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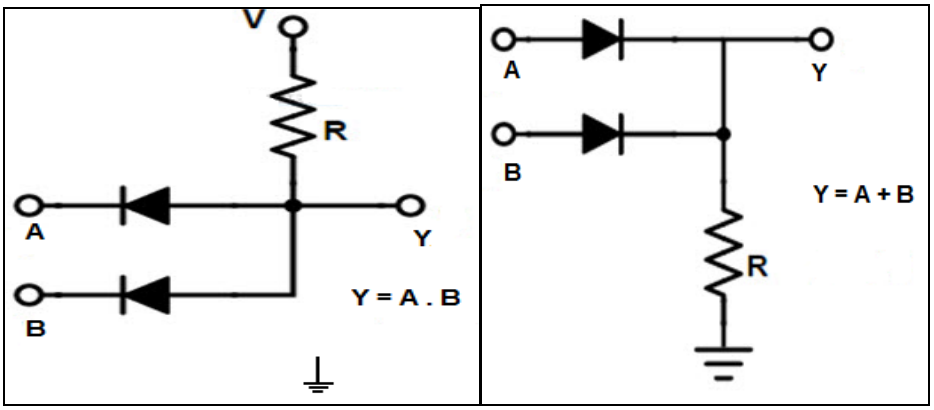
MODEL ANSWER

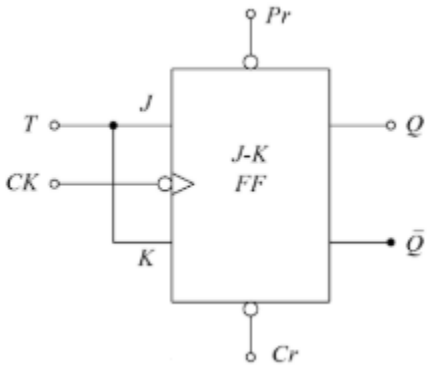
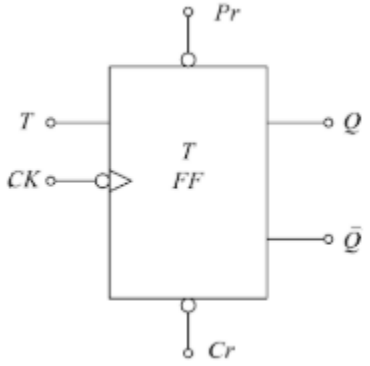
WINTER– 18 EXAMINATION

Subject Title: **Digital Techniques** **Subject Code:** 22320

Important Instructions to examiners:

1) The answers should be examined by key words and not as word-to-word as given in the model answer scheme.
2) The model answer and the answer written by candidate may vary but the examiner may try to assess the understanding level of the candidate.
3) The language errors such as grammatical, spelling errors should not be given more Importance (Not applicable for subject English and Communication Skills.
4) While assessing figures, examiner may give credit for principal components indicated in the figure. The figures drawn by candidate and model answer may vary. The examiner may give credit for any equivalent figure drawn.
5) Credits may be given step wise for numerical problems. In some cases, the assumed constant values may vary and there may be some difference in the candidate's answers and model answer.
6) In case of some questions credit may be given by judgement on part of examiner of relevant answer based on candidate's understanding.
7) For programming language papers, credit may be given to any other program based on equivalent concept.

Q. No.	Sub Q.N.	Answer	Marking Scheme
Q.1		**Attempt any FIVE of the following :**	**Total Marks 10**
	a)	**Write the radix of binary,octal,decimal and hexadecimal number system.**	**2M**
	Ans:	**Radix of: Binary – 2** **Octal - 8** **Decimal - 10** **Hexadecimal -16**	**½ M each**
	b)	**Draw the circuit diagram for AND and OR gates using diodes.**	**2M**
	Ans:	**Diode AND gate :Diode OR gate :** 	**1 M each**

	c)	**Write simple example of Boolean expression for SOP and POS.**	**2M**
	Ans:	**SOP form:** $Y = AB + BC + A\overline{C}$ **POS form:** $Y = (A + B)(B + C)(A + \overline{C})$	**1 M each (any proper example can be considered)**
	d)	**State the necessity of multiplexer.**	**2M**
	Ans:	**Necessity of Multiplexer:** • It reduces the number of wires required to pass data from source to destination. • For minimizing the hardware circuit. • For simplifying logic design. • In most digital circuits, many signals or channels are to be transmitted, and then it becomes necessary to send the data on a single line simultaneously. • Reduces the cost as sending many signals separately is expensive and requires more wires to send.	**2 M(any two proper points)**
	e)	**Draw logic diagram of T flip-flop and give its truth table.**	**2M**
	Ans:	***Note: Diagram Using logic gates with proper connection also can be consider.*** **Logic Diagram:**  **OR**  	**1M (any one diagram)** **1 M**

Truth Table:

Input T_n	Output Q_{n+1}	Operation Performed
0	Q_n	No change
1	$\bar{Q}_n$	Toggle

f) **Define modulus of a counter. Write the numbers of flip flops required for Mod-6 counter.** **2M**

Ans:

- Modulus of counter is defined as number of states/clock the counter countes.
- The numbers of flip flops required for Mod-6 counter is 3.

Definition: 1 M
No. of FF- 1M

g) **State function of preset and clear in flip flop.** **2M**

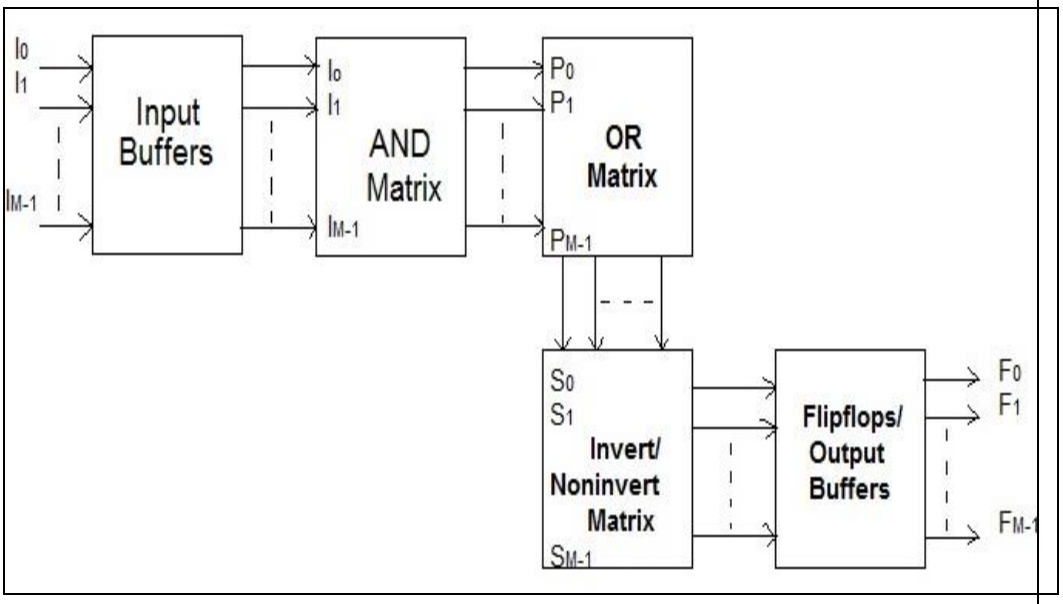
Ans:

- In the flip flop , when the power is switched on, the state of the circuit is uncertain i.e. may be Q = 1 or Q = 0.
- Hence, the function of preset is to set a flip flop i.e. Q = 1andthe function of clear is to clear a flip flop i.e. Q = 0.

1 M for each function (table is optional)

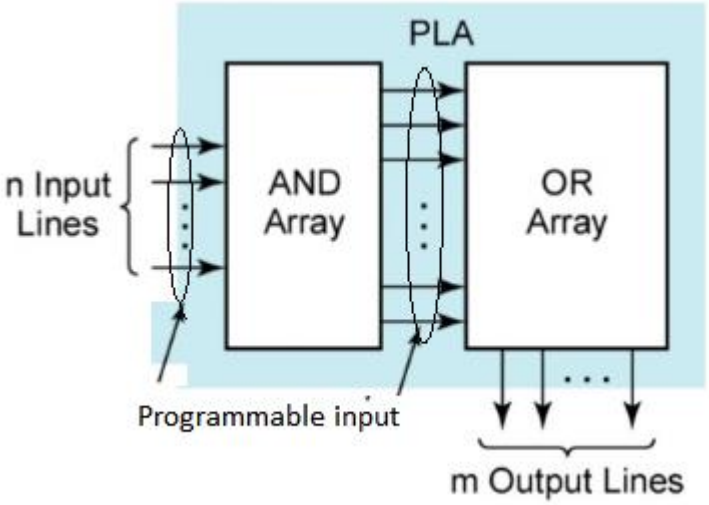
Inputs			Output	Operation performed
CK	*Cr*	*Pr*	*Q*	
1	1	1	Q_{n+1}(Table 7.1)	Normal FLIP-FLOP
0	0	1	0	Clear
0	1	0	1	Preset

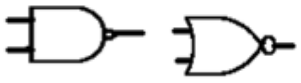
Q 2		**Attempt any THREE of the following :**	**12-Total Marks**
	a)	**Draw the block diagram of Programmable Logic Array.**	**4M**
	Ans:	**Diagram :-**	**4 M**

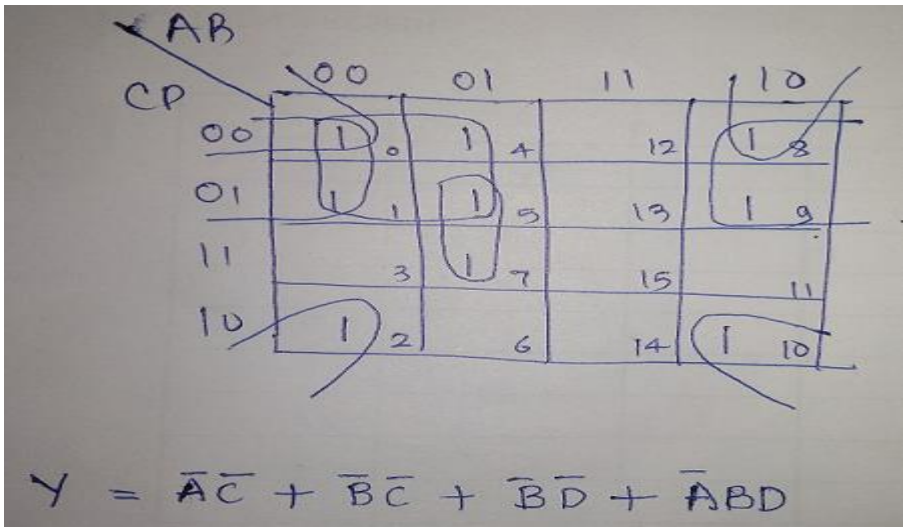
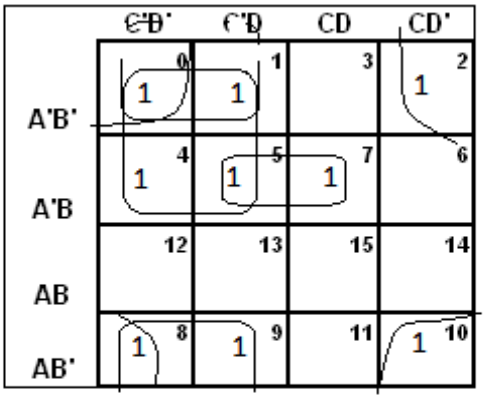


Block diagram of Programmable Logic Array

OR



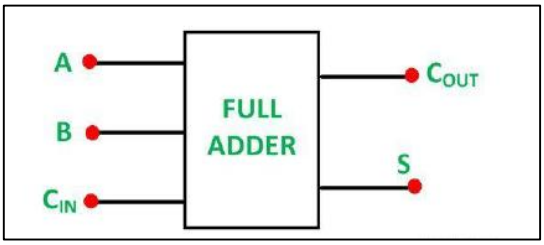
b)	**Convert –** **$(255)_{10}$ = (?)$_{16}$ = (?)$_{8}$** **$(157)_{10}$ = (?)$_{BCD}$ = (?) Excess3**	**4M**
Ans:	**(i) $(255)_{10}$ = $(FF)_{16}$ = $(377)_{8}$** **$(255)_{10}$ = $(FF)_{16}$** 16 | 255 F (15) ↑ 15 F **$(255)_{10}$ = $(377)_{8}$** 8 | 255 7 8 | 31 7 ↑ 3 3 **(ii) $(157)_{10}$ = $(000101010111)_{BCD}$ = (010010001010) Excess3** **$(157)_{10}$ = $(000101010111)_{BCD}$** 1 5 7 0001 0101 0111 **$(000101010111)_{BCD}$ = (010010001010) Excess3** 1 1 1 1 1 1 0001 0101 0111 + 0011 0011 0011 0100 1000 1010	**1 M** **1 M** **1 M** **1 M**
c)	**Draw the symbol, truth table and logic expression of any one universal logic gate. Write reason why it is called universal gate.**	**4M**
Ans:	***(Note: Any one universal gate has to be considered.)*** **Universal Gates: NAND or NORSymbol:**  **Truth table:** A B Y 0 0 1 0 1 1 1 0 1 1 1 0 A B Y 0 0 1 0 1 0 1 0 0 1 1 0 **Logic expression:** $Y = \overline{A \cdot B}$ $Y = \overline{(A + B)}$ NAND and NOR gates are called as "Universal Gate" as it is possible to implement any Boolean expression using these gates.	**1 M** **1 M** **1 M** **1 M**

	d)	**Minimize the following expression using K-Map.** ***f*(A, B, C, D) = ∑m (0, 1, 2, 4, 5, 7, 8, 9, 10)**	**4M**
	Ans:	 OR  $\bar{A}\bar{C} + \bar{B}\bar{C} + \bar{B}\bar{D} + \bar{A}BD$	**1 M – drawing k map** **1 M – Representing function in k map** **1 M – Grouping** **1M – Final expression**

Q. 3		Attempt any THREE:	12-Total Marks
	a)	**Compare TTL and CMOS logic families on the basis of following:** **(i) Propagation delay** **(ii) Power Dissipation** **(iii) Fan-out** **(iv) Basic gate**	4M
	Ans:	***NOTE :- (Relevant points of comparison- 1 M for each point)***	1 Marks each point

Parameter	CMOS	TTL
Propagation delay	70-105 nsec/more than TTL	10 nsec/Less than CMOS
Power Dissipation	Less 0.1 mW/Less than TTL	More 10 mW/ More than CMOS
Fan-out	50/More than TTL	10/Less than CMOS
Basic gate	NAND/NOR	NAND

	b)	**Describe the function of full Adder Circuit using its truth table, K-Map simplification and logic diagram.**	4M
	Ans:	**(Diagram- 1M,Truth table-1M, K-map- 1M,Logic diagram-1 M)** A full adder is a combinational logic circuit that performs addition between three bits, the two input bits A and B, and carry C from the previous bit. **Block diagram :**	1M



