

Roll No.

Total Pages : 3

GSE/M-20

1498

COMPUTER SCIENCE–II

(Logical Organization of Computers)

Paper–II

Time : Three Hours]

[Maximum Marks : 40

Note : Attempt *five* questions in all. Question No. 1 is compulsory.
Attempt *four* more questions selecting *one* question from each unit.

1. Answer the following questions in brief :

- (a) What is Half subtractor? Draw truth table and its diagram.
- (b) Distinguish between Synchronous and Asynchronous counters.
- (c) Convert $A + B'C$ into POS and SOP forms.
- (d) Represent '13' in ASCII and EBCDIC codes. (4×2=8)

UNIT–I

- 2.** (a) What is Cyclic BCD code? What are its applications?
Represent 869 in this code. (3)
- (b) Design single error detecting and single error correcting Hamming code for 1100 code, and explain its usage with an example. (5)

3. (a) Convert $(4F2.3)_{16}$ into binary, ternary and octal number systems. (4)
- (b) Perform $(28)_{10} + (-43)_{10}$ in 1's complement form and verify your answer. (4)

UNIT-II

4. (a) Explain the following laws of Boolean algebra :
Identity law, Distributive law, Complement law and Associative law. (4)
- (b) Simplify $F(A, B, C) = A.B + A.B' + B.C'$ using Boolean theorems. (4)

5. (a) Simplify the following Boolean functions using K-maps : (4)

$$F(A, B, C, D) = \pi(0, 1, 2, 3, 5, 8, 9, 10, 11, 12, 13, 14).$$

- (b) Simplify the following Boolean function F and the don't care conditions d in SOP form : (4)

$$F = w' (x'.y + x'.y' + x.y.z) + x'.z'(y + w),$$

$$d = w'.x(y'.z + y.z') + w.y.z.$$

UNIT-III

6. (a) What are NOR and NXOR gates? Draw truth tables for these gates with 3-inputs. (4)
- (b) What is Encoder? Design octal to binary encoder. (4)

7. (a) What is Comparator circuit? Design 4-bit comparator circuit. (4)
- (b) Design BCD to 7-segment display converter. (4)

UNIT-IV

8. (a) What is T-type flip-flop? How is it constructed? Explain its working. Draw excitation table for it. (4)
- (b) What is Shift register? Design 4-bit shift register with parallel load. (4)
9. (a) Design a 4-bit binary synchronous counter. (4)
- (b) What is Counter? Design a modulo-9 counter. (4)
-