-)
- Multiplication (*)
- Division (/)
- Powers (^)
- Square roots (sqrt())
- Logarithms (ln() , log10())

Parentheses may be used to ensure⁸ proper order of operations within a complex formula. Consider this example of a spreadsheet implementing the *quadratic formula*, used to solve for roots of a polynomial expression in the form of $ax^2 + bx + c$:

$$x = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$$

	A	B
1	x_1	= (-B4 + sqrt((B4^2) - (4*B3*B5))) / (2*B3)
2	x_2	= (-B4 - sqrt((B4^2) - (4*B3*B5))) / (2*B3)
3	a =	9
4	b =	5
5	c =	-2

This example is configured to compute roots⁹ of the polynomial $9x^2 + 5x - 2$ because the values of 9, 5, and -2 have been inserted into cells B3, B4, and B5, respectively. Once this spreadsheet has been built, though, it may be used to calculate the roots of *any* second-degree polynomial expression simply by entering the new a , b , and c coefficients into cells B3 through B5. The numerical values appearing in cells B1 and B2 will be automatically updated by the computer immediately following any changes made to the coefficients.

⁷Modern spreadsheet software offers a bewildering array of mathematical functions you may use in your computations. I recommend you consult the documentation for your particular spreadsheet for information on operations other than those listed here.

⁸Spreadsheet programs, like text-based programming languages, are designed to follow standard order of operations by default. However, my personal preference is to use parentheses even where strictly unnecessary just to make it clear to any other person viewing the formula what the intended order of operations is.

⁹Reviewing some algebra here, a *root* is a value for x that yields an overall value of zero for the polynomial. For this polynomial ($9x^2 + 5x - 2$) the two roots happen to be $x = 0.269381$ and $x = -0.82494$, with these values displayed in cells B1 and B2, respectively upon execution of the spreadsheet.

Alternatively, one could break up the long quadratic formula into smaller pieces like this:

$$y = \sqrt{b^2 - 4ac} \quad z = 2a$$

$$x = \frac{-b \pm y}{z}$$

	A	B	C
1	x_1	= (-B4 + C1) / C2	= sqrt((B4^2) - (4*B3*B5))
2	x_2	= (-B4 - C1) / C2	= 2*B3
3	a =	9	
4	b =	5	
5	c =	-2	

Note how the square-root term (y) is calculated in cell C1, and the denominator term (z) in cell C2. This makes the two final formulae (in cells B1 and B2) simpler to interpret. The positioning of all these cells on the grid is completely arbitrary¹⁰ – all that matters is that they properly reference each other in the formulae.

Spreadsheets are particularly useful for situations where the same set of calculations representing a circuit or other system must be repeated for different initial conditions. The power of a spreadsheet is that it automates what would otherwise be a tedious set of calculations. One specific application of this is to simulate the effects of various components within a circuit failing with abnormal values (e.g. a shorted resistor simulated by making its value nearly zero; an open resistor simulated by making its value extremely large). Another application is analyzing the behavior of a circuit design given new components that are out of specification, and/or aging components experiencing drift over time.

¹⁰My personal preference is to locate all the “given” data in the upper-left cells of the spreadsheet grid (each data point flanked by a sensible name in the cell to the left and units of measurement in the cell to the right as illustrated in the first distance/time spreadsheet example), sometimes coloring them in order to clearly distinguish which cells contain entered data versus which cells contain computed results from formulae. I like to place all formulae in cells below the given data, and try to arrange them in logical order so that anyone examining my spreadsheet will be able to figure out *how* I constructed a solution. This is a general principle I believe all computer programmers should follow: *document and arrange your code to make it easy for other people to learn from it.*

6.2.3 First quantitative problem

Challenges

- ???.
- ???.
- ???.

6.2.4 Second quantitative problem

Challenges

- ???.
- ???.
- ???.

6.3 Diagnostic reasoning

These questions are designed to stimulate your deductive and inductive thinking, where you must apply general principles to specific scenarios (deductive) and also derive conclusions about the failed circuit from specific details (inductive). In a Socratic discussion with your instructor, the goal is for these questions to reinforce your recall and use of general circuit principles and also challenge your ability to integrate multiple symptoms into a sensible explanation of what's wrong in a circuit. Your instructor may also pose additional questions based on those assigned, in order to further challenge and sharpen your diagnostic abilities.

As always, your goal is to fully *explain* your analysis of each problem. Simply obtaining a correct answer is not good enough – you must also demonstrate sound reasoning in order to successfully complete the assignment. Your instructor's responsibility is to probe and challenge your understanding of the relevant principles and analytical processes in order to ensure you have a strong foundation upon which to build further understanding.

You will note a conspicuous lack of answers given for these diagnostic questions. Unlike standard textbooks where answers to every other question are given somewhere toward the back of the book, here in these learning modules students must rely on other means to check their work. The best way by far is to debate the answers with fellow students and also with the instructor during the Socratic dialogue sessions intended to be used with these learning modules. Reasoning through challenging questions with other people is an excellent tool for developing strong reasoning skills.

Another means of checking your diagnostic answers, where applicable, is to use circuit simulation software to explore the effects of faults placed in circuits. For example, if one of these diagnostic questions requires that you predict the effect of an open or a short in a circuit, you may check the validity of your work by simulating that same fault (substituting a very high resistance in place of that component for an open, and substituting a very low resistance for a short) within software and seeing if the results agree.