1M

Truth Table :

Input			Output	
A	B	Cin	Sum	Carry
0	0	0	0	0
0	0	1	1	0
0	1	0	1	0
0	1	1	0	1
1	0	0	1	0
1	0	1	0	1
1	1	0	0	1
1	1	1	1	1

1M

K-Map :-

For Carry (C_{out})

A \ BC_{in}	00	01	11	10
0	0	0	1	0
1	0	1	1	1

$C_{out} = AB + A C_{in} + B C_{in}$

For Sum

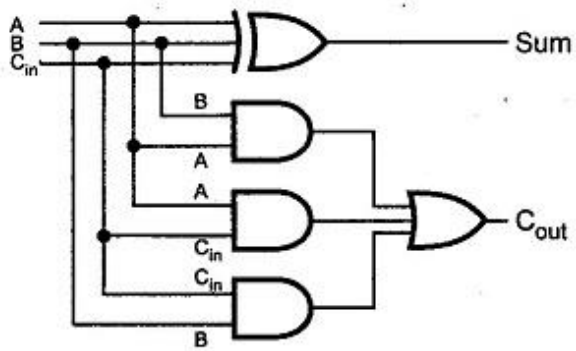
A \ BC_{in}	00	01	11	10
0	0	1	0	1
1	1	0	1	0

$Sum = \bar{A}\,\bar{B}C_{in} + \bar{A}B\bar{C}_{in} + A\bar{B}\,\bar{C}_{in} + ABC_{in}$

1M

Logic Diagram:

(Note: Logic Diagram using basic or universal gate also can be consider)



$A \oplus B) \oplus C_{in}$

: $(AB + AC_{in} + BC_{in})$

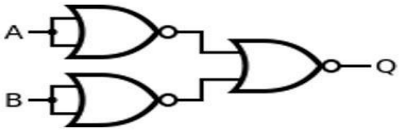
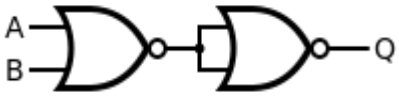
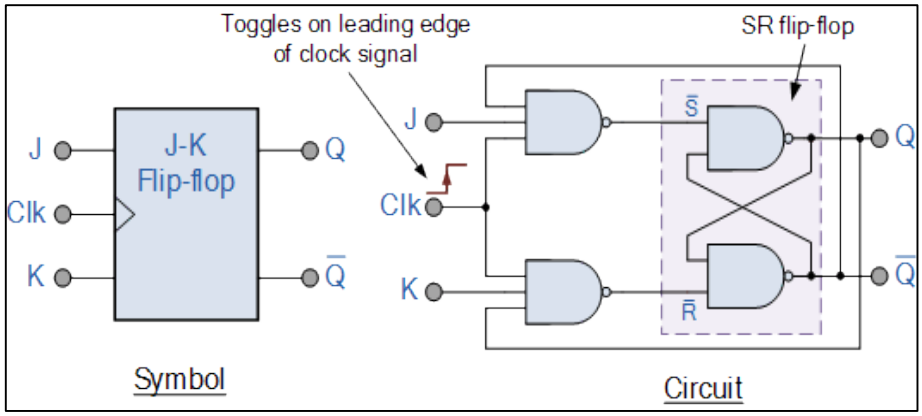
c)	**Realize the basic logic gates, NOT, OR and AND gates using NOR gates only.**	**4M**
Ans:	**(NOT GATE USING NOR GATE:1 M)**  where, X = A NOR A x = $\bar{A}$ **(AND GATE USING NOR GATE:1.5 MARKS)**  $\overline{Q=\bar{A}+\bar{B}} = \bar{A}+\bar{B}$ $=\overline{\bar{A}.\bar{B}}$ **= A.B** **(OR GATE USING NOR GATE:1.5 MARKS)**  **$Q=\overline{\overline{A+B}}$** **=A+B**	**1M** **1.5M** **1.5 M**
d)	**Describe the working of JK flip-flop with its truth table and logic diagram.**	**4M**
Ans:	***(Diagram-2 M,Working-1M,Truth table-1M)*** **Truth Table :-** Truth Table J K CLK Q 0 0 ↑ Q_0 (no change) 1 0 ↑ 1 0 1 ↑ 0 1 1 ↑ $\overline{Q}_0$ (toggles)	**1M**

Diagram :- **2M**



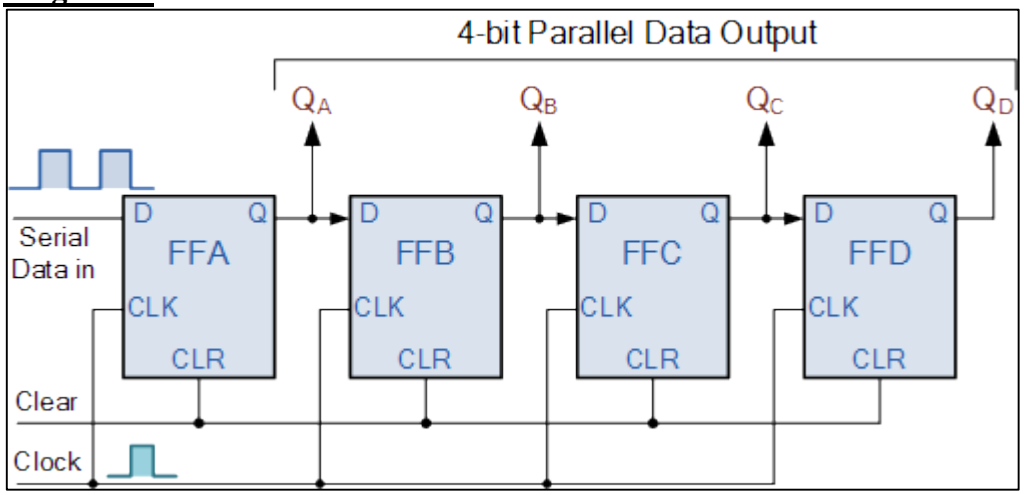
Working :- **1M**

The **JK flip flop** is basically a gated SR flip-flop with the addition of a clock input circuitry that prevents the illegal or invalid output condition that can occur when both inputs S and R are equal to logic level "1". Due to this additional clocked input, a JK flip-flop has four possible input combinations, "logic 1", "logic 0", "no change" and "toggle".

Both the S and the R inputs of the previous SR bistable have now been replaced by two inputs called the J and K inputs, respectively after its inventor Jack Kilby. Then this equates to: J = S and K = R.

The two 2-input AND gates of the gated SR bistable have now been replaced by two 3-input NAND gates with the third input of each gate connected to the outputs at Q and Q. This cross coupling of the SR flip-flop allows the previously invalid condition of S = "1" and R = "1" state to be used to produce a "toggle action" as the two inputs are now interlocked.

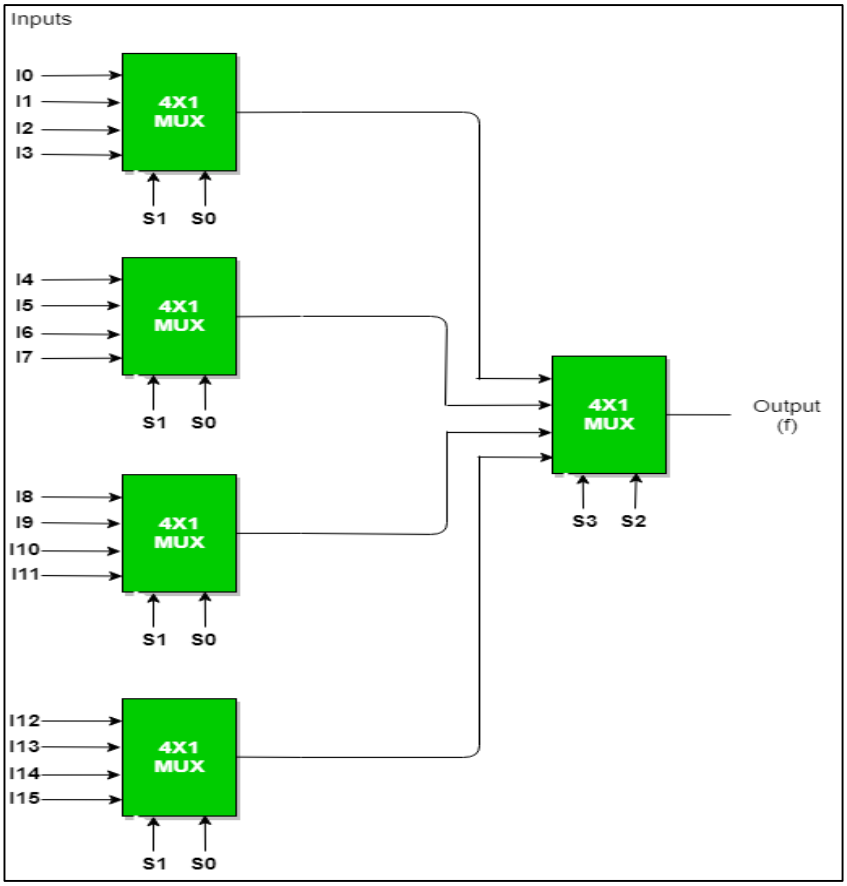
If the circuit is now "SET" the J input is inhibited by the "0" status of Q through the lower NAND gate. If the circuit is "RESET" the K input is inhibited by the "0" status of Q through the upper NAND gate. As Q and Q are always different we can use them to control the input. When both inputs J and K are equal to logic "1", the JK flip flop toggles

Q. 4	A)	Attempt any THREE of the following:	12-Total Marks
	a)	**Draw and explain working of 4 bit serial Input parallel Output shift register.**	4M
	Ans:	**(Diagram:2M,Explaination:2M)** **Diagram :-**  **Explaination :-** If a logic "1" is connected to the DATA input pin of FFA then on the first clock pulse the output of FFA and therefore the resulting Q_A will be set HIGH to logic "1" with all the other outputs still remaining LOW at logic "0". Assume now that the DATA input pin of FFA has returned LOW again to logic "0" giving us one data pulse or 0-1-0. The second clock pulse will change the output of FFA to logic "0" and the output of FFBand Q_B HIGH to logic "1" as its input D has the logic "1" level on it from Q_A. The logic "1" has now moved or been "shifted" one place along the register to the right as it is now at Q_A. When the third clock pulse arrives this logic "1" value moves to the output of FFC (Q_C) and so on until the arrival of the fifth clock pulse which sets all the outputs Q_A to Q_D back again to logic level "0" because the input to FFA has remained constant at logic level "0". The effect of each clock pulse is to shift the data contents of each stage one place to the right, and this is shown in the following table until the complete data value of 0-0-0-1 is stored in the register. This data value can now be read directly from the outputs of Q_A to Q_D. Then the data has been converted from a serial data input signal to a parallel data output. The truth table and following waveforms show the propagation of the logic "1" through the register from left to right as follows. **Basic Data Movement Through A Shift Register**	2M 2M

Clock Pulse No	QA	QB	QC	QD
0	0	0	0	0
1	1	0	0	0
2	0	1	0	0
3	0	0	1	0
4	0	0	0	1
5	0	0	0	0

b) **Draw 16:1 MUX tree using 4:1 MUX.** **4M**

Ans: **Diagram :-** **4M**



	c)	**Calculate analog output of 4 bit DAC for digital input 1101. Assume V_{FS} = 5V.**	**4M**
	Ans:	**(Formula- 1M, Correct problem solving- 3M)** **<u>Formula :-</u>** **$V_R = V_{FS}$** $V_o = V_R [d_1 2^{-1} + d_2 2^{-2} + \ldots + d_n 2^{-n}]$ $= 5(1x2^{-1} + 1x2^{-2}+0x2^{-3}+1x2^{-4})$ $= 5(0.5+O.25+0+0.0625)$ $= 4.0625$ Volts **OR** $V_{FS} = V_R . (\frac{b3}{2} + \frac{b2}{4} + \frac{b1}{8} + \frac{b0}{16})$ Note – (Since V_R is not given find **V_R)** Full Scale o/p mean b3 b2 b1 b0 = 1111 V_{FS} = 5V $5 = V_R . (\frac{1}{2} + \frac{1}{4} + \frac{1}{8} + \frac{1}{16})$ **V_R = 5.33** For digital i/p b3 b2 b1 b0 = 1101 $V_0 = 5.33 (\frac{1}{2} + \frac{1}{4} + \frac{0}{8} + \frac{1}{16})$ **V_0 = 4.33V**	**1M** **3M** **2 Marks for V_R and 2 marks for V_o**
	d)	**State De Morgan's theorem and prove any one.**	**4M**
	Ans:	**(Each State and proof using table- 2M each)**	**2M**

i) $\overline{AB} = \overline{A} + \overline{B}$

It states that compliment of product is equal to sum of their compliments.

1	2	3	4	5	6
A	B	$\overline{AB}$	$\overline{A}$	$\overline{B}$	$\overline{A}+\overline{B}$
0	0	1	1	1	1
0	1	1	1	0	1
1	0	1	0	1	1
1	1	0	0	0	0

Column 03 = column 06

i.e. $\overline{AB} = \overline{A} + \overline{B}$

Hence proved

2M

OR

ii) $\overline{A+B} = \overline{A} \cdot \overline{B}$

It states that complement of sum is equal to product of their complements.

