



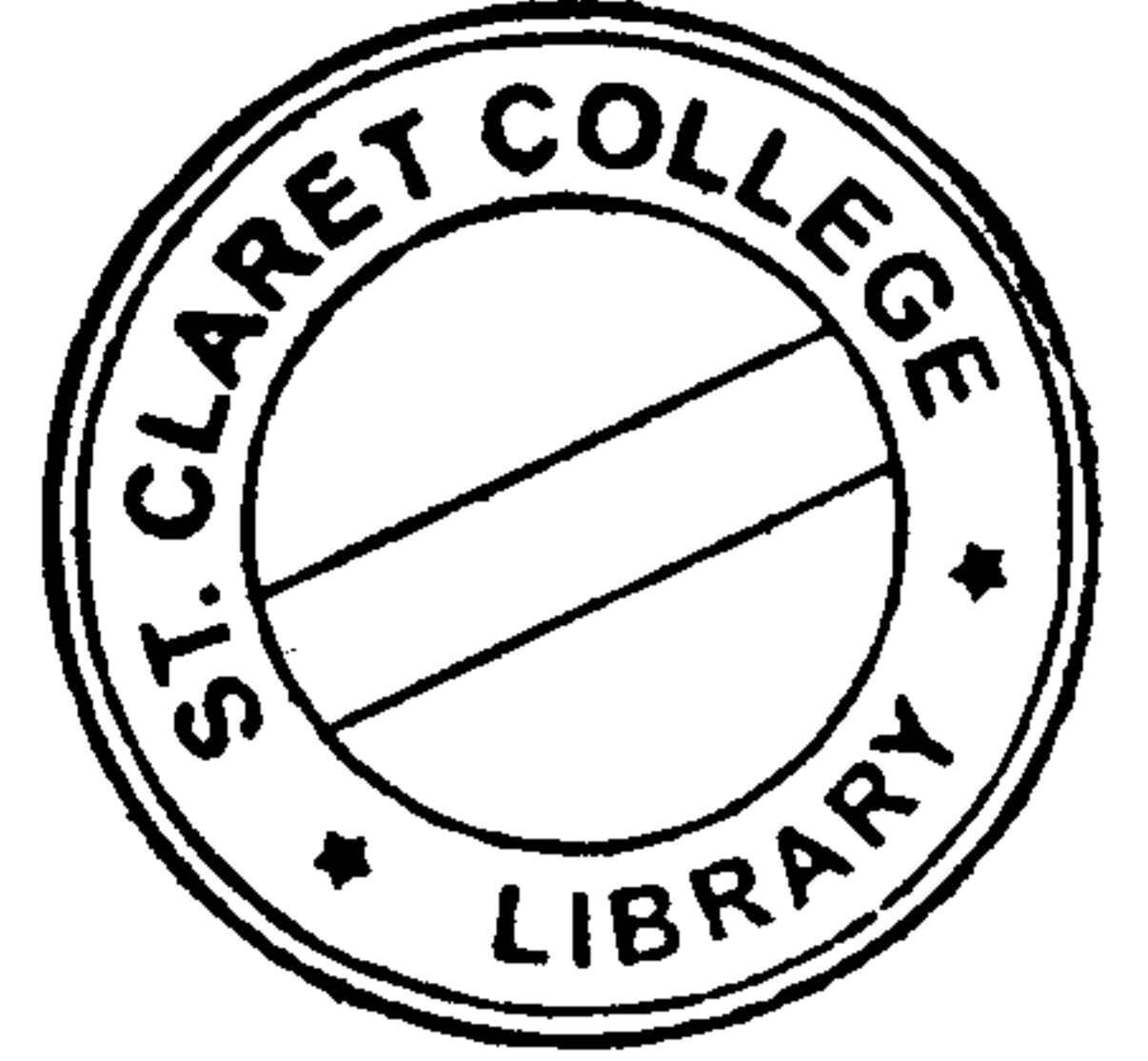
UN – 323

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V Semester B.C.A. Degree Examination, November/December 2015
(Y2K8 Scheme) (F + R)

Computer Science

BCA – 502 : COMPUTER ARCHITECTURE
(100 – 2013-14 & Onwards) (90 – Prior to 2013-14)



Time : 3 Hours

Max. Marks : 90/100

- Instructions:** 1) Section A, B, C is common to all. Section D is applicable to the students of 2011-12 and Onwards.
2) 100 marks for students of 2011-12 and onwards. 90 marks for Repeaters prior to 2011-12.

SECTION – A

I. Answer **any ten** questions. **Each** carries **two** marks. **(10×2=20)**

- 1) State and prove Demorgan's law.
- 2) Draw the logic diagram of the Boolean function $F = AB + A' B$ using NAND gates only.
- 3) What is Decoder Expansion ?
- 4) What is unidirectional and bidirectional shift register ?
- 5) Convert $(736.4)_8$ to decimal and binary.
- 6) What is self complementing code and weighted code ?
- 7) What are the two types of control organization ?
- 8) How many bits are needed to specify an address for a memory unit of 4096 words ?
- 9) What is PSW ?
- 10) What is an external interrupt ? Give an example.
- 11) What are peripherals ?
- 12) What is memory management system ?

P.T.O.



SECTION – B

II. Answer **any five** questions. **Each** carries **five** marks. **(5×5=25)**

- 13) Simplify the Boolean function $F(A, B, C, D) = \sum (0, 1, 2, 5, 8, 9, 10)$ in both sum-of-products and product-of-sums.
- 14) Design a 4-to-1 multiplexer.
- 15) Define r and $(r - 1)$'s complement. Represent -14 using Integer representation stored in an 8 bit register.
- 16) List the micro operations of ADD and ISZ instructions.
- 17) Explain with a neat block diagram the input-output configuration.
- 18) Explain register stack with a neat block diagram.
- 19) What is polling ? Explain.
- 20) Explain Associative memory with a neat block diagram.

SECTION – C

III. Answer **any three** questions. **Each** carries **fifteen** marks. **(3×15=45)**

21. a) Design a sequential circuit with two JK flip flops A and B and two inputs E and x.

If $E = 0$ the circuit remains in the same state regardless of the value of x.

When $E = 1$ and $x = 1$, the circuit goes through the state transition from 00 to 01 to 10 to 11 back to 00 and repeat.

When $E = 1$ and $x = 0$; the circuit goes through the state transition from 00 to 11 to 10 to 01 back to 00 and repeat.

- b) Derive the circuit for a 3-bit parity generator using an odd-parity system.

(10+5)

- 22) a) Design a octal to binary encoder.

- b) Explain with a neat block diagram a 4-bit bidirectional shift register with parallel load.

(5+10)



- 23) Explain with a neat flowchart the computer operation. 15
- 24) What is Addressing Mode ? Explain the different types of Addressing Modes with example. 15
- 25) a) Explain source-initiated data transfer using hand shaking.
- b) What is virtual memory ? Explain address space and memory space in detail. (7+8)

SECTION – D

- IV. Answer **any one** questions. **Each** carries **ten** marks. (1×10=10)
- 26) What is binary counter ? Explain a 4-bit synchronous counter with a neat block diagram. 10
 - 27) a) What are the major characteristics of RISC architecture ?
 - b) Explain the block diagram of a computer with I/O processors. (5+5)
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