UNDERGRADUATE COMPUTER ENGINEERING LABORATORY MANUAL (VOL. 3)

MICROPROCESSOR SYSTEM INTERFACING

PROTOTYPING AND PACKAGING

ARTIFICIAL INTELLIGENCE APPLICATIONS

UNIVERSITY OF ILORIN

FACULTY OF ENGINEERING & TECHNOLOGY

DEPARTMENT OF COMPUTER ENGINEERING

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Foreword

This instruction manual is the third in the series of the undergraduate Computer Engineering laboratory manuals designed to facilitate a practical-oriented approach to learning by students of Computer Engineering in Nigerian universities. In developing this manual, requirements in the Basic Minimum Academic Standard (BMAS) as defined by both the National Universities Commission (NUC) and the Council for the Regulation of Engineering in Nigeria (COREN) for courses to be audited by Computer Engineering undergraduates were considered.

This volume focuses on experiments in **Microprocessor Systems Interfacing, Prototyping and Packaging, and Artificial Intelligence and Applications.** A total of six laboratory sessions are to be performed by students in each of these areas.

At the end of each laboratory session, each student is expected to write a report on the experiments conducted in the workbook provided and submit to laboratory instructors for assessment.

It is our desire that the use of this manual in undergraduate Computer Engineering laboratories will achieve our goal of imparting students with the necessary hands-on experience that will make them productive Computer Engineers in the future.

J.F. Opadiji, Dr.Eng, R.Eng.

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