

CMPEN 271 – Fall 2009

Exam 2

Name:

PSU ID:

1. **(2 pts.)** Assuming a word size of 5 bits, interpret 10101 as a 2's complement number.
a) -24 b) -12 c) -6 d) -2 e) None of the above.
2. **(2 pts.)** Assuming a word size of 4 bits, determine the 2's complement representation of -7.
a) 1011 b) 1101 c) 1100 d) 1001 e) None of the above.

For questions 3,4 assume that espresso has generated the following output.

```
.i 3
.o 2
.ilb A B C
.ob F G
.p 3
1-1 10
01- 11
-01 01
.e
```

3. **(1 pt.)** Which product term is shared.
a) AC
b) A'B
c) B'C
d) F and G
4. **(1 pt.)** Which of the following could be equal to $G(A,B,C)$?
a) $G(A,B,C) = \Sigma m(1,2,3,5)$
b) $A'B'C + A'BC + A'BC' + AB'C$
c) $A'B + B'C$
d) $G(A,B,C) = \prod M(0,4,6,7)$
e) All of the above

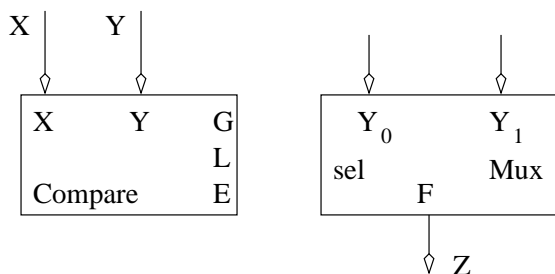
5. (2 pts.) How many 1:2 decoders does it take to build a 3:8 decoder?
 a) 3 b) 7 c) 15 d) 31 e) None of the above.
6. (1 pt.) If the delay through a single 2:1 mux is 1 unit of time, then what is the delay through a 16:1 mux built from 2:1 muxes?
 a) 2 b) 4 c) 8 d) 15 e) None of the above.
7. (2 pts.) How many inputs do the AND gates in a 8:1 mux have?
 a) 2 b) 4 c) 8 d) 16 e) None of the above.
8. (1 pt.) How many 4:1 muxes are needed to construct a 8-bit 4:1 mux?
 a) 4 b) 8 c) 12 d) 32 e) None of the above.

Questions 9-11 concern the construction of a bit-slice of a comparator. The questions will ask you to complete the entries in the truth table below denoted by a , b , and c .

G_{in}	L_{in}	E_{in}	x	y	G_{out}	L_{out}	E_{out}
0	0	1	0	0	a		
0	1	0	1	0		b	
1	0	1	1	0			c

9. (1 pt.) What is the value of a ?
 a) 0 b) 1 c) x
10. (1 pt.) What is the value of b ?
 a) 0 b) 1 c) x
11. (1 pt.) What is the value of c ?
 a) 0 b) 1 c) x

Use the following figure for questions 12,13.



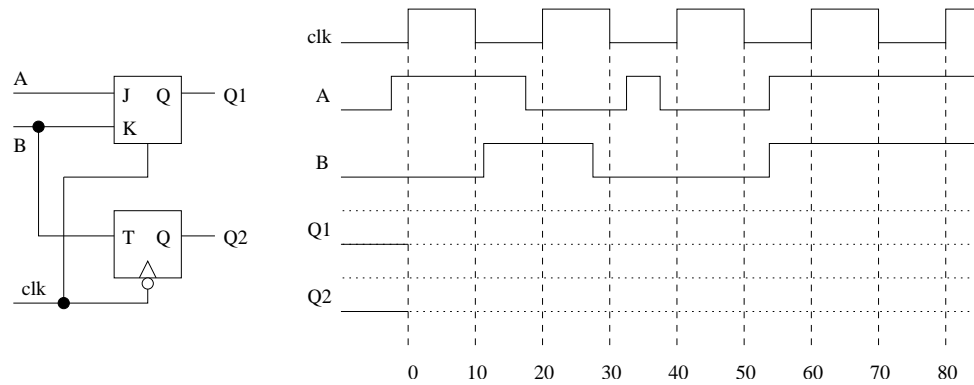
12. (1 pt.) Which of G, L, E below must be connected to the sel input of the mux to realize: `if (X >= Y) then Z = X else Z = Y;`
 a) G b) L c) E

13. (2 pt.) Which of X, Y must be connected to the y_0 input of the mux?

