## 6228

## BOARD DIPLOMA EXAMINATIONS

SEPTEMBER/OCTOBER - 2020<br>DCME - THIRD SEMESTER<br>DIGITAL ELECTRONICS AND COMPUTER ARCHITECTURE

Time: 3 hours
Max. Marks: 80
PART - A
$10 \times 3=30 \mathrm{M}$
Instructions: 1. Answer all questions.
2. Each question carries five padrks.
3. Answer should be brief and straight to the point and shall not exceed five simplosentences.

1. Write any three Boolean postulates.
2. State $\mathrm{De}-$ morgan's theorents.
3. Define positive and negative logic levels.
4. Write names of any three counters.
5. Write three appplications of multiplexers.
6. Definethe terms micro operation, macro operation.
7. Dęfine opcode, operand and address.
8. Write three differences between floating point and fixed point representation.
9. Write three advantages of cache memory.
10. List three peripheral devices that can be connected to a computer.

## PART - B

$5 \times 10=50$
Instructions: 1. Answer any Five questions
2. Each question carries TEN Marks.
3. Answer should be comprehensive and Criteria for Valuation is the content but not the length of the answer.
11. a) Draw logic circuit for EX-OR and Ex-Nor by NAND gates هोly. 5
b) Reduce the expression given below by using karnaugh map $\mathrm{AB}^{\prime} \mathrm{C}+\mathrm{B}+\mathrm{BD}^{\prime}+\mathrm{ABD}{ }^{\prime}+\mathrm{A}^{\prime} \mathrm{C}$.
12. Explain the working of a master-slave flip-flopaising suitable diagram and truth table.
13. a) Draw and explain 4 bit synchronous counter operation.
b) Explain the draw backs of ripple ceanters.
14. a) Explain the transfer of data between register.
b) Draw circuit diagram for 4 Demultiplexer and explain.
15. Draw the functional broek diagram of digital computer and explain the function of each unit
16. a) Explain bascictypes of information representation in a computer.
b) Explaing different addressing modes.
17. a) Explain fixed point addition with flow chart.
b) Explain the need for memory hierarchy in a computer.
18. a) Explain hand shaking procedure of data transfer.
b) Explain interrupted initiated I/O.

