

WEST BENGAL STATE UNIVERSITY B.Sc. Honours 1st Semester Examination, 2022-23

CMSACOR02 I - COMPUTER SCIENCE (CC2)

Time Allotted: 2 Hours

Pall Marks: 40

The figures in the margin indicate full marks. Candidates should answer in their own words and adhere to the word limit as practicable. All symbols are of usual significance.

GROUP-A

1. Answer any four questions from the following:

2×4 = 8

- (a) If $(1BA59)_{16} = (X)_{16}$ find the value of X.
- (b) If $(100)_x = (144)_{10}$, then find the value of x.
- (6) What do you mean by principle of duality?
- (d) Differentiate between synchronous and asynchronous sequential circuit.
- (a) Add (5C)_H and (3F)_H.
- (f) What do you mean by the addressing mode?
 - (g) What do you mean by Machine cycle?
 - (h) Why the flip-flop is also called as Bi-Stable multi vibrator?

GROUP-B

Answer any four questions from this group

 $8 \times 4 = 32$

- 2. (a) Design a Full adder by using two 8-to-1 MUXs and other necessary logic gates.
- 3+5
- (6) Find out the minimum SOP and POS expressions for the following function:

$$F(W, X, Y, Z) = (0, 1, 4, 6, 8, 14, 15)$$

= $\Pi(2, 3, 9)$

- $=\Pi(2,3.9)$
- 3. (a) Design a 3-bit Ripple counter using a JK flip-flop.

4+4

- (b) Design and explain cascading comparator circuit with suitable diagram.
- 4. (a) What is difference between Microinstruction format and microprograms 4+4 sequence?
 - (b) Draw and explain the logic circuit of 4-bit Left shift register.

CBCS/B_Sc./Hons./1st Sem./CMSACOR02T/2022-23

- 4		
5. (a)	What is the difference between RISC and SISC?	4+4
(b)	What is the difference between MISD and MIMD?	
6. (a)	What is the difference between a direct and an indirect address instruction?	2+6
(b)	Briefly explain Three, Two, One and Zero address instructions with the help of an example.	
x.'	What do you mean by race condition in flip-flop? Design a JK flip-flop and discuss its operation.	2+6
8.	Write short notes on any two of the following topics:	4×2 = 8
(a)	BCD to Excess-3 code conversion.	
(b)	Adder-Subtractor circuit	
(6)	Booth's Multiplication Algorithm.	