Time: 3 Hours

Max. Marks: 60

The candidates shall limit their answers precisely within the answerbook (40 pages) issued to them and no supplementary/continuation sheet will be issued.

Note: Attempt five questions in all, selecting one question each from Section A, B, C and D. Section E is compulsory.

SECTION - A

- Explain the working of 2 to 4 decoder with its functional table.
 Explain the multiplication and division algorithms with suitable examples. (10)
- 2. Describe in detail the Booth's multiplication algorithm with its flow chart. Illustrate the basic concepts of ALU design. (10)

SECTION - B

- Describe the function of various parts of basic computer's control unit with a neat diagram. Explain the various addressing modes of CPU with examples. (10)
- 4. Explain the control unit of basic computer with timing and control functions. Discuss the working of hardwired control unit in detail. (10)

SECTION - C

5. Explain the process of data transfer using hardware and software interrupts. What is the difference between memory mapped I/O and isolated mapped I/O. (10)

2

CS-303

6. Explain the DMA controller. How DMA improves the overall system performance? Summarize the virtual memory organization of digital computers. (10)

SECTION - D

- Discuss in detail the working of parallel processing system.
 Explain the interprocessor communication and synchronization process. (10)
- 8. What is dynamic pipeline scheduling? Explain with flow diagram of arithmetic pipeline for floating point addition and subtraction.

 (10)

SECTION - E (Compulsory)

- 9. Short answer type questions:-
 - (a) Define encoder and decoder.
 - (b) What are the advantages of micro programming?
 - (c) Define fixed point number representations
 - (d) Define Flyn's classification.
 - (e) What is bus arbitration?
 - (f). Define associative memory.
 - (g) Define address sequencing.
 - (h) State arithmetic pipeline method.
 - (i) What is the significance of counters?
 - (j) Write disadvantages of CISC.

 $(10 \times 2 = 20)$