6.3.1 First diagnostic scenario

Challenges

- ???.
- ???.
- ???.

6.3.2 Second diagnostic scenario

Challenges

- ???.
- ???.
- ???.

Appendix A

Problem-Solving Strategies

The ability to solve complex problems is arguably one of the most valuable skills one can possess, and this skill is particularly important in any science-based discipline.

- Study principles, not procedures. Don't be satisfied with merely knowing how to compute solutions – learn *why* those solutions work.
- Identify what it is you need to solve, identify all relevant data, identify all units of measurement, identify any general principles or formulae linking the given information to the solution, and then identify any “missing pieces” to a solution. Annotate all diagrams with this data.
- Sketch a diagram to help visualize the problem. When building a real system, always devise a plan for that system and analyze its function *before* constructing it.
- Follow the units of measurement and meaning of every calculation. If you are ever performing mathematical calculations as part of a problem-solving procedure, and you find yourself unable to apply each and every intermediate result to some aspect of the problem, it means you don't understand what you are doing. Properly done, every mathematical result should have practical meaning for the problem, and not just be an abstract number. You should be able to identify the proper units of measurement for each and every calculated result, and show where that result fits into the problem.
- Perform “thought experiments” to explore the effects of different conditions for theoretical problems. When troubleshooting real systems, perform *diagnostic tests* rather than visually inspecting for faults, the best diagnostic test being the one giving you the most information about the nature and/or location of the fault with the fewest steps.
- Simplify the problem until the solution becomes obvious, and then use that obvious case as a model to follow in solving the more complex version of the problem.
- Check for exceptions to see if your solution is incorrect or incomplete. A good solution will work for *all* known conditions and criteria. A good example of this is the process of testing scientific hypotheses: the task of a scientist is not to find support for a new idea, but rather to *challenge* that new idea to see if it holds up under a battery of tests. The philosophical

principle of *reductio ad absurdum* (i.e. disproving a general idea by finding a specific case where it fails) is useful here.

- Work “backward” from a hypothetical solution to a new set of given conditions.
- Add quantities to problems that are qualitative in nature, because sometimes a little math helps illuminate the scenario.
- Sketch graphs illustrating how variables relate to each other. These may be quantitative (i.e. with realistic number values) or qualitative (i.e. simply showing increases and decreases).
- Treat quantitative problems as qualitative in order to discern the relative magnitudes and/or directions of change of the relevant variables. For example, try determining what happens if a certain variable were to increase or decrease before attempting to precisely calculate quantities: how will each of the dependent variables respond, by increasing, decreasing, or remaining the same as before?
- Consider limiting cases. This works especially well for qualitative problems where you need to determine which direction a variable will change. Take the given condition and magnify that condition to an extreme degree as a way of simplifying the direction of the system’s response.
- Check your work. This means regularly testing your conclusions to see if they make sense. This does *not* mean repeating the same steps originally used to obtain the conclusion(s), but rather to use some other means to check validity. Simply repeating procedures often leads to *repeating the same errors* if any were made, which is why alternative paths are better.

Appendix B

Instructional philosophy

“The unexamined circuit is not worth energizing” – Socrates (if he had taught electricity)

These learning modules, although useful for self-study, were designed to be used in a formal learning environment where a subject-matter expert challenges students to digest the content and exercise their critical thinking abilities in the answering of questions and in the construction and testing of working circuits.

The following principles inform the instructional and assessment philosophies embodied in these learning modules:

- The first goal of education is to enhance clear and independent thought, in order that every student reach their fullest potential in a highly complex and inter-dependent world. Robust reasoning is *always* more important than particulars of any subject matter, because its application is universal.
- Literacy is fundamental to independent learning and thought because text continues to be the most efficient way to communicate complex ideas over space and time. Those who cannot read with ease are limited in their ability to acquire knowledge and perspective.
- Articulate communication is fundamental to work that is complex and interdisciplinary.
- Faulty assumptions and poor reasoning are best corrected through challenge, not presentation. The rhetorical technique of *reductio ad absurdum* (disproving an assertion by exposing an absurdity) works well to discipline student’s minds, not only to correct the problem at hand but also to learn how to detect and correct future errors.
- Important principles should be repeatedly explored and widely applied throughout a course of study, not only to reinforce their importance and help ensure their mastery, but also to showcase the interconnectedness and utility of knowledge.

These learning modules were expressly designed to be used in an “inverted” teaching environment¹ where students first read the introductory and tutorial chapters on their own, then individually attempt to answer the questions and construct working circuits according to the experiment and project guidelines. The instructor never lectures, but instead meets regularly with each individual student to review their progress, answer questions, identify misconceptions, and challenge the student to new depths of understanding through further questioning. Regular meetings between instructor and student should resemble a Socratic² dialogue, where questions serve as scalpels to dissect topics and expose assumptions. The student passes each module only after consistently demonstrating their ability to logically analyze and correctly apply all major concepts in each question or project/experiment. The instructor must be vigilant in probing each student’s understanding to ensure they are truly *reasoning* and not just *memorizing*. This is why “Challenge” points appear throughout, as prompts for students to think deeper about topics and as starting points for instructor queries. Sometimes these challenge points require additional knowledge that hasn’t been covered in the series to answer in full. This is okay, as the major purpose of the Challenges is to stimulate analysis and synthesis on the part of each student.

