

**PGDCA / MCA (I Year) / BCA****Term-End Examination****December, 2007****CS-01 : COMPUTER FUNDAMENTALS**

Time: 3 hours

Maximum Marks : 75

**Note :** Question number 1 is **compulsory**. Answer any **three** questions from the rest.

1. (a) Using the K map simplify the following function :  
 $f(A, B, C, D) = \sum m(1, 3, 4, 10, 11)$   
realize the minimized function using NAND gates. 10
- (b) With the help of truth table and logic diagram explain the working of J-K flip flop. Discuss the type of triggering (level/edge) that one should prefer using flip flops. 8
- (c) Explain the syntax and functioning of instructions related with the following 8086 operations :  
(i) add with carry  
(ii) subtract with borrow  
(iii) data transfer between two 8-bit registers  
(iv) increment a 16-bit register 5

- (d) Make diagram and explain the functioning of an arithmetic pipeline processor for the function  $Z = (A_i * B_i) + (C_i * D_i * E_i)$  where  $i = 1$  to 20. 7
2. (a) Write a program in 8086 assembly language to multiply two 16-bit integers. 7
- (b) Simplify the following expressions : 8
- (i)  $(A + \bar{B}) \bar{A} \bar{B} \bar{C}$
- (ii)  $\bar{A} \bar{B} C + \bar{A} \bar{C} D + \bar{C} A$
- (iii)  $AB + \bar{A} C \bar{D} E + \bar{B} C \bar{D}$
- (iv)  $\bar{A} \bar{B} + AC + \bar{B} \bar{C} \bar{D} + \bar{B} \bar{C} E + \bar{B} C F + B C \bar{G}$
3. (a) Explain the basic functioning of multiplexer and demultiplexer. Design the circuit of  $3 \times 8$  demultiplexer using two  $2 \times 4$  demultiplexers. 8
- (b) Discuss Flynn's classification of computers. Which class suits the parallel processing environment ? Explain why. 7
4. (a) Design and explain the following : 8
- (i) Serial in serial out 4-bit register
- (ii) Parallel in parallel out 4-bit register
- (b) Explain the daisy chaining scheme. For what purpose is it used ? 7

5. (a) Why is memory organized into hierarchical system ?

What is 2D and  $2\frac{1}{2}$  D memory organization ?

8

(b) Explain the types of counters. Design a modulo-7 counter.

7

