

Tutorial Unit 3
MCA I Semester
PS01CMC35: Computer Fundamentals
Prof. Priti Srinivas Sajja

Short Questions/Objective Questions

1. Define logic gate.
2. What is a truth table? Give example.
3. Define **OR** gates with logic circuit and truth table.
Same question may be asked for AND, NOT, NAND, NOR, XOR, XNOR, BUBBLED OR, and BUBBLED AND gate.
4. What is the only one input combination that will produce a high output of a six input AND gate?
5. Which logic gate is called
(a) any or all gate (b) all or nothing gate (c) inverter gate?
6. What is the minimum number of inputs that a NOT gate can take?
7. Why NAND gate is called universal gate?
8. What is the only set of input combination that will produce a high output from a three input NOR gate?
9. What is the only set of input combination that will produce a low output from a three input NAND gate?
10. What is the maximum number of output for any logic gate?
11. How many rows should be there in a truth table for three binary symbols?
12. How many digits a half added can consider?
13. How many digits a full added can consider?
14. List an application of AND gate.
15. List an application of OR gate.
16. List an application of XOR gate.
17. Define latch/flip-flop.

18. What is use of counter?
19. Draw the logic diagram and construct truth table for the following expression:
$$X = A + B + CD$$
20. State only the DeMorgan's 1st law.
21. State only the DeMorgan's 2nd law.

Big questions:

1. What do you mean by logic gate? Define three basic gates with logic circuit and truth table.
2. Name any one universal gate. Also give its circuit diagram & truth table.
3. State DeMorgan's first and second laws. Prove them with truth table. Also give their logic circuits.
4. **Prove that** $A(B+C)=AB+AC$ with help of truth table.
5. Draw a logic circuit for following.
 - (i) Decimal to Binary Encoder.
 - (ii) To block/transmit word
 - (iii) Binary-to-decimal decoder
 - (iv) Odd parity generator
 - (v) A 4 to 1 multiplexer
 - (vi) Binary adder
 - (vii) 2's Complement adder-subtractor
 - (viii) RS latch
 - (ix) Buffer register
 - (x) Ring counter