The instructor must possess enough mastery of the subject matter and awareness of students’ reasoning to generate their own follow-up questions to practically any student response. Even completely correct answers given by the student should be challenged by the instructor for the purpose of having students practice articulating their thoughts and defending their reasoning. Conceptual errors committed by the student should be exposed and corrected not by direct instruction, but rather by reducing the errors to an absurdity³ through well-chosen questions and thought experiments posed by the instructor. Becoming proficient at this style of instruction requires time and dedication, but the positive effects on critical thinking for both student and instructor are spectacular.

An inspection of these learning modules reveals certain unique characteristics. One of these is a bias toward thorough explanations in the tutorial chapters. Without a live instructor to explain concepts and applications to students, the text itself must fulfill this role. This philosophy results in lengthier explanations than what you might typically find in a textbook, each step of the reasoning process fully explained, including footnotes addressing common questions and concerns students raise while learning these concepts. Each tutorial seeks to not only explain each major concept in sufficient detail, but also to explain the logic of each concept and how each may be developed

¹In a traditional teaching environment, students first encounter new information via *lecture* from an expert, and then independently apply that information via *homework*. In an “inverted” course of study, students first encounter new information via *homework*, and then independently apply that information under the scrutiny of an expert. The expert’s role in lecture is to simply *explain*, but the expert’s role in an inverted session is to *challenge, critique*, and if necessary *explain* where gaps in understanding still exist.

²Socrates is a figure in ancient Greek philosophy famous for his unflinching style of questioning. Although he authored no texts, he appears as a character in Plato’s many writings. The essence of Socratic philosophy is to leave no question unexamined and no point of view unchallenged. While purists may argue a topic such as electric circuits is too narrow for a true Socratic-style dialogue, I would argue that the essential thought processes involved with scientific reasoning on *any* topic are not far removed from the Socratic ideal, and that students of electricity and electronics would do very well to challenge assumptions, pose thought experiments, identify fallacies, and otherwise employ the arsenal of critical thinking skills modeled by Socrates.

³This rhetorical technique is known by the Latin phrase *reductio ad absurdum*. The concept is to expose errors by counter-example, since only one solid counter-example is necessary to disprove a universal claim. As an example of this, consider the common misconception among beginning students of electricity that voltage cannot exist without current. One way to apply *reductio ad absurdum* to this statement is to ask how much current passes through a fully-charged battery connected to nothing (i.e. a clear example of voltage existing without current).

from “first principles”. Again, this reflects the goal of developing clear and independent thought in students’ minds, by showing how clear and logical thought was used to forge each concept. Students benefit from witnessing a model of clear thinking in action, and these tutorials strive to be just that.

Another characteristic of these learning modules is a lack of step-by-step instructions in the Project and Experiment chapters. Unlike many modern workbooks and laboratory guides where step-by-step instructions are prescribed for each experiment, these modules take the approach that students must learn to closely read the tutorials and apply their own reasoning to identify the appropriate experimental steps. Sometimes these steps are plainly declared in the text, just not as a set of enumerated points. At other times certain steps are implied, an example being assumed competence in test equipment use where the student should not need to be told *again* how to use their multimeter because that was thoroughly explained in previous lessons. In some circumstances no steps are given at all, leaving the entire procedure up to the student.

This lack of prescription is not a flaw, but rather a feature. Close reading and clear thinking are foundational principles of this learning series, and in keeping with this philosophy all activities are designed to *require* those behaviors. Some students may find the lack of prescription frustrating, because it demands more from them than what their previous educational experiences required. This frustration should be interpreted as an unfamiliarity with autonomous thinking, a problem which must be corrected if the student is ever to become a self-directed learner and effective problem-solver. Ultimately, the need for students to read closely and think clearly is more important both in the near-term and far-term than any specific facet of the subject matter at hand. If a student takes longer than expected to complete a module because they are forced to outline, digest, and reason on their own, so be it. The future gains enjoyed by developing this mental discipline will be well worth the additional effort and delay.

Another feature of these learning modules is that they do not treat topics in isolation. Rather, important concepts are introduced early in the series, and appear repeatedly as stepping-stones toward other concepts in subsequent modules. This helps to avoid the “compartmentalization” of knowledge, demonstrating the inter-connectedness of concepts and simultaneously reinforcing them. Each module is fairly complete in itself, reserving the beginning of its tutorial to a review of foundational concepts.

This methodology of assigning text-based modules to students for digestion and then using Socratic dialogue to assess progress and hone students’ thinking was developed over a period of several years by the author with his Electronics and Instrumentation students at the two-year college level. While decidedly unconventional and sometimes even unsettling for students accustomed to a more passive lecture environment, this instructional philosophy has proven its ability to convey conceptual mastery, foster careful analysis, and enhance employability so much better than lecture that the author refuses to ever teach by lecture again.