1	2	3	4	5	6
A	B	$\overline{A+B}$	$\overline{A}$	$\overline{B}$	$\overline{A} \cdot \overline{B}$
0	0	1	1	1	1
0	1	0	1	0	0
1	0	0	0	1	0
1	1	0	0	0	0

Column 03 = column 06

$\therefore \overline{A+B} = \overline{A} \cdot \overline{B}$

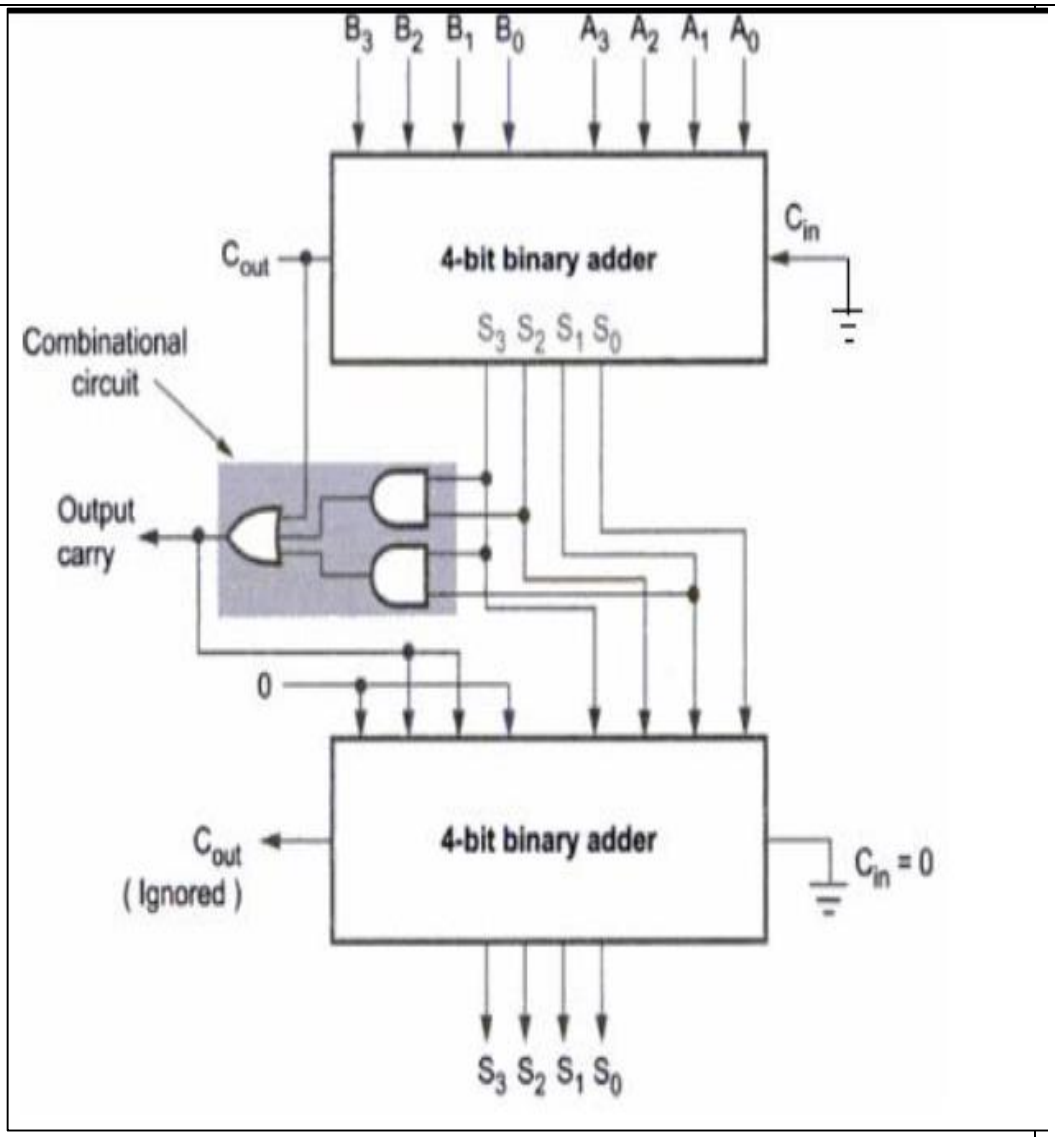
Hence proved.

e) Design one digit BCD Adder using IC 7483

Ans: **(Diagram:4M)**

(Note: Labeled combinational circuit can be drawn using universal gate also)

4M



Q.5		**Attempt any TWO of the following :**	**Total Marks 12**
	a)	**Subtract using 2's compliment method** **$(35)_{10} - (5)_{10}$**	**6M**
	Ans:	Step 1 – Obtain binary equivalent of $(35)_{10}$& $(5)_{10}$ & then take 2's compliment of $(5)_{10}$. i.e. $(35)_{10} = (100011)_2$ $(5)_{10} = (101)_2$ 2's compliment of $(5)_{10} = (000101)_2 =$ 111010 → 1's compliment + 1 --- $(111011)_2$ → 2's Compliment Step -2 :	**Each step 3 Marks**

Now add $(100011)_2$ and $(111011)_2$

```
    100011
  + 111011
 ----------------------------
 | 1 |  011110
```

→ Carry is generated so answer is in positive form, so will discard the carry generated

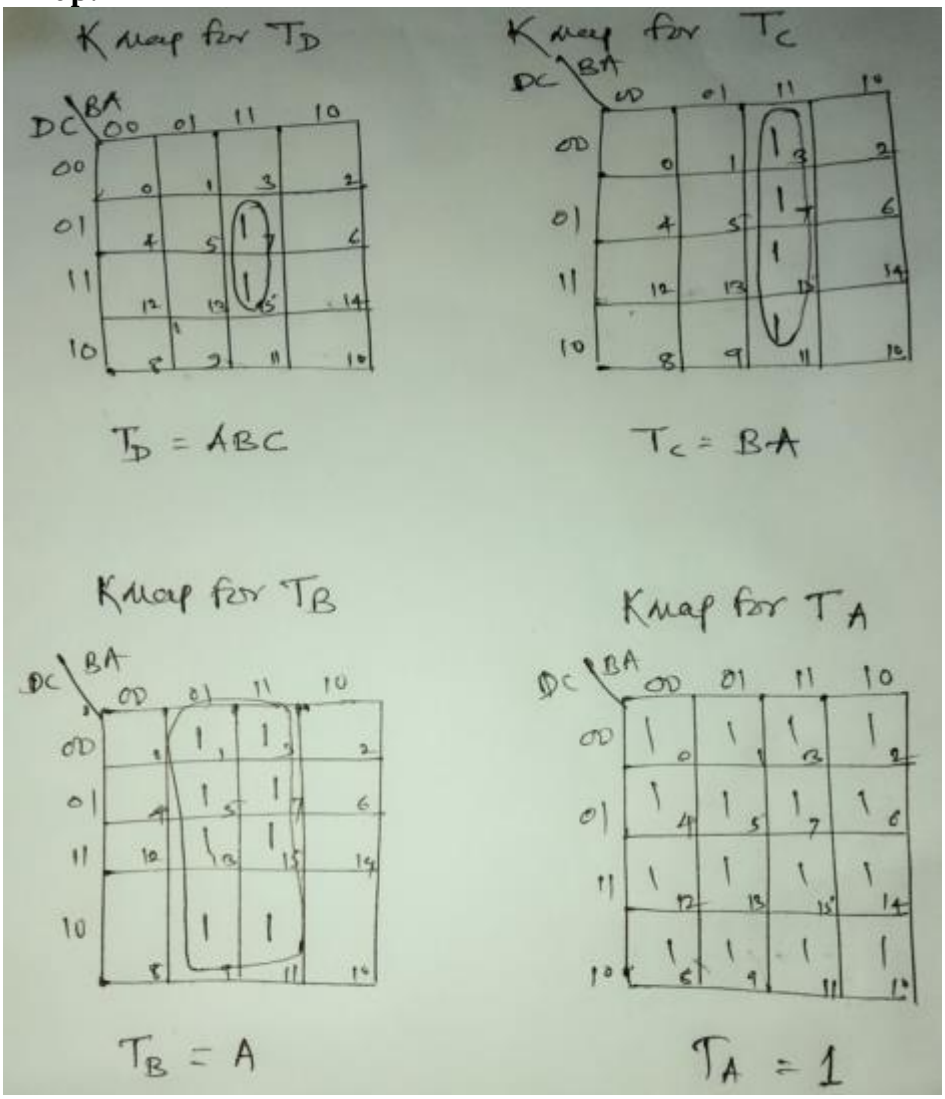
Therefore final answer will be **$(011110)_2 = (30)_2$**

b) Design a 4 bit synchronous counter and draw its logic diagram. **6M**

Ans: **State Table:** **2M-State table**

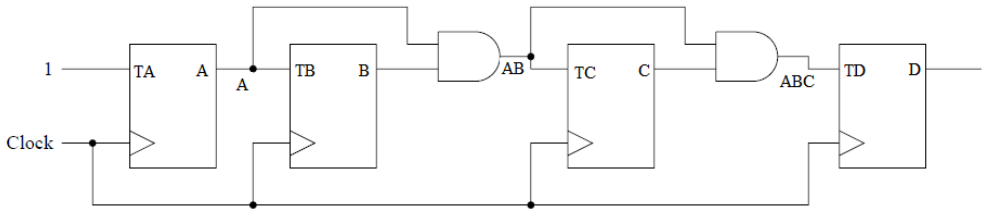
Present state				Next state				Flip flop inputs			
D	C	B	A	D^+	C^+	B^+	A^+	T_D	T_C	T_B	T_A
0	0	0	0	0	0	0	1	0	0	0	1
0	0	0	1	0	0	1	0	0	0	1	1
0	0	1	0	0	0	1	1	0	0	0	1
0	0	1	1	0	1	0	0	0	1	1	1
0	1	0	0	0	1	0	1	0	0	0	1
0	1	0	1	0	1	1	0	0	0	1	1
0	1	1	0	0	1	1	1	0	0	0	1
0	1	1	1	1	0	0	0	1	1	1	1
1	0	0	0	1	0	0	1	0	0	0	1
1	0	0	1	1	0	1	0	0	0	1	1
1	0	1	0	1	0	1	1	0	0	0	1
1	0	1	1	1	1	0	0	0	1	1	1
1	1	0	0	1	1	0	1	0	0	0	1
1	1	0	1	1	1	1	0	0	0	1	1
1	1	1	0	1	1	1	1	0	0	0	1
1	1	1	1	0	0	0	0	1	1	1	1

Kmap:

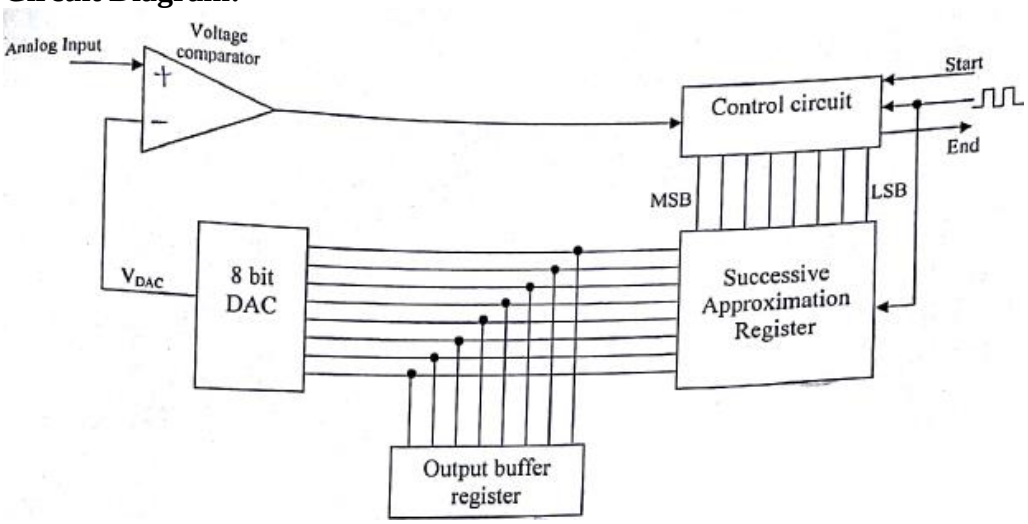


2M-Kmap

Logic Diagram:



2M-Logic Diagram

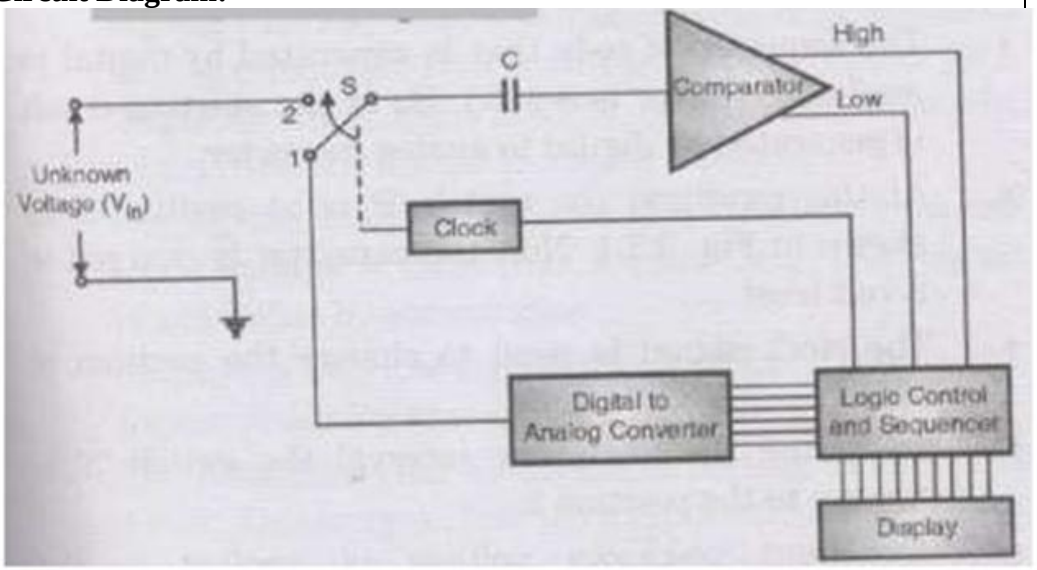
	c)	**Describe the working of Successive Approximation ADC. Define Resolution and conversion time associate with ADC.**	**6M**
	Ans:	**Circuit Diagram:** 	2 Marks Diagram
		When the start signal goes low the successive approximation register SAR is cleared and output voltage of DAC will be 0V. When start goes high the conversion starts.	2 Marks Explanation
		After starts, during first clock pulse the control circuit set MSB bit so SAR output will be 1000 0000. This is connected as input to DAC so output of DAC is (analog output) compared with V_{in} input voltage. If V_{DAC} is more than V_{in} the comparator output $-V_{sat}$, if V_{DAC} is less than V_{in}, the comparator output is $+V_{sat}$.	
		If output of DAC i.e. V_{DAC} is $+ V_{sat}$ (i.e unknown analog input voltage $V_{in} > V_{DAC}$) then MSB bit is kept set, otherwise it is reset. Consider MSB is set so SAR will contain 1000 0000. The next clock pulse will set next bit i.e D_6 a digital output of 1100 0000. The output voltage of DAC i.e V_{DAC} is compared with V_{in}, if it is $+ V_{sat}$ the D_6 bit is kept as it is, but if it is $-V_{sat}$ the D_6 bit reset. The process of checking and taking decision to keep bit set or to reset is continued upto D_0. Then the DAC input will be digital data equal to analog input. When the conversation if finished the control circuits sends out an end of conversion signal and data is locked in buffer register	1 Marks Each

Resolution: The voltage input change necessary for a one bit change in the output is called resolution.

