

CHAROTAR UNIVERSITY OF SCIENCE & TECHNOLOGY

Third Semester of B. Tech (CE) Examination
Fourth Semester of B. Tech (CE/IT) Examination
May 2016

CE216/CE216.02 Computer Organization and Peripherals**Date: 06.05.2016, Friday****Time: 10.00 am To 01.00 pm****Maximum Marks: 70****Instructions:**

- 1) The question paper comprises two sections.
- 2) Section I and II must be attempted in separate answer sheets.
- 3) Make suitable assumptions and draw neat figures wherever required.
- 4) Use of scientific calculator is allowed.

SECTION – I

- Q - 1 Answer the question below. (A to E) [11]**
- A** What is instruction Cycle? [1]
- B** What is mnemonics in assembly language? [1]
- C** What is Selective Clear? Take 1010 Value for your explanation. [1]
- D** What is use of control function in Register Transfer language? [1]
- E** In which addressing mode, the operand is implicitly part of instruction. [1]
- State True OR False. (F to K)**
- F** Tristate buffer is used to implement Common bus system. [1]
- G** Hardware interlock is a straightforward method to solve processor dependency in Instruction pipeline. [1]
- H** Operand Fetch is one of the phases of Instruction Execution. [1]
- I** In micrpprogram control, the control logic is implemented with gates, flip-flops, decoders and other digital Circuits. [1]
- J** Microprocessor understands Higher Level language only. [1]
- K** N X 1 Encoder has 1 input lines and N output lines. [1]

- Q – 2.A What are the different types of Instruction Format? [04]**

OR

- Q – 2.A Draw Common Bus System diagram of 4-bit, 4 Registers. Explain the function of Selection lines to transfer data from Registers to Common Bus. [04]**

- Q – 2.B Answer any TWO questions. [08]**

- (i) What are the addressing modes used in Basic Computer?
- (ii) What is RISC? What are the characteristics of CPU which is based on RISC?
- (iii) Design Circuit for logic Micro Operations.
- (iv) Provide the significance of following registers in CPU.
PC, AR, DR, IR, INPR, OUTR, AC, TR

- Q - 3 Answer any TWO. [12]**

- A** By taking suitable example, explain Direct Address and Indirect Address.
- B** Write and Explain: memory reference instructions.
- C** Design Circuit for Arithmetic Micro Operations.
- D** What are the Machine Language, Assembly Language and higher Level Language?

SECTION – II

- Q - 4 Answer the question below. (A to E)** [11]
- A** Explain use of Decoder in Processor functionality. [1]
- B** What is Hexadecimal Representation of $(10)_{10}$. [1]
- C** How does Branch and Save Return Address facilitate subroutine or function call? [1]
- D** Which of the following binary pattern is 2's complement of 1101. [1]
a) 1001 b) 1000 c) 1101 d) 1100
- E** What will be the value if $(10110011100011110010)_2$ is converted to base 16? [1]
- State True OR False. (F to K)**
- F** Computer uses 2's complement for Multiplication. [1]
- G** A "word" is the natural unit of organization of memory. Different computer types may have different word lengths (in bits). [1]
- H** Current Computers are also known as SISD. [1]
- I** Physical address is generated by user. [1]
- J** ROM consists of DRAM. [1]
- K** Multicore means more than one ALU on single processor die. [1]
- Q – 5.A** Instruction pipelining is a technique that implements a form of parallelism called instruction-level parallelism within a single processor. How does it increase throughput of CPU? [04]
- OR**
- Q – 5.A** Draw diagram of register based microprocessor. Explain how the addition operation is performed? [04]
- Q – 5.B Answer any TWO.** [08]
- (i) Convert the following arithmetic expression to postfix notation
(1) $A+B/C$
(2) $A*B*(C+(D/F))$
(3) $A+B*C/(G*H)/K$
(4) $A*(C+D*D)/F$
- (ii) Write a short description of Vector Processors.
- (iii) Differentiate between CISC and RISC architecture.
- Q – 6. Answer any TWO.** [12]
- A** Write a short note on: Array Processors
- B** Draw and explain: Flow chart of Addition & Subtraction algorithm.
- C** Explain in short with respect to cache memory mapping techniques.
Direct Mapping,
Associative Mapping,
Set-associative Mapping.
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