Problems which often go undiagnosed in a lecture environment are laid bare in this “inverted” format where students must articulate and logically defend their reasoning. This, too, may be unsettling for students accustomed to lecture sessions where the instructor cannot tell for sure who comprehends and who does not, and this vulnerability necessitates sensitivity on the part of the “inverted” session instructor in order that students never feel discouraged by having their errors exposed. *Everyone* makes mistakes from time to time, and learning is a lifelong process! Part of the instructor’s job is to build a culture of learning among the students where errors are not seen as shameful, but rather as opportunities for progress.

To this end, instructors managing courses based on these modules should adhere to the following principles:

- Student questions are always welcome and demand thorough, honest answers. The only type of question an instructor should refuse to answer is one the student should be able to easily answer on their own. Remember, *the fundamental goal of education is for each student to learn to think clearly and independently*. This requires hard work on the part of the student, which no instructor should ever circumvent. Anything done to bypass the student's responsibility to do that hard work ultimately limits that student's potential and thereby does real harm.
- It is not only permissible, but encouraged, to answer a student's question by asking questions in return, these follow-up questions designed to guide the student to reach a correct answer through their own reasoning.
- All student answers demand to be challenged by the instructor and/or by other students. This includes both correct and incorrect answers – the goal is to practice the articulation and defense of one's own reasoning.
- No reading assignment is deemed complete unless and until the student demonstrates their ability to accurately summarize the major points in their own terms. Recitation of the original text is unacceptable. This is why every module contains an "Outline and reflections" question as well as a "Foundational concepts" question in the Conceptual reasoning section, to prompt reflective reading.
- No assigned question is deemed answered unless and until the student demonstrates their ability to consistently and correctly apply the concepts to *variations* of that question. This is why module questions typically contain multiple "Challenges" suggesting different applications of the concept(s) as well as variations on the same theme(s). Instructors are encouraged to devise as many of their own "Challenges" as they are able, in order to have a multitude of ways ready to probe students' understanding.
- No assigned experiment or project is deemed complete unless and until the student demonstrates the task in action. If this cannot be done "live" before the instructor, video-recordings showing the demonstration are acceptable. All relevant safety precautions must be followed, all test equipment must be used correctly, and the student must be able to properly explain all results. The student must also successfully answer all Challenges presented by the instructor for that experiment or project.

Students learning from these modules would do well to abide by the following principles:

- No text should be considered fully and adequately read unless and until you can express every idea *in your own words, using your own examples*.
- You should always articulate your thoughts as you read the text, noting points of agreement, confusion, and epiphanies. Feel free to print the text on paper and then write your notes in the margins. Alternatively, keep a journal for your own reflections as you read. This is truly a helpful tool when digesting complicated concepts.
- Never take the easy path of highlighting or underlining important text. Instead, *summarize* and/or *comment* on the text using your own words. This actively engages your mind, allowing you to more clearly perceive points of confusion or misunderstanding on your own.
- A very helpful strategy when learning new concepts is to place yourself in the role of a teacher, if only as a mental exercise. Either explain what you have recently learned to someone else, or at least *imagine* yourself explaining what you have learned to someone else. The simple act of having to articulate new knowledge and skill forces you to take on a different perspective, and will help reveal weaknesses in your understanding.
- Perform each and every mathematical calculation and thought experiment shown in the text on your own, referring back to the text to see that your results agree. This may seem trivial and unnecessary, but it is critically important to ensuring you actually understand what is presented, especially when the concepts at hand are complicated and easy to misunderstand. Apply this same strategy to become proficient in the use of *circuit simulation software*, checking to see if your simulated results agree with the results shown in the text.
- Above all, recognize that learning is hard work, and that a certain level of frustration is unavoidable. There are times when you will struggle to grasp some of these concepts, and that struggle is a natural thing. Take heart that it will yield with persistent and varied⁴ effort, and never give up!

Students interested in using these modules for self-study will also find them beneficial, although the onus of responsibility for thoroughly reading and answering questions will of course lie with that individual alone. If a qualified instructor is not available to challenge students, a workable alternative is for students to form study groups where they challenge⁵ one another.

To high standards of education,

Tony R. Kuphaldt

⁴As the old saying goes, “Insanity is trying the same thing over and over again, expecting different results.” If you find yourself stumped by something in the text, you should attempt a different approach. Alter the thought experiment, change the mathematical parameters, do whatever you can to see the problem in a slightly different light, and then the solution will often present itself more readily.

⁵Avoid the temptation to simply share answers with study partners, as this is really counter-productive to learning. Always bear in mind that the answer to any question is far less important in the long run than the method(s) used to obtain that answer. The goal of education is to empower one’s life through the improvement of clear and independent thought, literacy, expression, and various practical skills.

Appendix C

Tools used

I am indebted to the developers of many open-source software applications in the creation of these learning modules. The following is a list of these applications with some commentary on each.

You will notice a theme common to many of these applications: a bias toward *code*. Although I am by no means an expert programmer in any computer language, I understand and appreciate the flexibility offered by code-based applications where the user (you) enters commands into a plain ASCII text file, which the software then reads and processes to create the final output. Code-based computer applications are by their very nature *extensible*, while WYSIWYG (What You See Is What You Get) applications are generally limited to whatever user interface the developer makes for you.