Conversion Time: The conversion time is the time required for conversion from an analog input voltage to the stable digital output

OR

Circuit Diagram:



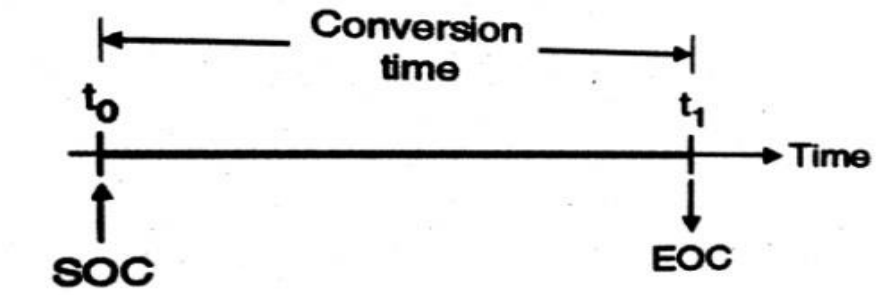
2 Marks Diagram

Explanation:

2 Marks Explanation

DAC= Digital to Analog converter
EOC= End of conversion
SAR =Succesive approximation register
S/H= Sample and hold circuit
Vin= input voltage
Vref= reference voltage
The successive approximation Analog to Digital converter circuit typically consisting of four sub circuits-
1. A sample and hold circuit to acquire the input voltage Vin.
2. An analog voltage comparator that compares Vin to the output of internal DAC and outputs the result of comparison to successive approximation register(SAR).
3. SAR sub circuits designed to supply an approximate digital code of Vin to the internal DAC.
4. An internal reference DAC that supplies the comparator with an analog voltage equivalent of digital code output of SAR for comparison with Vin.

The successive approximation register is initialized so that most significant bit (MSB) is equal to digital 1. This code is fed into DAC which the supplies the analog equivalent of this digital code Vref/2 into the comparator circuit for the comparison with sampled input voltage. If this analog voltage exceeds Vin the comparator causes the SAR to reset the bit, otherwise a bit is left as 1. Then the

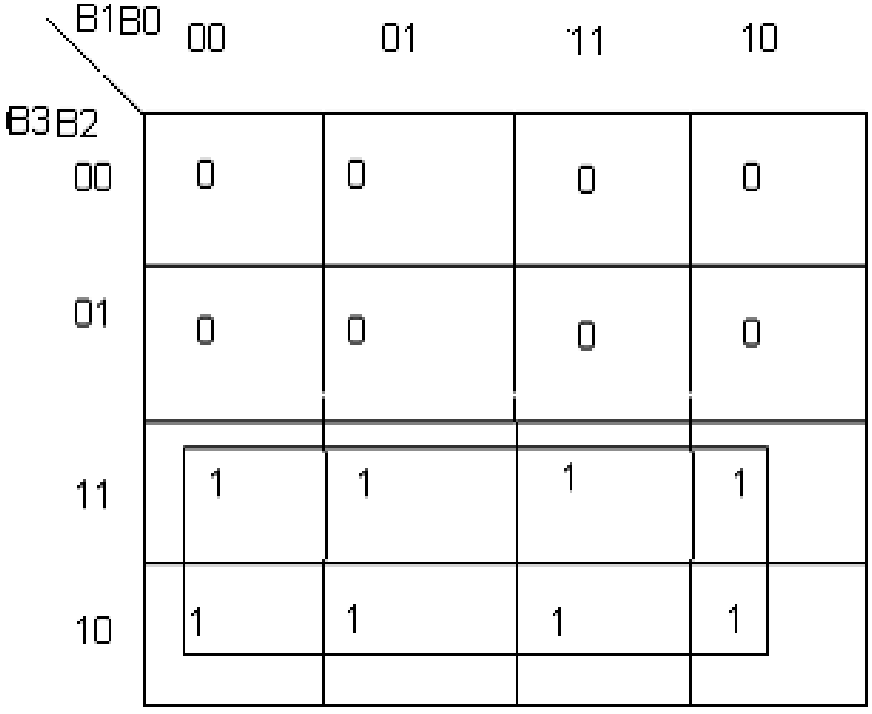
		next bit is set to 1 and the same test is done continuing this binary search until every bit in the SAR has been tested. The resulting code is the digital approximation of the sampled input voltage and is finally output by DAC at end of the conversion (EOC). Resolution and conversion time associate with ADC- **Resolution**: It is the maximum number of digital output codes. Resolution= 2^n (OR) It is defined as the ratio of change in the value of input analog voltage required to change the digital output by 1 LSB. $\therefore$ Resolution $= \frac{V_{FS}}{2^n - 1}$ **Conversion time:** The time difference between two instants i.e. 'to' where SOC signal is given as input to the ADC and 't1' where EOC signal we get as output from ADC. it should be small as possible.  	1 Marks each

Q.6		Attempt any TWO of the following:	Total Marks 12
	a)	**Design 4 bit Binary to Gray code converter.**	6M
	Ans:		2M for truth table 1/2m for each output equation 2M for realization using gates

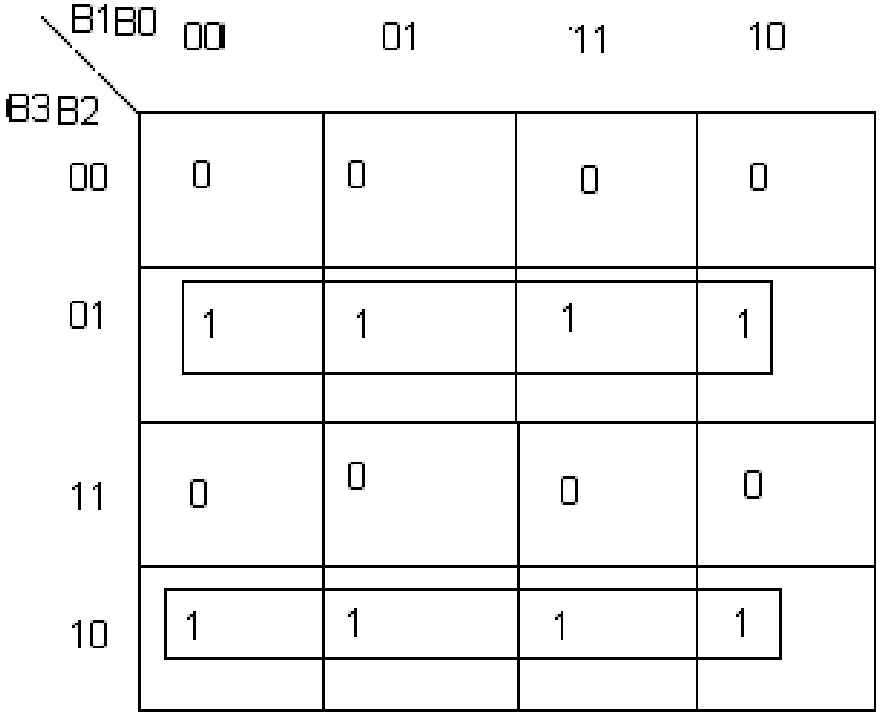
Truth Table for 4 bit Binary to Gray code converter

Binary Input				Gray output			
B_3	B_2	B_1	B_0	G_3	G_2	G_1	G_0
0	0	0	0	0	0	0	0
0	0	0	1	0	0	0	1
0	0	1	0	0	0	1	1
0	0	1	1	0	0	1	0
0	1	0	0	0	1	1	0
0	1	0	1	0	1	1	1
0	1	1	0	0	1	0	1
0	1	1	1	0	1	0	0
1	0	0	0	1	1	0	0
1	0	0	1	1	1	0	1
1	0	1	0	1	1	1	1
1	0	1	1	1	1	1	0
1	1	0	0	1	0	1	0
1	1	0	1	1	0	1	1
1	1	1	0	1	0	0	1
1	1	1	1	1	0	0	0

K-MAP FOR G3:



G3=B3

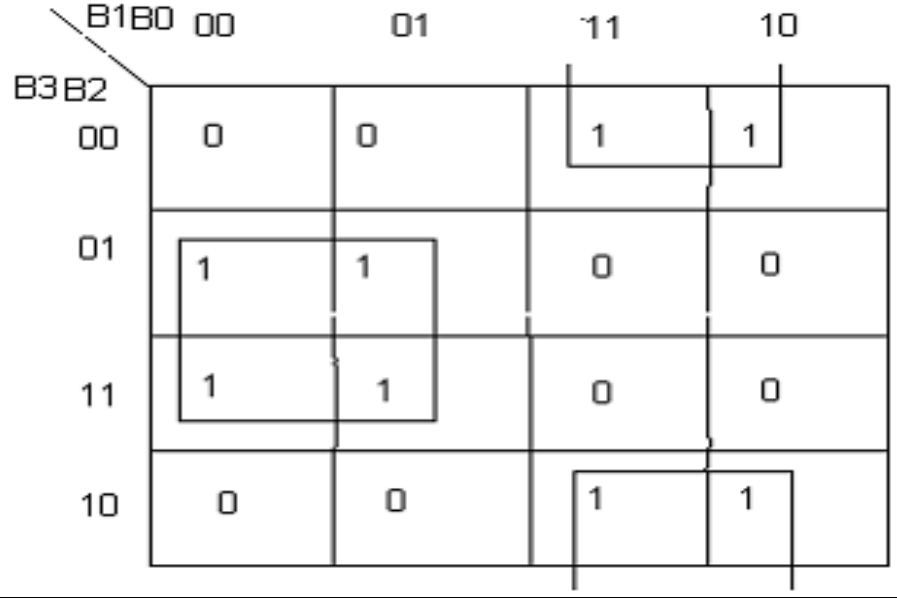


K-MAP FOR G2:

$G2=\overline{B3}\ B2+\overline{B2}\ B3$

= B3 XOR B2

K-MAP FOR G1:



$G1=\overline{B2}\,B1 + B2\,\overline{B1}$

= B1 XOR B2

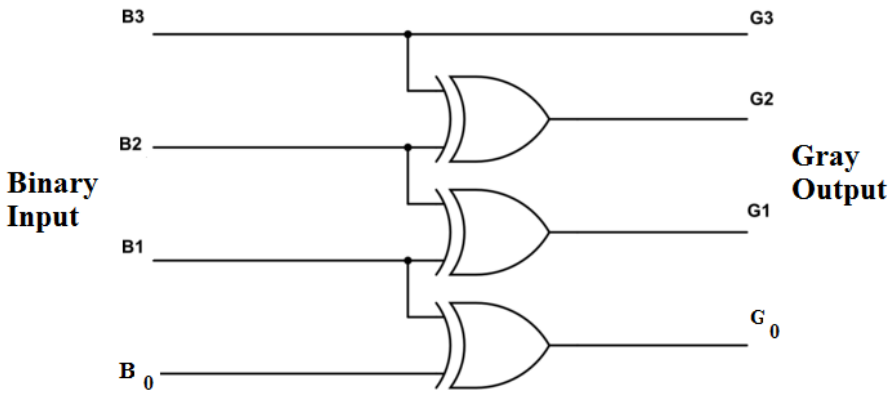
K-MAP FOR G0:

B3B2 \ B1B0	00	01	11	10
00	0	1	0	1
01	0	1	0	1
11	0	1	0	1
10	0	1	0	1

$G0=\overline{B1}B0 + B1\overline{B0}$

= B1 XOR B0

Diagram for 4 bit Binary to Gray code converter:



Note: Realization of output equations can be done using Basic or Universal gates

b) **Compare the following (Any three points)** **6M**

i) **Volatile with Non-volatile memory**

ii) **SRAM with DRAM memory**

Ans:

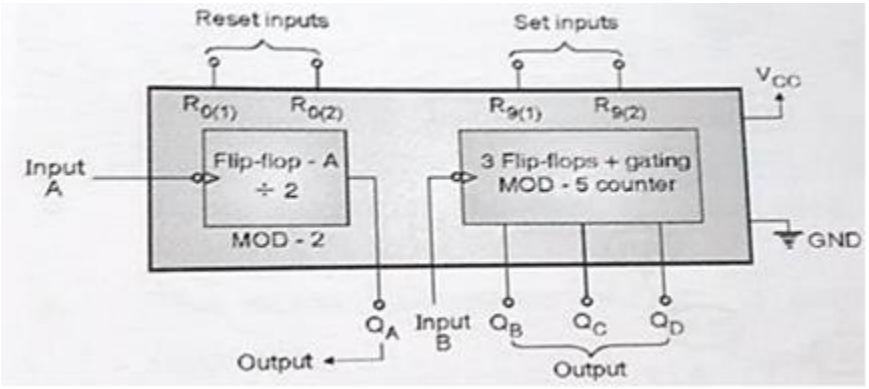
Parameter	Volatile memory	Non-Volatile memory
definition	Memory required electrical power to keep information stored is called volatile memory	Memory that will keep storing its information without the need of electrical power is called nonvolatile memory.
classification	All RAMs	ROMs, EPROM, magnetic memories
Effect of power	Stored information is retained only as long as power is on.	No effect of power on stored information
applications	For temporary storage	For permanent storage of information

2. SRAM with DRAM memory

Parameter	SRAM	DRAM
Circuit configuration	Each SRAM cell is a flip flop	Each cell is one MOSFET & a capacitor
Bits stored	In the form of voltage	In the form of charges
No of components per cell	More	Less
Storage capacity	Less	More
Refreshing	It does not require refreshing	It require refreshing.
Cost	It is expensive	It is cheaper
Speed	It is faster	It is slower comparatively

Any 3points (each 1 mark)

	c)	**Give block schematic of decade counter IC 7490. Design Mod-7 counter using this IC.**	**6M**
	Ans:	**1. block schematic of decade counter IC 7490-**	**2M block schematic**



Mod-7 means states are from o,1,2,3,4,5,6,0
Therefore we have to reset counter IC 7490 when Q_D,Q_C,Q_B,Q_A=0111
Design reset logic:
Output of reset circuit should be HIGH because R0(1) and R0(2) are active high inputs.
Therefore reset logic output should be low for states 0 to 6.

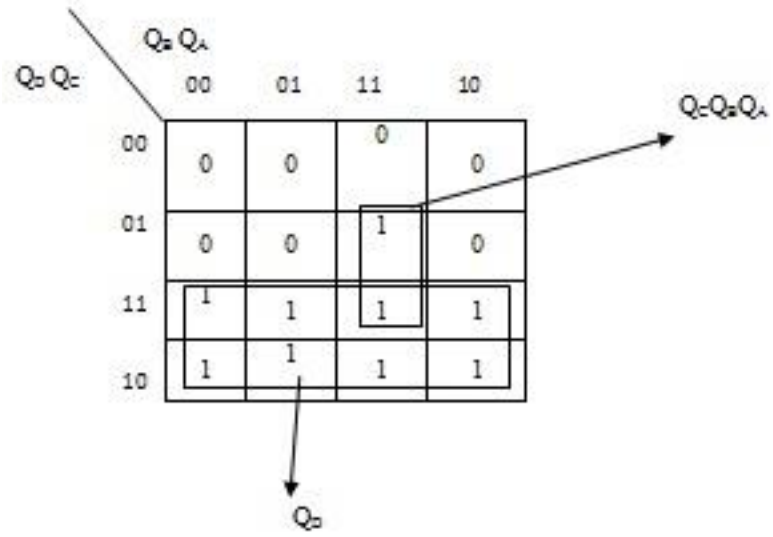
Output should be HIGH for states 7 onwards.

