KATALABELITA UNITEKBITT CULLEGE UF ENGINEEKING, KUKNUUL

B. Tech IV Semester End Examinations, December 2021

COMPUTER ARCHITECTURE AND ORGANIZATION (19APC0406)

(Electronics & Communication Engineering)

Time: 3 Hours Max. Marks: 70 PART-A (10x2=20 M)

(Compulsory Question)

Answer the following:

1) Convert the number (7654)₈ to hexadecimal.

(b)/ What is Bus? Draw the single bus structure.

Differentiate between Assembler and Compiler.

√d) What is the difference between Machine Language and Assembly Language?

what is the difference between Machine Language and Assembly Language?

Ve) Define Indirect addressing Mode.

Vf) What is register?

In floating point numbers when so you say that an underflow or overflow has occurred?

What is a Micro Program? How is it different from a program?

Define Memory address register.

Define cache coherence.

PART-B

(5x10=50 M)

(Answer One FULL Question from each Unit; All questions carry EQUAL marks)

UNIT-I

Write the floating point presentation in memory according to IEEE standard with diagram (OR)

3) What is register transfer language? Explain the data movement among registers.

UNIT-II

4) How the processor does execute an instruction? Explain with suitable example and neat diagram.

(OR)

What are the different phases a basic computer instruction cycle consists? Explain instruction cycle with flowchart.

UNIT-III

What is stack organization? Explain the following with respect to stack organization.

4) Register stack ii) Stack Operations Vii) Reverse Polish Notation

(OR)

7) Explain Data transfer and manipulation, Program control instruction with examples.

UNIT-IV

What is address sequencing? Explain the conditional branching and mapping of instruction in it.

(OR)

9) Derive an algorithm in flowchart form for adding and subtracting two fixed point binary numbers when negative numbers are in signed-1's complement representation.

UNIT-V

10) a) Explain in detail about strobe control method of asynchronous data transfer?

b) What is the disadvantage of strobe method? Explain how handshake method solves the problem?

11) Explain various Mapping process in cache Memory in detail.