The GNU/Linux computer operating system

There is so much to be said about Linus Torvalds' `Linux` and Richard Stallman's `GNU` project. First, to credit just these two individuals is to fail to do justice to the *mob* of passionate volunteers who contributed to make this amazing software a reality. I first learned of `Linux` back in 1996, and have been using this operating system on my personal computers almost exclusively since then. It is *free*, it is completely *configurable*, and it permits the continued use of highly efficient `Unix` applications and scripting languages (e.g. shell scripts, Makefiles, `sed`, `awk`) developed over many decades. `Linux` not only provided me with a powerful computing platform, but its open design served to inspire my life's work of creating open-source educational resources.

Bram Moolenaar's Vim text editor

Writing code for any code-based computer application requires a *text editor*, which may be thought of as a word processor strictly limited to outputting plain-ASCII text files. Many good text editors exist, and one's choice of text editor seems to be a deeply personal matter within the programming world. I prefer `Vim` because it operates very similarly to `vi` which is ubiquitous on `Unix/Linux` operating systems, and because it may be entirely operated via keyboard (i.e. no mouse required) which makes it fast to use.

Donald Knuth's \TeX typesetting system

Developed in the late 1970's and early 1980's by computer scientist extraordinaire Donald Knuth to typeset his multi-volume magnum opus *The Art of Computer Programming*, this software allows the production of formatted text for screen-viewing or paper printing, all by writing plain-text code to describe how the formatted text is supposed to appear. \TeX is not just a markup language for documents, but it is also a Turing-complete programming language in and of itself, allowing useful algorithms to be created to control the production of documents. Simply put, *\TeX is a programmer's approach to word processing*. Since \TeX is controlled by code written in a plain-text file, this means anyone may read that plain-text file to see exactly how the document was created. This openness afforded by the code-based nature of \TeX makes it relatively easy to learn how other people have created their own \TeX documents. By contrast, examining a beautiful document created in a conventional WYSIWYG word processor such as Microsoft **Word** suggests nothing to the reader about *how* that document was created, or what the user might do to create something similar. As Mr. Knuth himself once quipped, conventional word processing applications should be called WYSIAYG (What You See Is *All* You Get).

Leslie Lamport's \LaTeX extensions to \TeX

Like all true programming languages, \TeX is inherently extensible. So, years after the release of \TeX to the public, Leslie Lamport decided to create a massive extension allowing easier compilation of book-length documents. The result was \LaTeX , which is the markup language used to create all ModEL module documents. You could say that \TeX is to \LaTeX as **C** is to **C++**. This means it is permissible to use any and all \TeX commands within \LaTeX source code, and it all still works. Some of the features offered by \LaTeX that would be challenging to implement in \TeX include automatic index and table-of-content creation.

Tim Edwards' **Xcircuit** drafting program

This wonderful program is what I use to create all the schematic diagrams and illustrations (but not photographic images or mathematical plots) throughout the ModEL project. It natively outputs PostScript format which is a true vector graphic format (this is why the images do not pixellate when you zoom in for a closer view), and it is so simple to use that I have never had to read the manual! Object libraries are easy to create for **Xcircuit**, being plain-text files using PostScript programming conventions. Over the years I have collected a large set of object libraries useful for drawing electrical and electronic schematics, pictorial diagrams, and other technical illustrations.

Gimp graphic image manipulation program

Essentially an open-source clone of Adobe's **PhotoShop**, I use **Gimp** to resize, crop, and convert file formats for all of the photographic images appearing in the **Model** modules. Although **Gimp** does offer its own scripting language (called **Script-Fu**), I have never had occasion to use it. Thus, my utilization of **Gimp** to merely crop, resize, and convert graphic images is akin to using a sword to slice bread.

SPICE circuit simulation program

SPICE is to circuit analysis as **T_EX** is to document creation: it is a form of markup language designed to describe a certain object to be processed in plain-ASCII text. When the plain-text "source file" is compiled by the software, it outputs the final result. More modern circuit analysis tools certainly exist, but I prefer **SPICE** for the following reasons: it is *free*, it is *fast*, it is *reliable*, and it is a fantastic tool for *teaching* students of electricity and electronics how to write simple code. I happen to use rather old versions of **SPICE**, version 2g6 being my "go to" application when I only require text-based output. **NGSPICE** (version 26), which is based on Berkeley **SPICE** version 3f5, is used when I require graphical output for such things as time-domain waveforms and Bode plots. In all **SPICE** example netlists I strive to use coding conventions compatible with all **SPICE** versions.

Andrew D. Hwang's ePiX mathematical visualization programming library

This amazing project is a **C++** library you may link to any **C/C++** code for the purpose of generating PostScript graphic images of mathematical functions. As a completely free and open-source project, it does all the plotting I would otherwise use a Computer Algebra System (CAS) such as **Mathematica** or **Maple** to do. It should be said that **ePiX** is *not* a Computer Algebra System like **Mathematica** or **Maple**, but merely a mathematical *visualization* tool. In other words, it won't determine integrals for you (you'll have to implement that in your own **C/C++** code!), but it can graph the results, and it does so beautifully. What I really admire about **ePiX** is that it is a **C++** programming library, which means it builds on the existing power and toolset available with that programming language. Mr. Hwang could have probably developed his own stand-alone application for mathematical plotting, but by creating a **C++** library to do the same thing he accomplished something much greater.