Truth table & K-map:

Q_D	Q_C	Q_B	Q_A	Y	
0	0	0	0	0	
0	0	0	1	0	
0	0	1	0	0	
0	0	1	1	0	
0	1	0	0	0	
0	1	0	1	0	
0	1	1	0	0	
0	1	1	1	1	Invalid State
1	0	0	0	1	
1	0	0	1	1	

For Y

Truth Table-1M
Kmap-1M
Logical Dig-2M

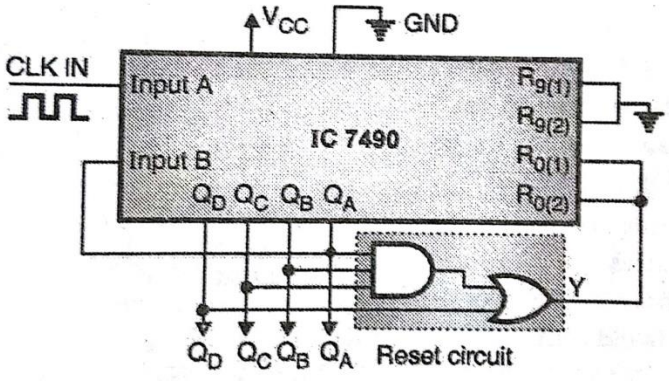


Expression for Y:

$$Y = Q_C\, Q_B\, Q_A + Q_D$$

Circuit is-

Logic Diagram:



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SUMMER-19 EXAMINATION

Subject Name: Digital technique **Model Answer** **Subject Code:** 22320

Important Instructions to examiners:

1) The answers should be examined by key words and not as word-to-word as given in themodel answer scheme.
2) The model answer and the answer written by candidate may vary but the examiner may tryto assess the understanding level of the candidate.
3) The language errors such as grammatical, spelling errors should not be given moreImportance (Not applicable for subject English and Communication Skills.
4) While assessing figures, examiner may give credit for principal components indicated in thefigure. The figures drawn by candidate and model answer may vary. The examiner may give credit for anyequivalent figure drawn.
5) Credits may be given step wise for numerical problems. In some cases, the assumed constantvalues may vary and there may be some difference in the candidate's answers and model answer.
6) In case of some questions credit may be given by judgement on part of examiner of relevant answer based on candidate's understanding.
7) For programming language papers, credit may be given to any other program based on equivalent concept.

Q. No.	Sub Q. N.	Answers	Marking Scheme
1	(A)	**Attempt any FIVE of the following:**	**10- Total Marks**
	(a)	**List the binary,octal and hexadecimal numbers for decimal no. 0 to 15**	**2M**
	Ans:		**2M**

DECIMAL	BINARY	OCTAL	HEXADECIMAL
0	0000	0	0
1	0001	1	1
2	0010	2	2
3	0011	3	3
4	0100	4	4
5	0101	5	5
6	0110	6	6
7	0111	7	7
8	1000	10	8

9	1001	11	9
10	1010	12	A
11	1011	13	B
12	1100	14	C
13	1101	15	D
14	1110	16	E
15	1111	17	F

(b) **Define fan-in and fan-out of a gate.** **2M**

Ans:

Fan-in is a term that defines the maximum number of digital inputs that a single logic gate can accept. Most transistor-transistor logic (TTL) gates have one or two inputs, although some have more than two. A typical logic gate has a fan-in of 1 or 2. **1M**

Fan-out is a term that defines the maximum number of digital inputs that the output of a single logic gate can feed. Most transistor-transistor logic (TTL) gates can feed up to 10 other digital gates. **1M**

(c) **Compare between synchronous and asynchronous counter (any two points).** **2M**

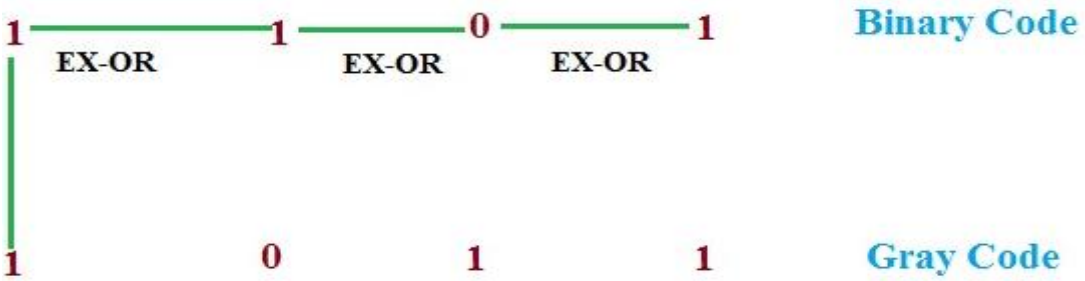
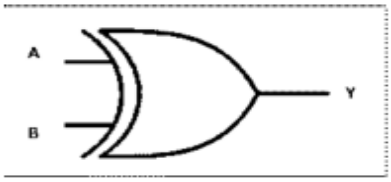
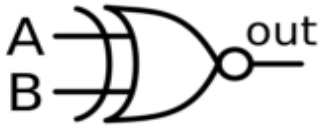
Ans:

Synchronous Counter	Asynchronous Counter
All flip flops are triggered with same clock.	Different clock is applied to different flip flops.
It is faster.	It is lower
Design is complex.	I Design is relatively easy.
Decoding errors not present.	Decoding errors present.
Any required sequence can be designed	Only fixed sequence can be designed.

Any two

1M for each comparison

	(d)	**State two specification of DAC.**	**2M**
	Ans:	**1.Resolution:** **Resolution** is defined as the ratio of change in analog output voltage resulting from a change of 1 LSB at the digital input VFS is defined as the full scale analog output voltage i.e. the analog output voltage when all the digital input with all digits 1. Resolution = VFS /(2n −1) **2. Accuracy:** Accuracy indicates how close the analog output voltage is to its theoretical value. It indicates the deviation of actual output from the theoretical value. Accuracy depends on the accuracy of the resistors used in the ladder, and the precision of the reference voltage used. Accuracy is always specified in terms of percentage of the full scale output that means maximum output voltage **3. Linearity:** The relation between the digital input and analog output should be linear. However practically it is not so due to the error in the values of resistors used for the resistive networks. **4. Temperature sensitivity:** The analog output voltage of D to A converter should not change due to changes in temperature. But practically the output is a function of temperature. It is so because the resistance values and OPAMP parameters change with changes in temperature. **5. Settling time:** The time required to settle the analog output within the final value, after the change in digital input is called as settling time. The settling time should be as short as possible. **6. Long term drift** Long term drift are mainly due to resistor and semiconductor aging and can affect all the characteristics. Characteristics mainly affected are linearity, speed etc. **7. Supply rejection** Supply rejection indicates the ability of DAC to maintain scale, linearity and other important characteristics when the supply voltage is varied. Supply rejection is usually specified as percentage of full scale change at or near full scale voltage at 25oe **8. Speed:** It is defined as the time needed to perform a conversion from digital to analog. It is also defined as the number of conversions that can be performed per second.	**Any two,** **1M for each**

	e)	**Write the gray code to given no.$(1101)_2$ =(?) Gray.**	**2M**
	Ans:	 **$(1101)_2$ = (1011) Gray**	**2M**
	f)	**Define encoder, write the IC number of IC used asdecimal l to BCD encoder.**	**2M**
	Ans:	An encoder is a device or circuit that converts information from one format or code to another, for the purpose of standardization, speed or compression. Decimal to BCD encoder IC- 74147	**Definati on-1M** **IC-1M**
	g)	**Draw the logical symbol ofEX-OR and EX-NOR gate.**	**2M**
	Ans:	**EX-OR GATE:-**  $A \cdot \overline{B} + \overline{A} \cdot B$ **EX-NOR GATE:-**  $A \cdot B + \overline{A} \cdot \overline{B}$	**EX-OR-1M** **EX-NOR-1M**

Q. No.	Sub Q. N.	Answers	Marking Scheme
2		**Attempt any THREE of the following:**	**12- Total Marks**

	a)	**Convert:** **(i) $(AD92.BCA)_{16} = (?)_{10} = (?)_8 = (?)_2$**	**4M**
	Ans:	**$(AD92.BCA)_{16}$** **$= (10 \times 16^3) + (13 \times 16^2) + (9 \times 16^1) + (2 \times 16^0) + (11 \times 16^{-1}) + (12 \times 16^{-2}) + (10 \times 16^{-3})$** **$= 40960 + 3328 + 144 + 2 + 0.6857 + 0.046875 + 0.00244$** **$= (44434.7368)_{10}$** **$(AD92.BCA)_{16} = (1010\ 1101\ 1001\ 0010.1011\ 1100\ 1010)_2$** **$(AD92.BCA)_{16} = (1010\ 1101\ 1001\ 0010.1011\ 1100\ 1010)_2$** **$= (001\ 010\ 110\ 110\ 010\ 010.101\ 111\ 001\ 010)_2$** **$= (126622.5712)_8$** **Note: any other method can be considered.**	**1.5M** **1M** **1.5M**
	b)	**Simplify the following and realize it** **$Y = A + \overline{A}\overline{B}C + \overline{A}\overline{B}\overline{C} + ABC + \overline{A}\overline{B}$**	**4M**
	Ans:	**$Y = A + \overline{A}\overline{B}C + \overline{A}\overline{B}\overline{C} + ABC + \overline{A}\overline{B}$**	**4M**

$$Y = A + \bar{A}\bar{B}C + \bar{A}B\bar{C} + ABC + \bar{A}\bar{B}$$

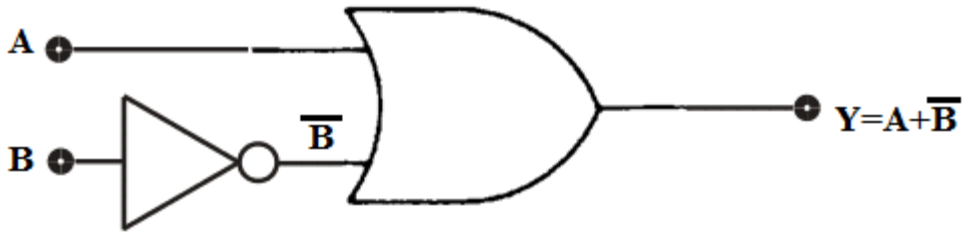
$$= A(1 + BC) + \bar{A}\bar{B}(C + \bar{C}) + \bar{A}\bar{B}$$

$$= A + \bar{A}\bar{B} + \bar{A}\bar{B}$$

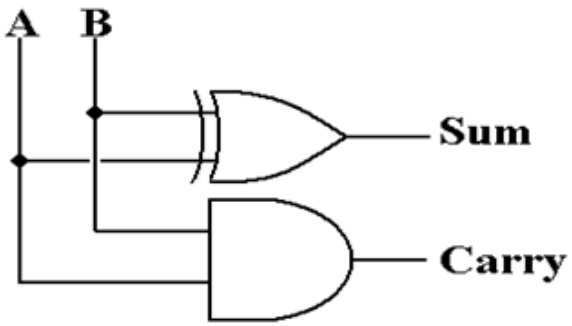
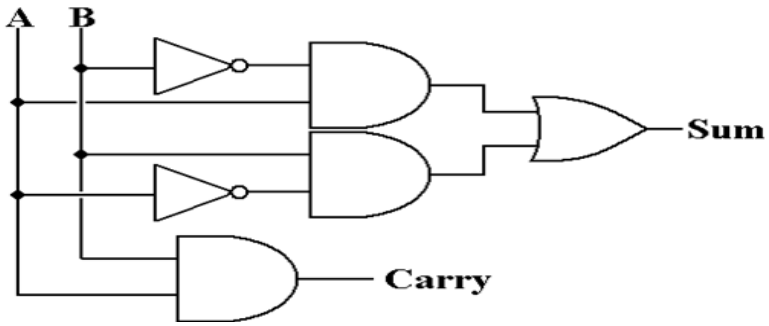
$$= A + \bar{A}\bar{B}$$

$$= (A + \bar{A}) \cdot (A + \bar{B})$$

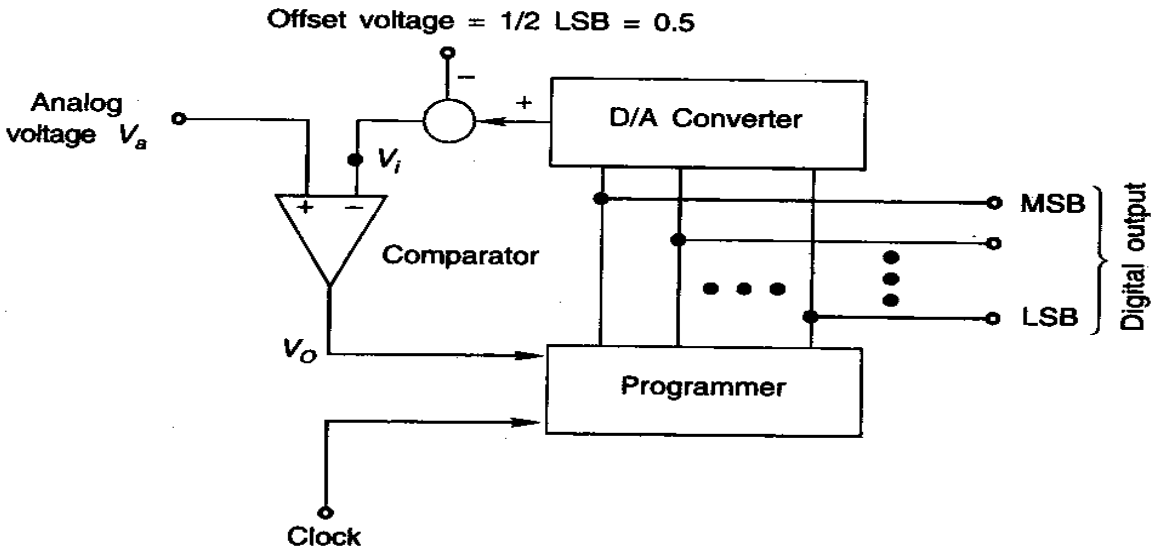
$$= (A + \bar{B})$$

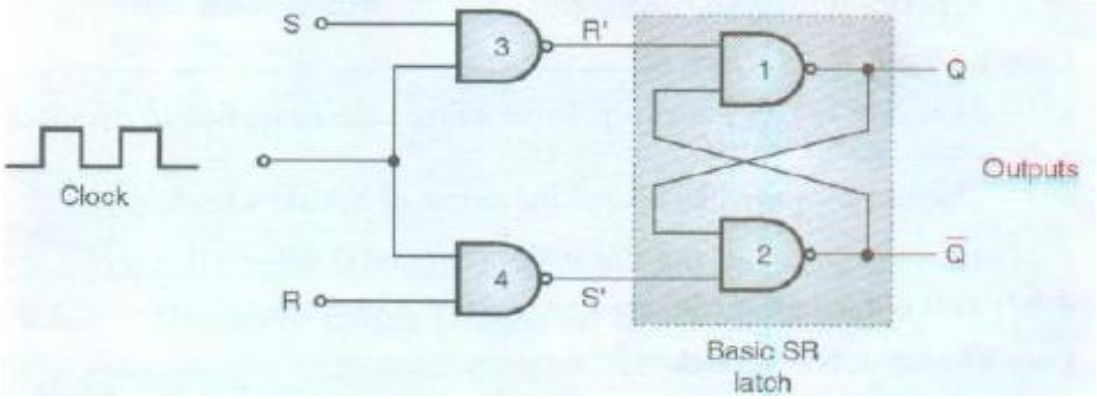


	c)	**Explain the following characteristics w.r.t. logic families :** **(i) Noise margin** **(ii) Power dissipation** **(iii) Figure of merit** **(iv) Speed of operation**	**4M**
	Ans:	Noise margin indicates the amount to noise voltage circuit can tolerate at its input for both logic 1 and logic0. Power Dissipation: It is the amount of power dissipated in an IC. Figure of Merit: It is defined as the product of propagation delay and power dissipated by	**1M each definitio n**

		the gate. Speed of Operation: Speed of a logic circuit is determined by the time between the application of input and change in the output of the circuit.	
	d)	**Draw logic diagram of half adder circuit**	**4M**
	Ans:	 **OR**  Note: logic diagram using NAND/NOR also can be considered.	**4M**

