Seat	A	
No.		-

[5459]-184

## S.E. (Computer) (I Semester) EXAMINATION, 2018 COMPUTER ORGANIZATION AND ARCHITECTURE (2015 PATTERN)

Time: Two Hours

Maximum Marks: 50

- N.B. :- (i) Neat diagrams must be drawn wherever necessary.
  - (ii) Figures to the right side indicate full marks.
  - (iii) Use of calculator is allowed.
  - (iv) Assume suitable data if necessary.
- 1. (a) List the elements of Bus Design. Explain any two elements of Bus Design. [6]
  - (b) Using Booth's algorithm multiplies the following: [6]

    Multiplicand = +22

    Multiplier = -5

Or

- 2. (a) Draw and explain data flow of floating point addition. [6]
  - (b) Explain Direct cache mapping technique with its advantages and disadvantages. [6]
- 3. (a) What are data transfer modes of DMA? Explain any two in detail. [6]

P.T.O.

	<i>(b)</i>	Discuss the following I/O mechanisms for transferring data with a neat flowchart:	
		(i) Programmed I/O	
		(ii) Interrupt driven I/O	
		Or	
4.	<i>(a)</i>	What is Machine Instruction ? Explain types of Machine	
		Instructions. [6	1
	<i>(b)</i>	Explain the following addressing modes along with suitable	
		example: [6	
	A	(i) Direct addressing	
	E.	(ii) Indirect addressing	
		(iii) Displacement addressing mode	
<b>5</b> .	( <i>a</i> )	Draw and explain the functional block diagram of 8086. [7	
	( <i>b</i> )	Explain the use of the following registers of 8086 CPU: [6	].
		(i) General purpose registers	
		(ii) Segment Register	
		(iii) Pointer and Index register	
		(iv) Flag Register	
		Or	
6.	(a)	Draw and explain instruction cycle state diagram. [7	<b>'</b> ]
	( <i>b</i> )	Compare superscalar and superpipelined approaches in superscala	r
٠		processor. [6	5]
[5459	)]-184	<b>2</b>	

Explain the following instruction execution phases with suitable 7. (a)example: [7] (i)Fetch the instruction Fetch the operand (ii)Execute the instruction (iii)(*b*) Draw and explain Microprogrammed Control Unit. [6] OrExplain in detail the following microinstruction sequencing 8.  $(\alpha)$ techniques: [6] Single Address Fields (*i*) Variable Address Fields (ii)(*b*) Name the different design methods for hardwired control units. Explain in detail with any one design method. [7]

~Q.1	(13)	Thiements of Businessign 12 Warks 1. Types of bus	101
		2. Physical dedication	
		3. Method of Arbitration	
		4. Timing	
		5. Bus Width 6. Data Transfer Type	
		<ol> <li>Data Transfer Type</li> <li>Explanation of any two elements 2 * 2 = 4 Marks</li> </ol>	
	19)	Result ** -110(111110010010)	rat.
	10%	OR	[6]
0.2	a)	Flowchart = 3Marks	[6]
£ . 2.44.		Explanation = 3Marks	44
	b)	Direct mapping technique Explanation = 2 Marks Advantages = 2 Marks	<b>[6]</b>
		Disadvantages= 2 Marks	
Q.3	a)	Listing of Modes: 2 Marks	[6]
		Single Transfer Mode	
		Block Transfer Mode	
		Demand or Burst Transfer Mode	
	* "	Explanation of mode 2*2*4 Marks	# # 1%
The second second second	6)	Programmed I/O = 3 Marks	[6]
		Interrupt driven I/O = 3 Marks	
3"3 A	¥:	OR	Program of
Q.4	a)	Machine Instruction = 2 Marks	[6]
		Types of machine Instruction	
		1. Based on operations (Explanation of All)= 2 Marks	
		<ul> <li>Data Processing</li> <li>Data Storage</li> </ul>	
		Data Storage     Data Movement	
		<ul> <li>Control</li> </ul>	
		2. Based on number of addresses (Explanation of All)= 2	
		Marks	
		Three Address Instruction	
		Two Address Instruction	
		One Address Instruction	
	b)	I. Direct addressing = 2 Marks	[6]
		II. Indirect addressing = 2 Marks	2 40 %
		III. Displacement addressing mode= 2Marks	
Q.5	a)	Diagram = 3 Marks	[7]
		Explanation = 34Marks	\$ 7 P
	· b)	$1^{\frac{1}{4}} * 4 = 6$ Marks	161

Q.6	a)	Diagram = 3 Marks		[7]
	b)	Explanation = 4 Marks Each point of Differentiation = 2 Marks 2*3=6 Marks		[6]
Q.7	a)	Instruction fetch = 2 Marks Operand Fetch= 2 Marks		[7]
	b)	Execution of instruction steps= 3 Marks Diagram = 3 Marks Explanation = 3 Marks	<del></del>	[6]
0.8	a)	OR		163
Q. 8	a) ,	Single Address Fields = 3 Marks Variable address Fields = 3 Marks		[6]
	b) \	Listing of Methods= 2 Marks Explanation of any one method= 5 Marks		[7]
	-	- state table		
	_	- State table - Delay element - Program Counter		
	, . <del></del>	- Program Counter		1)
		- PLA		