gnuplot mathematical visualization software

Another open-source tool for mathematical visualization is `gnuplot`. Interestingly, this tool is *not* part of Richard Stallman’s GNU project, its name being a coincidence. For this reason the authors prefer “gnu” *not* be capitalized at all to avoid confusion. This is a much “lighter-weight” alternative to a spreadsheet for plotting tabular data, and the fact that it easily outputs directly to an X11 console or a file in a number of different graphical formats (including PostScript) is very helpful. I typically set my `gnuplot` output format to default (X11 on my Linux PC) for quick viewing while I’m developing a visualization, then switch to PostScript file export once the visual is ready to include in the document(s) I’m writing. As with my use of `Gimp` to do rudimentary image editing, my use of `gnuplot` only scratches the surface of its capabilities, but the important points are that it’s *free* and that it *works well*.

Python programming language

Both Python and C++ find extensive use in these modules as instructional aids and exercises, but I’m listing Python here as a *tool* for myself because I use it almost daily as a *calculator*. If you open a Python interpreter console and type `from math import *` you can type mathematical expressions and have it return results just as you would on a hand calculator. Complex-number (i.e. *phasor*) arithmetic is similarly supported if you include the complex-math library (`from cmath import *`). Examples of this are shown in the Programming References chapter (if included) in each module. Of course, being a fully-featured programming language, Python also supports conditionals, loops, and other structures useful for calculation of quantities. Also, running in a console environment where all entries and returned values show as text in a chronologically-ordered list makes it easy to copy-and-paste those calculations to document exactly how they were performed.

Appendix D

Creative Commons License

Creative Commons Attribution 4.0 International Public License

By exercising the Licensed Rights (defined below), You accept and agree to be bound by the terms and conditions of this Creative Commons Attribution 4.0 International Public License (“Public License”). To the extent this Public License may be interpreted as a contract, You are granted the Licensed Rights in consideration of Your acceptance of these terms and conditions, and the Licensor grants You such rights in consideration of benefits the Licensor receives from making the Licensed Material available under these terms and conditions.

Section 1 – Definitions.

a. **Adapted Material** means material subject to Copyright and Similar Rights that is derived from or based upon the Licensed Material and in which the Licensed Material is translated, altered, arranged, transformed, or otherwise modified in a manner requiring permission under the Copyright and Similar Rights held by the Licensor. For purposes of this Public License, where the Licensed Material is a musical work, performance, or sound recording, Adapted Material is always produced where the Licensed Material is synched in timed relation with a moving image.

b. **Adapter’s License** means the license You apply to Your Copyright and Similar Rights in Your contributions to Adapted Material in accordance with the terms and conditions of this Public License.

c. **Copyright and Similar Rights** means copyright and/or similar rights closely related to copyright including, without limitation, performance, broadcast, sound recording, and Sui Generis Database Rights, without regard to how the rights are labeled or categorized. For purposes of this Public License, the rights specified in Section 2(b)(1)-(2) are not Copyright and Similar Rights.

d. **Effective Technological Measures** means those measures that, in the absence of proper authority, may not be circumvented under laws fulfilling obligations under Article 11 of the WIPO Copyright Treaty adopted on December 20, 1996, and/or similar international agreements.

e. **Exceptions and Limitations** means fair use, fair dealing, and/or any other exception or

limitation to Copyright and Similar Rights that applies to Your use of the Licensed Material.

f. **Licensed Material** means the artistic or literary work, database, or other material to which the Licensor applied this Public License.

g. **Licensed Rights** means the rights granted to You subject to the terms and conditions of this Public License, which are limited to all Copyright and Similar Rights that apply to Your use of the Licensed Material and that the Licensor has authority to license.

h. **Licensor** means the individual(s) or entity(ies) granting rights under this Public License.

i. **Share** means to provide material to the public by any means or process that requires permission under the Licensed Rights, such as reproduction, public display, public performance, distribution, dissemination, communication, or importation, and to make material available to the public including in ways that members of the public may access the material from a place and at a time individually chosen by them.

j. **Sui Generis Database Rights** means rights other than copyright resulting from Directive 96/9/EC of the European Parliament and of the Council of 11 March 1996 on the legal protection of databases, as amended and/or succeeded, as well as other essentially equivalent rights anywhere in the world.

k. **You** means the individual or entity exercising the Licensed Rights under this Public License. **Your** has a corresponding meaning.

Section 2 – Scope.

a. License grant.

1. Subject to the terms and conditions of this Public License, the Licensor hereby grants You a worldwide, royalty-free, non-sublicensable, non-exclusive, irrevocable license to exercise the Licensed Rights in the Licensed Material to:

A. reproduce and Share the Licensed Material, in whole or in part; and

B. produce, reproduce, and Share Adapted Material.

2. Exceptions and Limitations. For the avoidance of doubt, where Exceptions and Limitations apply to Your use, this Public License does not apply, and You do not need to comply with its terms and conditions.

3. Term. The term of this Public License is specified in Section 6(a).

4. Media and formats; technical modifications allowed. The Licensor authorizes You to exercise the Licensed Rights in all media and formats whether now known or hereafter created, and to make technical modifications necessary to do so. The Licensor waives and/or agrees not to assert any right or authority to forbid You from making technical modifications necessary to exercise the Licensed Rights, including technical modifications necessary to circumvent Effective Technological Measures.