Q. No.	Sub Q. N.	Answers	Marking Scheme
3		**Attempt any THREE of the following :**	**12- Total Marks**

	a)	**Draw the circuit of successive approximation type ADC and explain its working**	**4M**
	Ans:	 The successive approximation A/D converter is as shown in fig. An analog voltage (Va) is constantly compared with voltage Vi, using a comparator. The output produced by comparator (Vo) is applied to an electronic Programmer. If Va=Vi, then Vo=0 & then no conversion is required. The programmer displays the value of Vi in the form of digital O/P. But if Va Vi, then the O/P is changed by the programmer. If Va> Vi, then value of Vi is increased by 50% of earlier value. But if Va< Vi, then value of Vi is decreased by 50% of earlier value. This new value is converted into analog form, by D/A converter so as to compare it with Va again. This procedure is repeated till we get Va=Vi. As the value of Vi is changed successively, this method is called as successive-approximation A/D converter.	**Diagram 2M** **Explanation 2M**
	b)	**Describe the operation of R-S flip flop using NAND gates only .**	**4M**
	Ans:		



Logical Diagram 2M

Description/explanation-

When clock = 0, the outputs of NAND gates 3 and 4 will be forced to be 1 irrespective of the values of S and R. That means R'= S' = 1.Hence the outputs of basic SR/F/F i.e. Q n+1 and $\overline{Qn+1}$ will not change. Thus if clock = 0, then there is no change in the output of the clocked SR flip-flop.

Explanation 2M

Case I : S = R = 0, clock = 1: No change

If S=R=0 then outputs of NAND gate 3 and 4 are forced to become 1.
Hence R' and S' both will be equal to 1. Since R' and S' are the inputs of the basic S – R flip-flop using NAND gates. There will be no change in the state of outputs.

Case II : S =1, R = 0, clock = 1: Set

Now S=0, R=1 and a positive going edge is applied to the clock
Output of NAND 3 i.e. R' = 0 and output of NAND 4 i.e. S' = 1.
Hence output of SR flip-flop is Q n+1 = 1 and $\overline{Qn+1}$= 0.
This is the set condition.

Case III : S =0, R = 1, clock = 1: Reset

Now S=0, R=1 and a positive edge is applied to the clock input.
Since S=0, output of NAND – 3 i.e. R´= 1. And as R' = 1 and clock = 1 the output of NAND-4 i.e. S´ = 0. Hence output of SR flip-flop is Q n+1 = 0 and $\overline{Qn+1}$= 1.
This is the reset condition.

Case IV : S =1, R = 1, clock = 1: Undefined/ forbidden

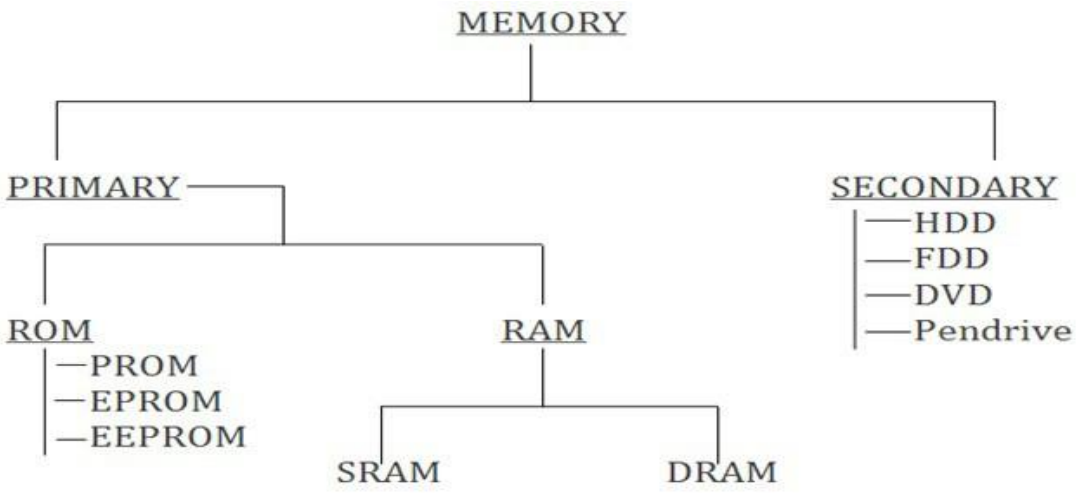
As S=1, R=1 and clock = 1, the outputs of NAND gates 3 and 4 both are 0 i.e. S' = R'=0. So both the outputs Q n+1 = 1 and $\overline{Qn+1}$
Hence output is Undefined/ forbidden.

Explanation without clock pulse must also be considered

CLK	INPUTS		OUTPUTS		REMARK
	S	R	Qn+1	$\overline{Qn+1}$	
0	X	X	Qn	$\overline{Qn}$	No change
1	0	0	Qn	$\overline{Qn}$	No change
1	0	1	0	1	Reset
1	1	0	1	0	Set
1	1	1	?	?	Forbidden

c) **Give classification of memory and compare RAM and ROM (any four points)** **4M**

Ans: **classification of memory**



Classification 2M

Consider even if Secondary memory is not written

Comparison between RAM and ROM

RAM	RAM
1. Temporary Storage.	1.Permanent Storage.
2 .Store data in MBs.	2.Store data in GBs.
3. Volatile .	3.Non-Volatile

		4. Writing data is Faster. | 4.Writing data is Slower.	Comparison 2M
	d)	**State the applications of shift register.**	4M
	Ans:	1] Shift register is used as **Parallel to serial converter**, which converts the parallel data into serial data. It is utilized at the transmitter section after Analog to Digital Converter (ADC) block. 2] Shift register is used as **Serial to parallel converter**, which converts the serial data into parallel data. It is utilized at the receiver section before Digital to Analog Converter (DAC) block. 3] Shift register along with some additional gate(s) generate the sequence of zeros and ones. Hence, it is used as **sequence generator**. 4] Shift registers are also used as **counters**. There are two types of counters based on the type of output from right most D flip-flop is connected to the serial input. Those are Ring counter and Johnson Ring counter.	**Each Application 1M** **Any other relevant application must b e considered**

Q. No.	Sub Q. N.	Answers	Marking Scheme
4		**Attempt any THREE of the following :**	**12- Total Marks**
	(a)	**Subtract the given number using 2's compliment method:** **(i) $(11011)_2 - (11100)_2$** **(ii) $(1010)_2 - (101)_2$**	**4M**
	Ans:	**i) Subtract $(11011)_2 - (11100)_2$ using 2's complement binary arithmetic.** **Solution:** **$(11011)_2 - (11100)_2$** Now, 2's complement of **$(11100)_2$**= 1's complement of **$(11100)_2$**+1 1's complement of **$(11100)_2$** = $(00011)_2$	**2's complement**

		2's complement = 00011+1 = 00100 Therefore, 1 1 0 1 1 + 0 0 1 0 0 1 1 1 1 1 There is no carry it indicates that results is negative and in 2's complement form i.e.$(11111)_2$. Therefore, for getting true value i.e.(+1) take 2's complement of (11111) is 1's complement + 1 = 00000 + 1 Ans= $(00001)_2$ Ans: $(11011)_2 - (11100)_2$ = 2's complement of $(11111)_2 = (-1)_{10}$ **ii) Subtract $(1010)_2$ - $(101)_2$ using 2's complement binary arithmetic.** 2's complement of **$(0101)_2$** = 1's complement of **$(0101)_2$** +1 1's complement of **$(0101)_2$** = $(1010)_2$ 2's complement = 1010+1 = 1011 Therefore, 1 0 1 0 + 1 0 1 1 1 1 0 1 0 1 There is carry ignore it, which indicates that results is positive i.e.(+5) = $(0101)_2$ Ans: $(1010)_2$ - $(101)_2 = (0101)_2 = (+5)_{10}$	**1M** **Final Answer- 1M** **2's complement 1M** **Final Answer- 1M**
	(b)	**Stare De-Morgan's theorem and prove any one**	**4M**

Ans:

De **Morgan´s 1st Theorem:**

It states that the compliment of sum is equal to the product of the compliment of individual variables.

$$(\overline{A+B}) = \overline{A}\ \overline{B}$$

Proof:

A	**B**	$\overline{A}$	$\overline{B}$	**A+B**	$(\overline{A+B})$		$\overline{A}\ \overline{B}$
0	0	1	1	0	1		1
0	1	1	0	1	0		0
1	0	0	1	1	0		0
1	1	0	0	1	0		0

De **Morgan´s 2nd Theorem:**

It states that the compliment of product is equal to the sum of the compliments of individual variables.

$$(\overline{A\,B}) = \overline{A} + \overline{B}$$

Proof:

A	**B**	$\overline{A}$	$\overline{B}$	A.B	$(\overline{A\,B})$	$\overline{A} + \overline{B}$
0	0	1	1	0	1	1
0	1	1	0	0	1	1
1	0	0	1	0	1	1
1	1	0	0	1	0	0

Statements-1M each

Anyone proof - 2M

(c)

Compare between PLA and PAL.

4M

Ans:

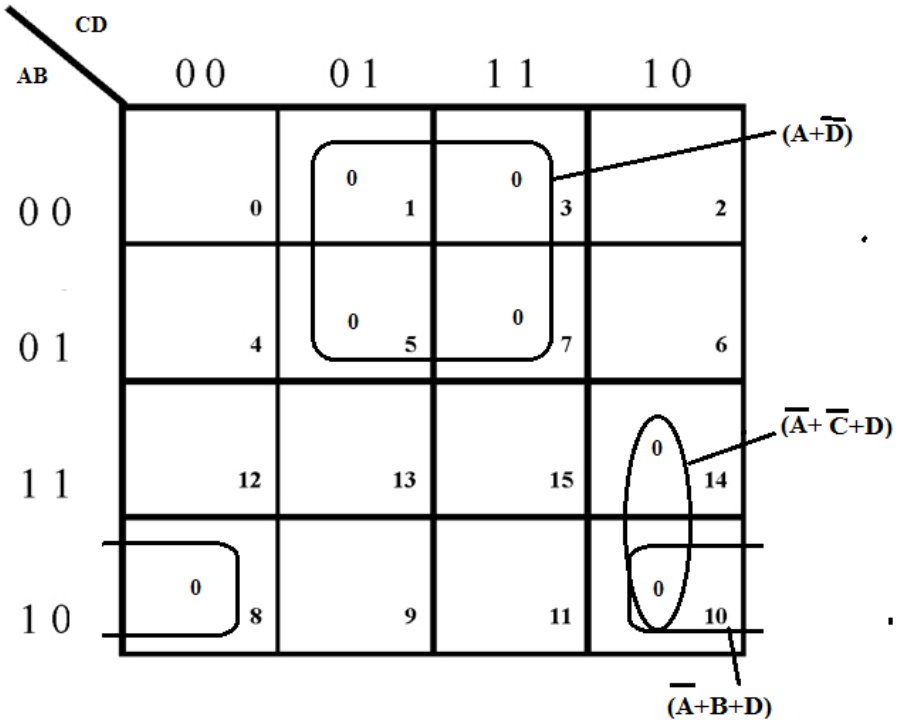
PLA	PAL
1) Both AND and OR arrays are programmable	1) OR array is fixed and AND array is programmable.
2) Costliest and complex than PAL	2) Cheaper and simpler
3) AND array can be programmed to get desired minterms.	3) AND array can be programmed to get desired minterm.
4) Large number of functions can be implemented.	4) Provides the limited number of functions.
5) Provides more programming flexibility.	5) Offers less flexibility, but more likely used.

Any four 4 points- 1M each

(d) **Reduce the following expression using K-map and implement it**

F(A,B,C,D) =ΠM (1,3,5,7,8,10,14) **4M**

Ans:

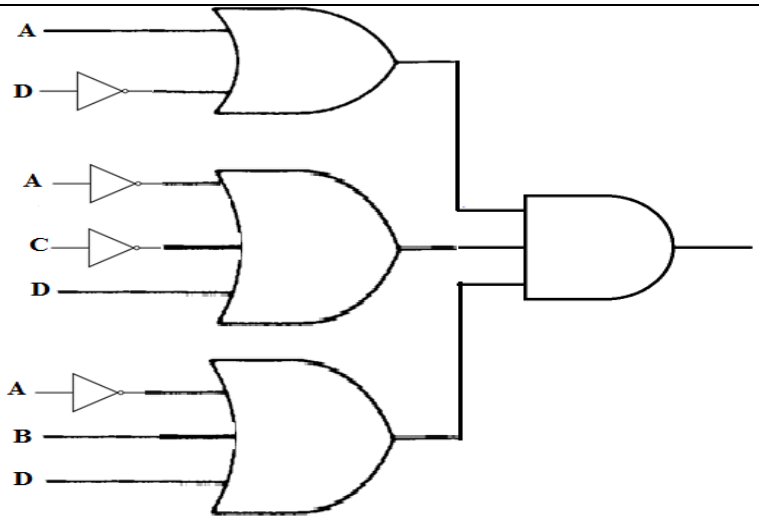


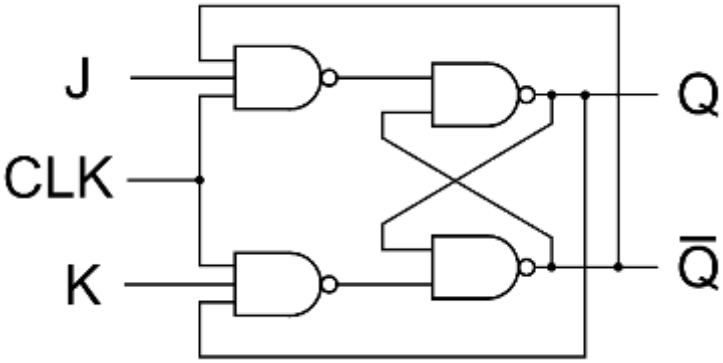
F(A,B,C,D)=(A+$\overline{D}$) ($\overline{A}$+$\overline{C}$+D) ($\overline{A}$+B+D)

Kmap- 1M

Pairs- 1.5M

Final Ans- 1.5M



(e)	**Describe the working of J-K flip-flop and state the race around condition.**	**4M**
Ans:		**Diagram -1.5M** **Working -1.5M** **State- 1M**

Inputs			Outputs		
J	K	CLK	Q	$\bar{Q}$	Comments
0	0	↑	Q_0	$\bar{Q}_0$	No change
0	1	↑	0	1	RESET
1	0	↑	1	0	SET
1	1	↑	$\bar{Q}_0$	Q_0	Toggle

The clock signal is applied to CLK input.

