Roll No.

Total Pages : 3

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May 2024 B.C.A. - II SEMESTER LOGICAL ORGANIZATION OF COMPUTER-II (BCA-17-107)

Time : 3 Hours]

[Max. Marks : 75

Instructions :

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- 1. It is compulsory to answer all the questions (1.5 marks each) of Part-A in short.
- 2. Answer any four questions from Part-B in detail.
- 3. Different sub-parts of a question are to be attempted adjacent to each other.

PART-A

- (a) What is meant by 'latch'? (1.5)
 - (b) What is meant by a universal gate? (1.5)
 - (c) What is meant by propagation delay? (1.5)
 - (d) Explain the purpose of encoder and decoder. (1.5)

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- (e) State the excitation table of JK Flip flop. (1.5)
- (f) How does synchronous circuits differ from asynchronous circuits? (1.5)
- (g) Draw the logic circuit diagram of SR Flip flop. (1.5)
- (h) Define opcode and operand. (1.5)
- (i) State and explain the performance equation. (1.5)
- (i) What is the function of control unit? (1.5)

PART-B

- (a) Explain various addressing modes in general purpose computer with examples. (10)
 - (b) Design a 4-bit common bus system using multiplexers and 4 registers. (5)
- (a) Using a 4-bit shift register, construct a 4-bit register that can rotate its content one position to the left or right.

. (5)

(b) What is meant by counter? Suppose we have two fourbit synchronous up/down counter circuits, which we wished to cascade to make one eight-bit counter. Draw the necessary connecting wires (and any extra gates) between the two four-bit counters to make this possible.

(10)

- 4. Differentiate between the following :
 - (i) RISC and CISC processors.

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- (ii) T and D Flip Flop.
- (iii) Sequential and combinational circuits. (15)
- 5. (a) What is virtual memory? (5)
 - (b) Discuss the Memory Hierarchy in computer system with regard to Speed, Size and Cost. (10)
- 6. (a) What are various types of registers in computer organization? (10)
 - (b) Explain the different types of interrupts. (5)
- 7. Write short notes on any *three* of the following :
 - (a) Instruction Cycle.
 - (b) Mod 6 counter.
 - (c) I/O device and their controllers.
 - (d) Pipelining.

(15)

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