For purposes of this Public License, simply making modifications authorized by this Section 2(a)(4) never produces Adapted Material.

5. Downstream recipients.

A. Offer from the Licensor – Licensed Material. Every recipient of the Licensed Material automatically receives an offer from the Licensor to exercise the Licensed Rights under the terms and conditions of this Public License.

B. No downstream restrictions. You may not offer or impose any additional or different terms or conditions on, or apply any Effective Technological Measures to, the Licensed Material if doing so restricts exercise of the Licensed Rights by any recipient of the Licensed Material.

6. No endorsement. Nothing in this Public License constitutes or may be construed as permission to assert or imply that You are, or that Your use of the Licensed Material is, connected with, or sponsored, endorsed, or granted official status by, the Licensor or others designated to receive attribution as provided in Section 3(a)(1)(A)(i).

b. Other rights.

1. Moral rights, such as the right of integrity, are not licensed under this Public License, nor are publicity, privacy, and/or other similar personality rights; however, to the extent possible, the Licensor waives and/or agrees not to assert any such rights held by the Licensor to the limited extent necessary to allow You to exercise the Licensed Rights, but not otherwise.

2. Patent and trademark rights are not licensed under this Public License.

3. To the extent possible, the Licensor waives any right to collect royalties from You for the exercise of the Licensed Rights, whether directly or through a collecting society under any voluntary or waivable statutory or compulsory licensing scheme. In all other cases the Licensor expressly reserves any right to collect such royalties.

Section 3 – License Conditions.

Your exercise of the Licensed Rights is expressly made subject to the following conditions.

a. Attribution.

1. If You Share the Licensed Material (including in modified form), You must:

A. retain the following if it is supplied by the Licensor with the Licensed Material:

i. identification of the creator(s) of the Licensed Material and any others designated to receive attribution, in any reasonable manner requested by the Licensor (including by pseudonym if designated);

ii. a copyright notice;

- iii. a notice that refers to this Public License;
- iv. a notice that refers to the disclaimer of warranties;
- v. a URI or hyperlink to the Licensed Material to the extent reasonably practicable;

B. indicate if You modified the Licensed Material and retain an indication of any previous modifications; and

C. indicate the Licensed Material is licensed under this Public License, and include the text of, or the URI or hyperlink to, this Public License.

2. You may satisfy the conditions in Section 3(a)(1) in any reasonable manner based on the medium, means, and context in which You Share the Licensed Material. For example, it may be reasonable to satisfy the conditions by providing a URI or hyperlink to a resource that includes the required information.

3. If requested by the Licensor, You must remove any of the information required by Section 3(a)(1)(A) to the extent reasonably practicable.

4. If You Share Adapted Material You produce, the Adapter's License You apply must not prevent recipients of the Adapted Material from complying with this Public License.

Section 4 – Sui Generis Database Rights.

Where the Licensed Rights include Sui Generis Database Rights that apply to Your use of the Licensed Material:

- a. for the avoidance of doubt, Section 2(a)(1) grants You the right to extract, reuse, reproduce, and Share all or a substantial portion of the contents of the database;
- b. if You include all or a substantial portion of the database contents in a database in which You have Sui Generis Database Rights, then the database in which You have Sui Generis Database Rights (but not its individual contents) is Adapted Material; and
- c. You must comply with the conditions in Section 3(a) if You Share all or a substantial portion of the contents of the database.

For the avoidance of doubt, this Section 4 supplements and does not replace Your obligations under this Public License where the Licensed Rights include other Copyright and Similar Rights.

Section 5 – Disclaimer of Warranties and Limitation of Liability.

a. Unless otherwise separately undertaken by the Licensor, to the extent possible, the Licensor offers the Licensed Material as-is and as-available, and makes no representations or warranties of any kind concerning the Licensed Material, whether express, implied, statutory, or other. This includes, without limitation, warranties of title, merchantability, fitness for a particular purpose, non-infringement, absence of latent or other defects, accuracy, or the presence or absence of errors,

whether or not known or discoverable. Where disclaimers of warranties are not allowed in full or in part, this disclaimer may not apply to You.

b. To the extent possible, in no event will the Licensor be liable to You on any legal theory (including, without limitation, negligence) or otherwise for any direct, special, indirect, incidental, consequential, punitive, exemplary, or other losses, costs, expenses, or damages arising out of this Public License or use of the Licensed Material, even if the Licensor has been advised of the possibility of such losses, costs, expenses, or damages. Where a limitation of liability is not allowed in full or in part, this limitation may not apply to You.

c. The disclaimer of warranties and limitation of liability provided above shall be interpreted in a manner that, to the extent possible, most closely approximates an absolute disclaimer and waiver of all liability.

Section 6 – Term and Termination.

a. This Public License applies for the term of the Copyright and Similar Rights licensed here. However, if You fail to comply with this Public License, then Your rights under this Public License terminate automatically.

b. Where Your right to use the Licensed Material has terminated under Section 6(a), it reinstates:

1. automatically as of the date the violation is cured, provided it is cured within 30 days of Your discovery of the violation; or

2. upon express reinstatement by the Licensor.