IF CLK =0 than F/F is disabled and O/P Q and $\bar{Q}$ do not change

If CLK= 1 and J=K=O then the output Q and $\bar{Q}$ will not change their state.

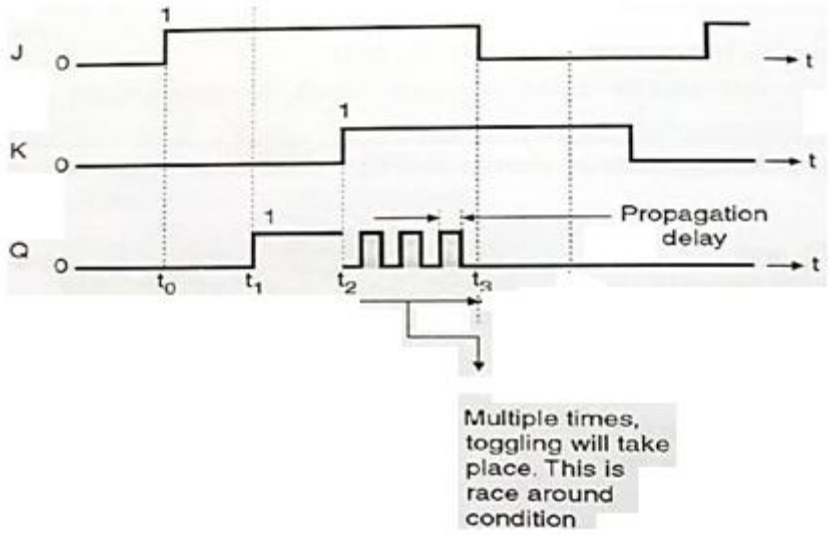
If J=0 and K= 1 then JK flip flop will reset and Q= 0 & $\bar{Q}$ =1

If J=1 and K=0 then output will be set and Q=1 & $\bar{Q}$ =0

If J= K=1 then Q & $\bar{Q}$ outputs are inverted and FF will toggle

Race Around condition:

Race around condition occurs in J K Flip-flop only when J=K=1 and clock/enable is high (logic 1) as shown below-



In JK Flip-flop when J=K=1 and when clock goes high, output should toggle (change to opposite state), but due to multiple feedback, output changes/toggles many times till the clock/enable is high.

Thus toggling takes place more than once, called as racing or race around condition.

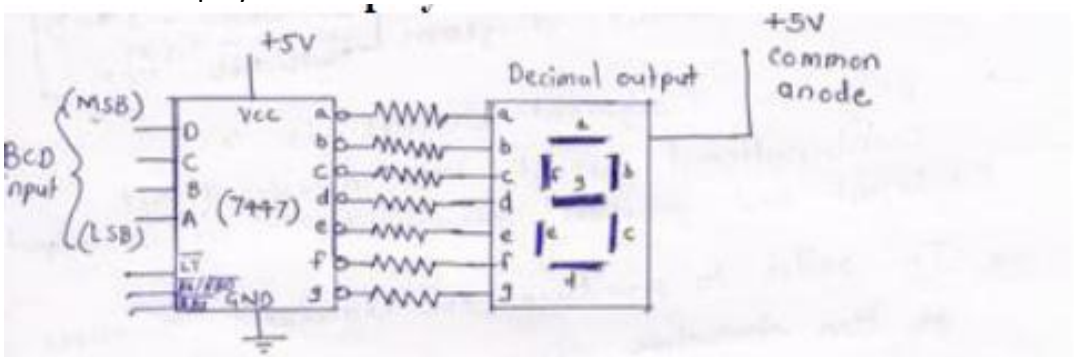
Q. No.	Sub Q. N.	Answers	Marking Scheme
5.		**Attempt any TWO of the following:**	**12- Total Marks**
	a)	**Design BCD to seven segment decoder using IC 7447 with its truth table.**	**6M**

Ans:

Note: Any one type of display shall be considered

1. BCD to 7 segment decoder is a combinational circuit that accepts 4 bit BCD input and generates appropriate 7 segment output.
2. In order to produce the required numbers from 0 to 9 on the display the correct combination of LED segments need to be illuminated.
3. A standard 7 segment LED display generally has 8 input connections, one from each LED segment & one that acts as a common terminal or connection for all the internal segments
4. Therefore there are 2 types of display 1. Common Anode Display 2. Common Cathode Display :

Common Anode Display



Truth Table

for Seven segment decoder using common anode display

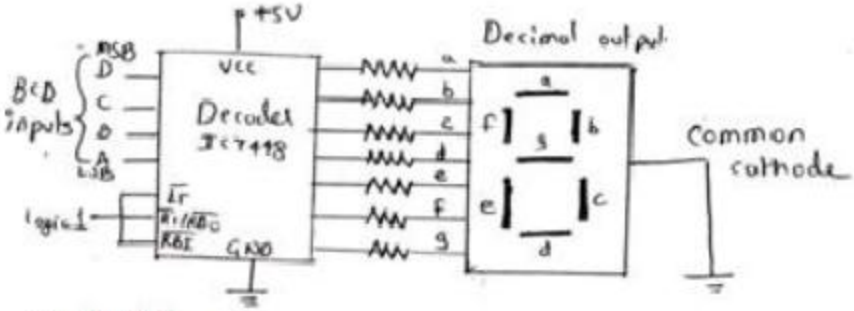
BCD Inputs				7 segment coded outputs							Display outputs
D	C	B	A	$\overline{a}$	$\overline{b}$	$\overline{c}$	$\overline{d}$	$\overline{e}$	$\overline{f}$	$\overline{g}$	
0	0	0	0	0	0	0	0	0	0	1	
0	0	0	1	1	0	0	1	1	1	1	
0	0	1	0	0	0	1	0	0	1	0	
0	0	1	1	0	0	0	0	1	1	0	
0	1	0	0	1	0	0	1	1	0	0	
0	1	0	1	0	1	0	0	1	0	0	
0	1	1	0	1	1	0	0	0	0	0	
0	1	1	1	0	0	0	1	1	1	1	
1	0	0	0	0	0	0	0	0	0	0	
1	0	0	1	0	0	0	1	1	0	0	

Explaination 2M

Circuit Diagram 2M

Truth Table 2M

Common Cathode Display:

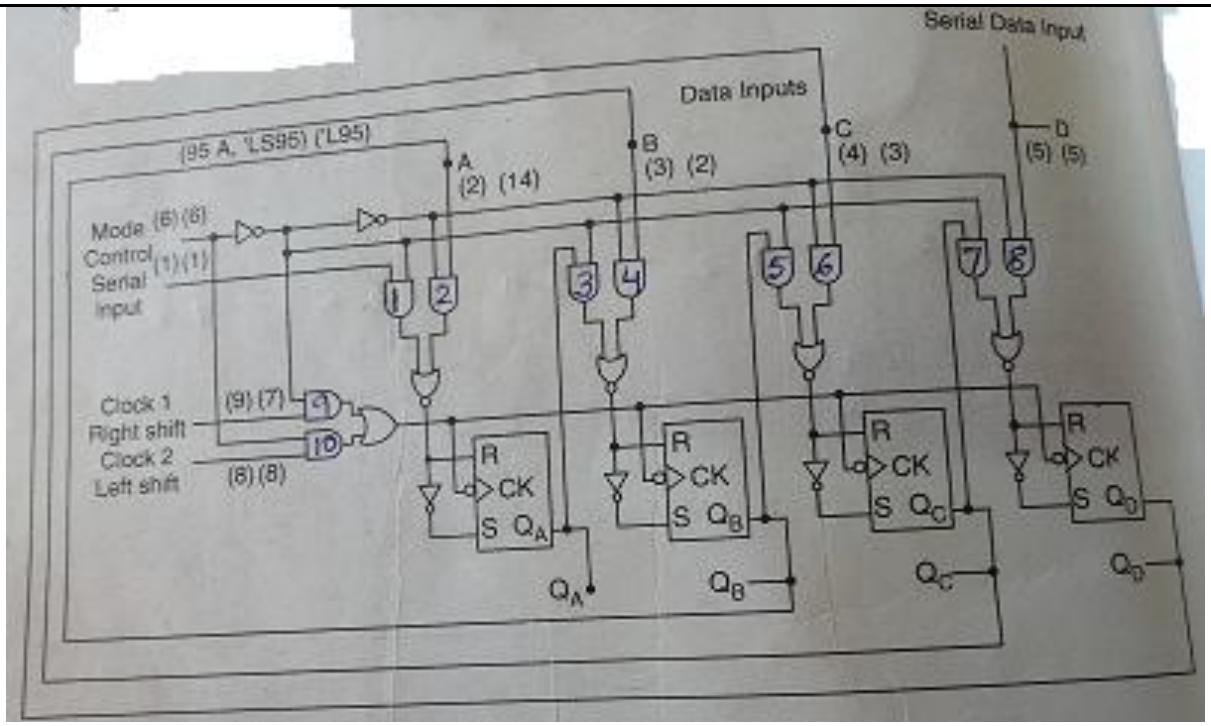


Truth Table

BCD inputs				7 segment (coded) outputs							Display outputs
D	C	B	A	a	b	c	d	e	f	g	
0	0	0	0	1	1	1	1	1	1	0	
0	0	0	1	0	1	1	0	0	0	0	
0	0	1	0	1	1	0	1	1	0	1	
0	0	1	1	1	1	1	1	0	0	1	
0	1	0	0	0	1	1	0	0	1	1	
0	1	0	1	1	0	1	1	0	1	1	
0	1	1	0	0	0	1	1	1	1	1	
0	1	1	1	1	1	1	0	0	0	0	
1	0	0	0	1	1	1	1	1	1	1	
1	0	0	1	1	1	1	0	0	1	1	

b) Describe the working of 4 bit universal shift register. **6M**

Ans:



Circuit Diagram 3M

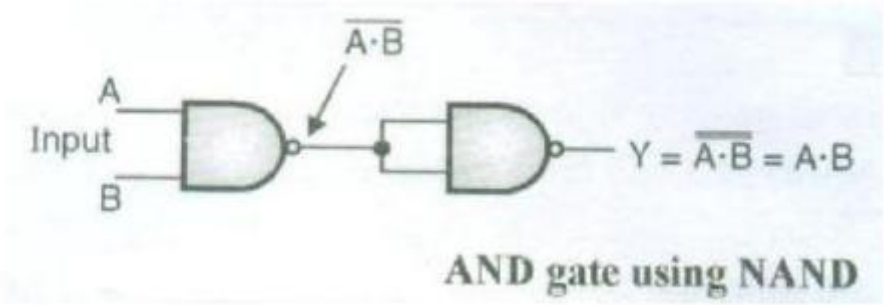
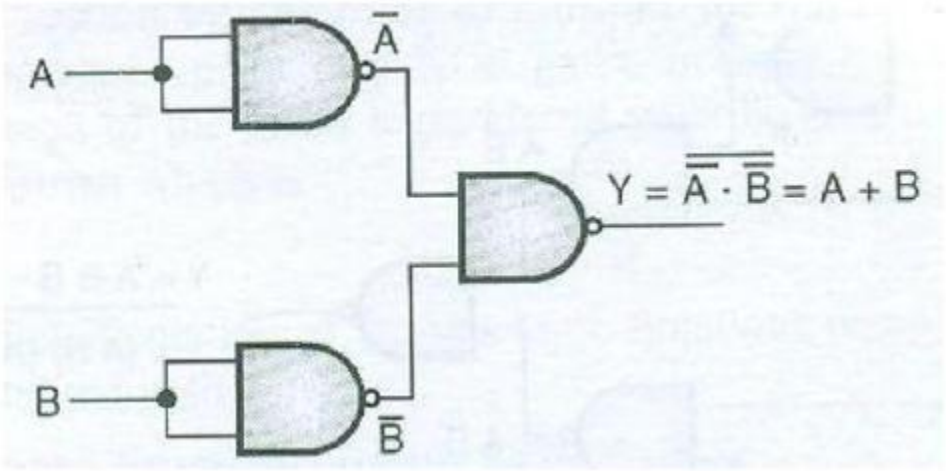
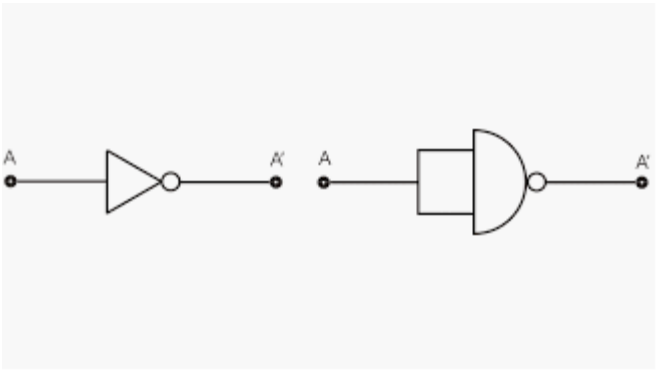
Working 3M

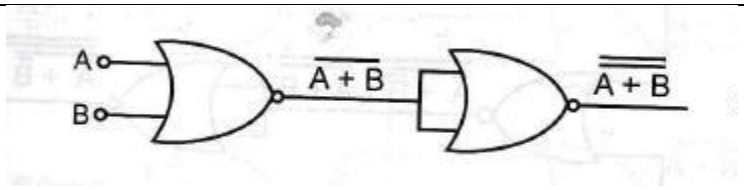
Fig:4 bit universal shift register

Working:

1. **PARALLEL LOAD**: When mode control (M) is connected to logic 1, AND gates 2, 4, 6, 8 will be enables and AND gates 1, 3,5,7, will be disabled . The 4-bit binary data will be loaded parallel. The clock-2 input will be applied to the flip-flops , since M= 1, AND gates -10 is enabled and gate-9 is disabled. Input will transfer parallel data to QA to QD outputs.
2. **SHIFT RIGHT**: When mode control (M) is connected to logic 0, AND gates 1,3,5,7 will be enabled and gates 2, 4,,6, 8,will be disabled. The data will be shifted serially. The clock -1, input will be applied to the flip-flops, Since M = 0, AND gates - 9 is enabled, and gates -10 is disabled. The data is shifted serially to right from QA to QD.
3. **SHIFT LEFT:** When mode control (M) is connected to logic 1, AND gates 2,4,6,8 will be enabled. This mode permits parallel loading of the resister and shift -left operation. . The shift -left operation can be accomplished by connecting the output of each flip flop to the parallel input of the previous flip- flop and serial input is applied at the input.

