



**COLLEGE OF ENGINEERING, PUNE**  
(An Autonomous Institute of Government of Maharashtra.)

**END Semester Examination**

Programme: B.Tech

Course Code: CT 16005

Branch: Computer Engineering & IT

Duration: 3 Hr

Student PRN No.

Semester: III

Course Name: Digital Logic Design

Academic Year: 2018-19

Max Marks: 60

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**Instructions:**

1. Figures to the right indicate the full marks.
2. Mobile phones and programmable calculators are strictly prohibited.
3. Writing anything on question paper is not allowed.
4. Exchange/Sharing of stationery, calculator etc. not allowed.
5. Write your PRN Number on Question Paper.

		Mark	CO	PO
Q 1	a			
	i. If $101_3 = X_2$ , then X is _____ (show step wise calculation)	3	1	1
	ii. Simplify the following expression into sum of products using Karnaugh map: $F(A, B, C, D) = \Sigma(1, 3, 4, 5, 6, 7, 9, 12, 13)$			
	b			
	Simplify the following Boolean function by using a Quine Mc Cluskey method. $F(A,B,C,D) = \sum m(0,2,3,6,7,8,10,12,13)$ also list out all PI and EPI.	7	1,2	1,3
Q 2	a			
	Input to combinational circuit is 4-bit binary number. Design the circuit with minimum hardware for the following	6	2	1,3,4
	i. Output P=1 if the number is prime.			
	ii. Output Q=1 if number is divisible by 3.			
	b			
	Implement the given Boolean function with 8x1 multiplexer with A, B and D connected to select lines S <sub>2</sub> , S <sub>1</sub> and S <sub>0</sub> respectively. $F(A,B,C,D) = \sum m(0,1,3,4,8,9,15)$	4	2	4
Q 3	a			
	Design Mod 13 asynchronous down counter. What is glitch problem? How to avoid glitch?	7	2,3	4,6
	b			
	Realize $F(A,B,C) = A'B' + B'C' + ABC$ using suitable DeMUX.	3	1,2	3,4
Q 4	a			
	Design a synchronous counter for the random count sequence as 4->6->7->3->4. Use JK flip-flop for design.	6	2,3	4,6



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| Q 5 | a   | 6 | 2,3, 7,8 |
|     | <p>A clocked sequential circuit has three states, A,B and C and one input X. As long as the input X is '0', the circuit alternates between the states A and B. If the input becomes '1' (either in state A or state B), the circuit goes to state C and remain in state C as long as X continues to become '1'. The circuit returns to state A if the input becomes '0' once again and from then repeats its behaviour. Assume that state assignments are A=00, B=01, C=10.</p> <p>a. Draw the state diagram of circuit</p> <p>b. Give the state table of circuit.</p> <p>c. Draw the circuit using D Flip-flops.</p> | 4 |          |
|     | b   | 4 | 4 6,8    |
| Q 6 | a   | 6 | 2,3, 4,7 |
|     | <p>Draw State table, State diagram and ASM chart for 3-Bit octal number UP/DOWN counter with control input M such that if M=1 counter counts in UP direction and if M=0 counter counts in DOWN direction.</p>   | 4 |          |

OR

A two bit UP counter with output 'Q<sub>1</sub>Q<sub>0</sub>' and enable signal 'X' is to be designed. If 'X' = 1, counter changes the state as '00-01-10-11-00'. If 'X'=0, counter should remain in same state. Design your circuit using D flip flops and suitable MUXs.

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| <b>b</b> | Write short note on Random Access Memory. | 4 | 4 | 8 |
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