For the avoidance of doubt, this Section 6(b) does not affect any right the Licensor may have to seek remedies for Your violations of this Public License.

c. For the avoidance of doubt, the Licensor may also offer the Licensed Material under separate terms or conditions or stop distributing the Licensed Material at any time; however, doing so will not terminate this Public License.

d. Sections 1, 5, 6, 7, and 8 survive termination of this Public License.

Section 7 – Other Terms and Conditions.

a. The Licensor shall not be bound by any additional or different terms or conditions communicated by You unless expressly agreed.

b. Any arrangements, understandings, or agreements regarding the Licensed Material not stated herein are separate from and independent of the terms and conditions of this Public License.

Section 8 – Interpretation.

a. For the avoidance of doubt, this Public License does not, and shall not be interpreted to, reduce, limit, restrict, or impose conditions on any use of the Licensed Material that could lawfully

be made without permission under this Public License.

b. To the extent possible, if any provision of this Public License is deemed unenforceable, it shall be automatically reformed to the minimum extent necessary to make it enforceable. If the provision cannot be reformed, it shall be severed from this Public License without affecting the enforceability of the remaining terms and conditions.

c. No term or condition of this Public License will be waived and no failure to comply consented to unless expressly agreed to by the Licensor.

d. Nothing in this Public License constitutes or may be interpreted as a limitation upon, or waiver of, any privileges and immunities that apply to the Licensor or You, including from the legal processes of any jurisdiction or authority.

Creative Commons is not a party to its public licenses. Notwithstanding, Creative Commons may elect to apply one of its public licenses to material it publishes and in those instances will be considered the “Licensor.” Except for the limited purpose of indicating that material is shared under a Creative Commons public license or as otherwise permitted by the Creative Commons policies published at creativecommons.org/policies, Creative Commons does not authorize the use of the trademark “Creative Commons” or any other trademark or logo of Creative Commons without its prior written consent including, without limitation, in connection with any unauthorized modifications to any of its public licenses or any other arrangements, understandings, or agreements concerning use of licensed material. For the avoidance of doubt, this paragraph does not form part of the public licenses.

Creative Commons may be contacted at creativecommons.org.

Appendix E

References

Cohen, Danny, “On Holy Wars and a Plea For Peace”, IEN 137, USC/ISI, April 1, 1980.

Intel 64 and IA-32 Architectures Software Developer’s Manual, order number 325383-060US, September 2016.

Swift, Jonathan, *Gulliver’s Travels*, 1726.

Appendix F

Version history

This is a list showing all significant additions, corrections, and other edits made to this learning module. Each entry is referenced by calendar date in reverse chronological order (newest version first), which appears on the front cover of every learning module for easy reference. Any contributors to this open-source document are listed here as well.

2 June 2020 – minor edits to assembly language code in the Case Tutorial chapter (e.g. adding the # symbol before some of the `include` directives) and also mentioned the specific assembler I was using under *MPLABX*, called *MPASM*.

28-29 May 2020 – worked more on the Case Tutorial chapter content, adding examples of assembly language programming from my collection of past experiments.

27 May 2020 – document first created.

Index

- Adding quantities to a qualitative problem, 56
- Annotating diagrams, 55
- April Fool's Day, 37

- Checking for exceptions, 56
- Checking your work, 56
- Code, computer, 63
- Cohen, Danny, 37

- Dimensional analysis, 55

- Edwards, Tim, 64

- Graph values to solve a problem, 56
- Greenleaf, Cynthia, 39

- How to teach with these modules, 58
- Hwang, Andrew D., 65

- Identify given data, 55
- Identify relevant principles, 55
- Instructions for projects and experiments, 59
- Intermediate results, 55
- Inverted instruction, 58

- Knuth, Donald, 64

- Lampport, Leslie, 64
- Limiting cases, 56

- Maxwell, James Clerk, 35
- Metacognition, 44
- Moolenaar, Bram, 63
- Murphy, Lynn, 39

- Open-source, 63

- Problem-solving: annotate diagrams, 55
- Problem-solving: check for exceptions, 56
- Problem-solving: checking work, 56
- Problem-solving: dimensional analysis, 55
- Problem-solving: graph values, 56
- Problem-solving: identify given data, 55
- Problem-solving: identify relevant principles, 55
- Problem-solving: interpret intermediate results, 55
- Problem-solving: limiting cases, 56
- Problem-solving: qualitative to quantitative, 56
- Problem-solving: quantitative to qualitative, 56
- Problem-solving: reductio ad absurdum, 56
- Problem-solving: simplify the system, 55
- Problem-solving: thought experiment, 55
- Problem-solving: track units of measurement, 55
- Problem-solving: visually represent the system, 55
- Problem-solving: work in reverse, 56

- Qualitatively approaching a quantitative problem, 56

- Reading Apprenticeship, 39
- Reductio ad absurdum, 56–58

- Schoenbach, Ruth, 39
- Scientific method, 44
- Simplifying a system, 55
- Socrates, 57
- Socratic dialogue, 58
- SPICE, 39
- Stallman, Richard, 63

- Thought experiment, 55
- Torvalds, Linus, 63

- Units of measurement, 55

- Visualizing a system, 55

Work in reverse to solve a problem, 56

WYSIWYG, 63, 64