- a) X b) Y

D	Q+	T	Q+	S	R	Q+	J	K	Q+
0	0	0	Q	0	0	Q	0	0	Q
0	0	0	Q	0	1	0	0	1	0
1	1	1	Q'	1	0	1	1	0	1
				1	1	x	1	1	Q'

For questions 14-19 use the following figure.



14. (2 pts.) What is the value of Q1 at time 25

- a) 0 b) 1 c) toggling

15. (2 pts.) What is the value of Q1 at time 35

- a) 0 b) 1 c) toggling

16. (2 pts.) What is the value of Q1 at time 65

- a) 0 b) 1 c) toggling

17. (2 pts.) What is the value of Q2 at time 25

- a) 0 b) 1 c) toggling

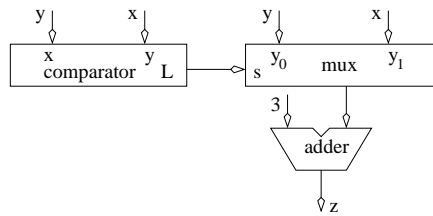
18. (2 pts.) What is the value of Q2 at time 35

- a) 0 b) 1 c) toggling

19. (2 pts.) What is the value of Q2 at time 65

- a) 0 b) 1 c) toggling

20. (2 pts.) Which line of pseudo-code best characterizes the following piece of hardware.



- a) if ($X < Y$) then $Z = X+3$ else $Z = Y+3$;
- b) if ($X < Y$) then $Z = Y+3$ else $Z = X+3$;
- c) if ($X > Y$) then $Z = X+3$ else $Z = Y+3$;
- d) if ($X > Y$) then $Z = Y+3$ else $Z = X+3$;
- e) None of the above

In problems 21,22 you are designing a circuit which multiplies a 4-bit binary number by (decimal) 10.

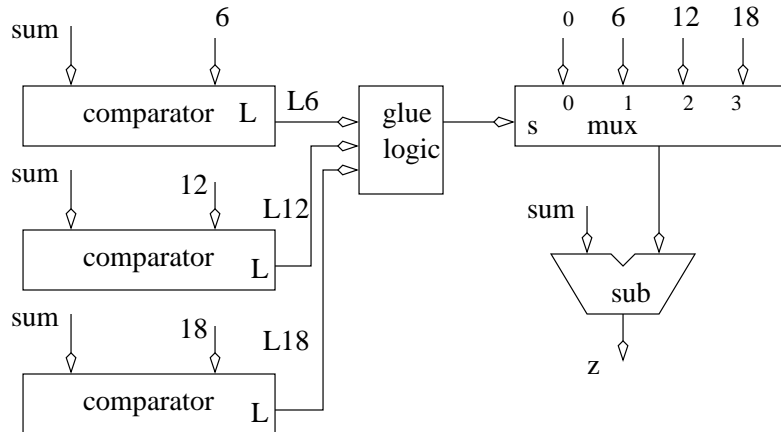
21. (1 pt.) How many bits wide does the result have to be?
- a) 4 b) 5 c) 6 d) 8 e) None of the above.
22. (1 pt.) What is the fewest number of adders required?
- a) 1 b) 2 c) 3 d) 9 e) 10

You have a digital design which calls for a circuit which performs the following task (written as a C if/then statement). You have decided on the architecture. Its your job to design to complete the truth table for the glue-logic box (only an arbitrary portion of the complete truth table is shown). I would recommend drawing a number line and putting the values of L6, L12, and L18 on it.

```

if      (sum < 6)  z = sum
else if (sum < 12) z = sum-6
else if (sum < 18) z = sum-12
else      z = sum-18

```



L6	L12	L18	select
0	0	0	a
0	1	1	b
1	0	1	c

23. **(2 pts.)**What is the (decimal) value of a in the truth table?
 a) 0 b) 1 c) 2 d) 3 e) x
24. **(2 pts.)**What is the (decimal) value of b in the truth table?
 a) 0 b) 1 c) 2 d) 3 e) x
25. **(2 pts.)**What is the (decimal) value of c in the truth table?
 a) 0 b) 1 c) 2 d) 3 e) x