

THE OPEN UNIVERSITY OF SRI LANKA
DEPARTMENT OF MATHEMATICS AND COMPUTER SCIENCE
B. SC. DEGREE PROGRAMME 2015/2016



FINAL EXAMINATION

CPU3141: DIGITAL COMPUTER FUNDAMENTALS

DURATION: TWO HOURS (2 HOURS)

Date: 02.01.2017

Time: 1.30 pm – 3.30 pm

Answer **FOUR** Questions **ONLY**.

Q1.

- (i) What are the advantages of binary number system to the digital computer? (List 3)
- (ii) Convert the following **decimal numbers** into **binary** and **hexadecimal**.
 - a) 23_{10}
 - b) 167.2_{10}
 - c) -85_{10}
- (iii) Describe what is **BCD** and represent 653_{10} in **BCD**.
- (iv) Briefly discuss about ASCII representation in digital computers.

Q2.

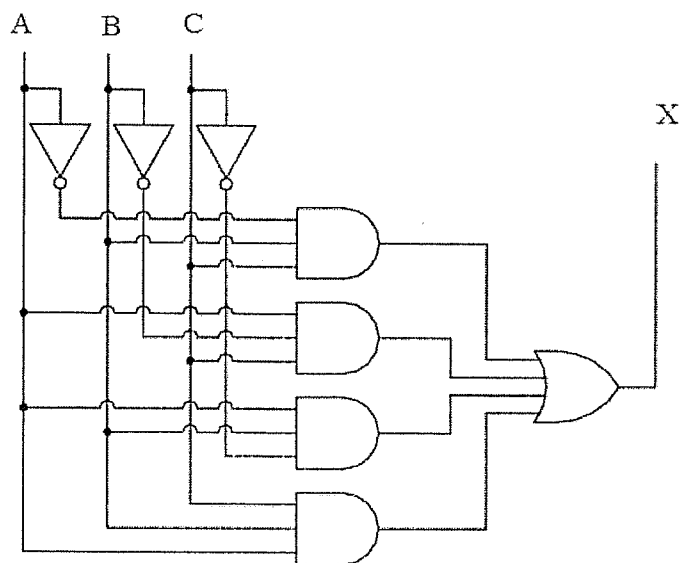
- (i) Name three (03) Boolean algebraic rules and prove them.
- (ii)
 - a. Use the following truth table to derive **POS** term for the output X

- b. Simplify the above POS term using **Boolean algebraic rules**.

A	B	C	D	X
0	0	0	0	1
0	0	0	1	1
0	0	1	0	0
0	0	1	1	0
0	1	0	0	1
0	1	0	1	1
0	1	1	0	0
0	1	1	1	0
1	0	0	0	1
1	0	0	1	0
1	0	1	0	1
1	0	1	1	0
1	1	0	0	1
1	1	0	1	0
1	1	1	0	1
1	1	1	1	0

- (iii) Consider the following **Logic Circuit**.

- Simplify the circuit using **K-Map** (Karnaugh Map).
- Draw the simplified circuit diagram using appropriate logic gates.



Q3.

- (i) Draw the truth table and the logic circuit for a **Full Adder**.
- (ii) Multiplexer is a device that selects between numbers of signals.
 - a. Draw the truth table for a **2-to-1 Multiplexer**.
 - b. Draw the logic circuit for the **2-to-1 Multiplexer**.
- (iii) Briefly discuss about **Parity Checkers and Encoders**.

Q4.

- (i) Discuss the difference between combinational logic and sequential logic. (Use named block diagrams).
- (ii) Describe the function of the **Master-Slave JK flip-flop**. (Use block diagrams.)
- (iii) Describe the function of a Shift **Register** using a block diagram of any one of the four types of Shift Registers?
- (iv) Draw the **timing diagram** for the **four bit synchronous counter**.

Q5.

- (i) List five (05) properties of **Asynchronous Sequential Circuits**.
- (ii) What is **Race Condition**? Explain with examples.
- (iii) Draw the **block diagram** and **truth table** for an **asynchronous decade counter**.
- (iv) Discuss **four (04) advantages** of **asynchronous counters**.

Q6.

- (i) What are the steps the **Central Processing Unit** perform for each instruction once the necessary data and instruction are in memory?
- (ii) How does data and instructions are transferred from an input device into the memory?
- (iii) **Reads** dominate processor cache accesses. All instruction accesses are *Reads*. What are the **Read policies**, and briefly describe them.
- (iv) Describe how the **CPU (Central Processing Unit)**, in association with the **memory**, executes a computer program.

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