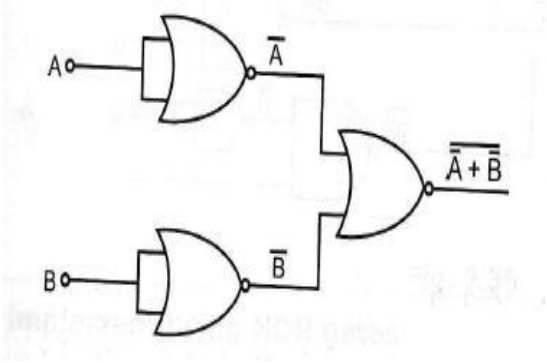
c)	**Design basic logic gates using NAND and NOR gate.**	**6M**

	Ans:	AND gate using NAND  OR gate using NAND  NOT gate using NAND $\overline{A}.A = \overline{A}$  OR gate using NOR gate: Expression for OR gate is Y = $\overline{\overline{A+B}}$ = A + B	Each Gate Design 1 Marks

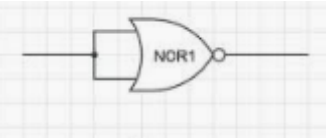


AND gate using NOR gate:

Expression for AND gate is Y = $\overline{\bar{A} + \bar{B}}$ = $\bar{\bar{A}}.\bar{\bar{B}}$ = A.B (Applying De Morgan"s theorem)



NOT gate using NOR Y= $\overline{A + A}$ = $\bar{A}$



Q. No.	Sub Q. N.	Answers	Marking Scheme
6.		**Attempt any TWO of the following :**	**12- Total Marks**
	a)	**Design a mod-6 Asynchronous counter with truth-table and logic.**	**6M**
	Ans:	MOD 6 asynchronous counter will require 3 flip flops and will count from 000 to 101. Rest of the states are invalid. To design the combinational circuit of valid states, following truth table and K-map is drawn:	Truth Table 2M

Q_C	Q_B	Q_A	Reset Logic
0	0	0	1
0	0	1	1
0	1	0	1
0	1	1	1
1	0	0	1
1	0	1	1
1	1	0	0
1	1	1	0

From the above truth table, we draw the K-maps and get the expression for the MOD 6 asynchronous counter.

Logic Diagram 2M

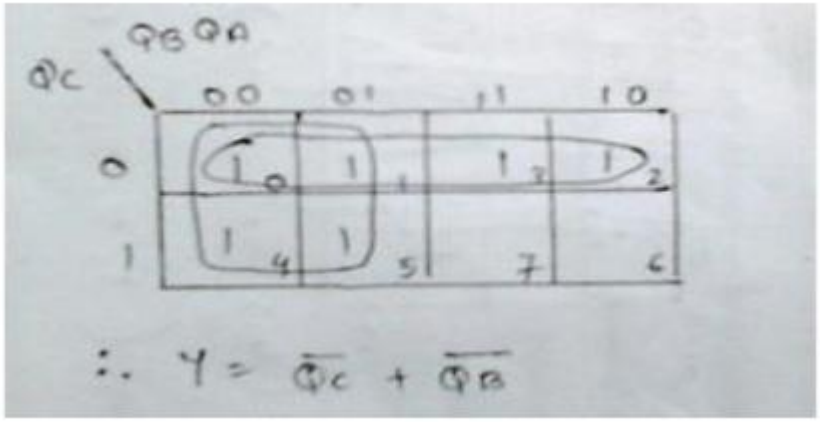
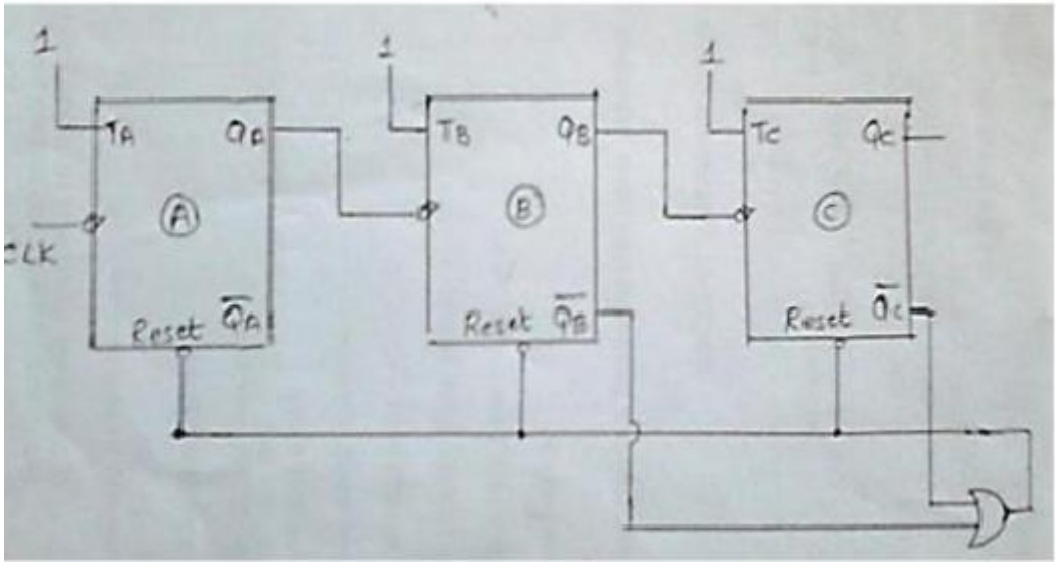


Fig: K-map for above truth table

Thus reset logic is OR of complemented forms of QC and QB. This will be given to the reset inputs of the counter so that as soon as count 110 reaches, the counter will reset. Thus the counter will count from 000 to 101. The implementation of the designed MOD 6 asynchronous counter is shown below:

Circuit Diagram 2M

		 **Fig: Circuit diagram of MOD 6 asynchronous counter**	
	b)	**Design 1:8 de multiplexer using 1:4 de multiplexer**	**6M**
	Ans:		**Design 3M**

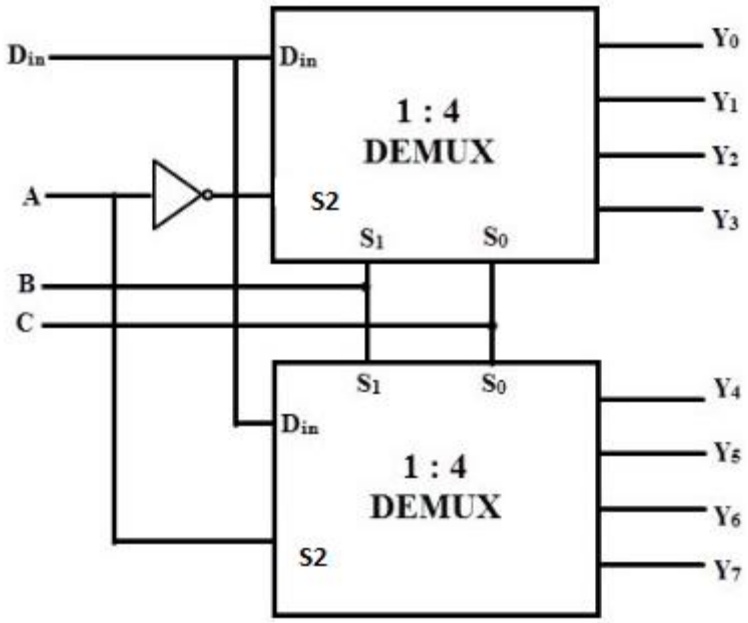


Fig:1:8 Demultiplexer using 1:4 demultiplexer

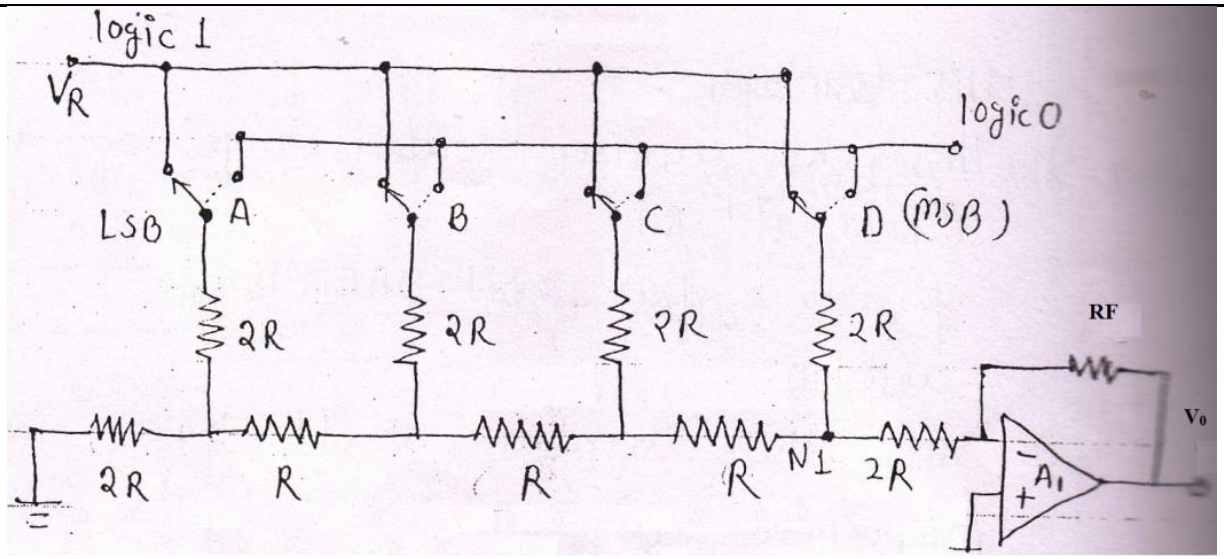
Data Input	Select Inputs			Outputs							
D	S_2	S_1	S_0	Y_7	Y_6	Y_5	Y_4	Y_3	Y_2	Y_1	Y_0
D	0	0	0	0	0	0	0	0	0	0	D
D	0	0	1	0	0	0	0	0	0	D	0
D	0	1	0	0	0	0	0	0	D	0	0
D	0	1	1	0	0	0	0	D	0	0	0
D	1	0	0	0	0	0	D	0	0	0	0
D	1	0	1	0	0	D	0	0	0	0	0
D	1	1	0	0	D	0	0	0	0	0	0
D	1	1	1	D	0	0	0	0	0	0	0

Fig: Truth Table of 1:8 Demultiplexer .

Truth Table 3M

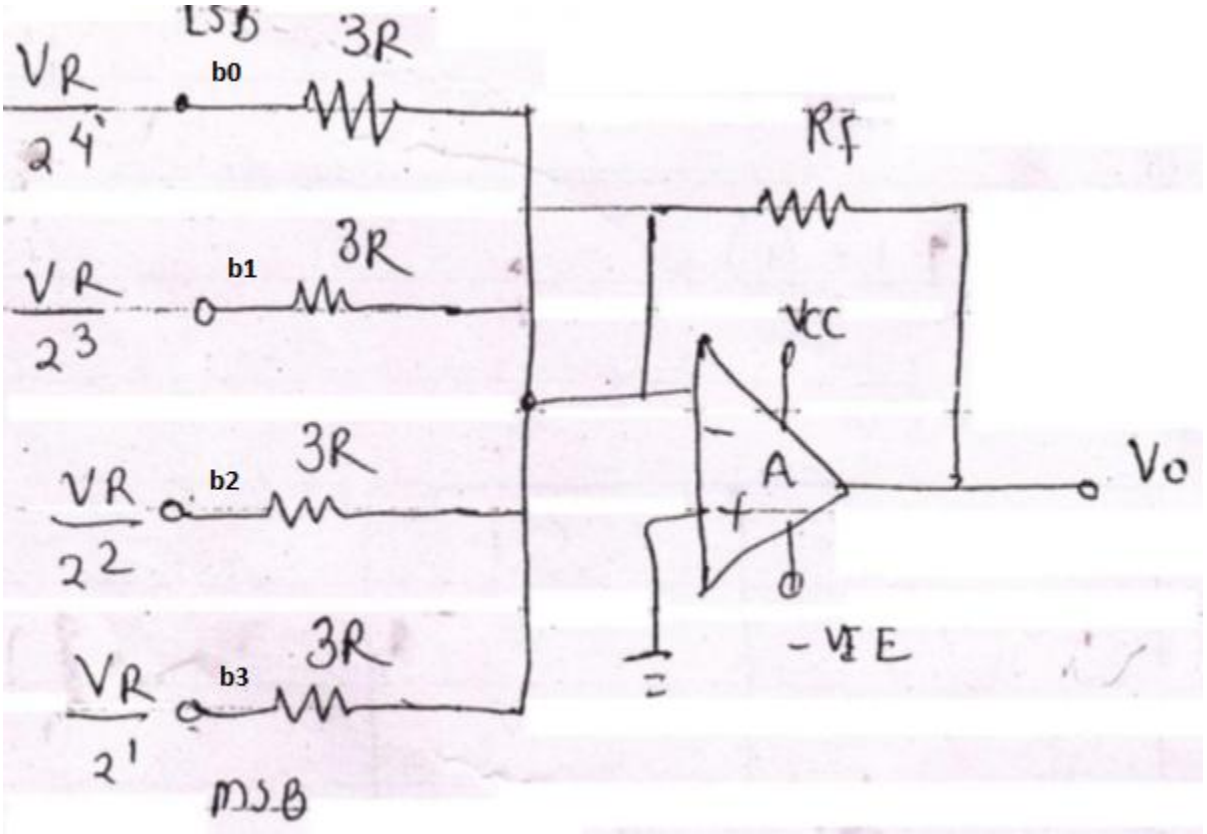
c) Draw the circuit diagram of 4 bit R-2R ladder DAC and obtain its output voltage expression **6M**

Ans:



2M

Fig 1: **4 bit R-2R ladder DAC**



2M

Fig 2:Simplified circuit diagram of Fig 1

Therefore output analog voltage V_0 is given by,

$$V_0 = -\left(\frac{Rf}{3R}\cdot\frac{VR}{2^4}b_0 + \frac{Rf}{3R}\cdot\frac{VR}{2^3}b_1 + \frac{Rf}{3R}\cdot\frac{VR}{2^2}b_2 + \frac{Rf}{3R}\cdot\frac{VR}{2^1}b_3\right)$$

$$V_0 = -\left(\frac{Rf}{3R}\right)\left(\frac{VR}{2^4}\right)\left[8b_3 + 4b_2 + 2b_1 + b_0\right]$$

2M