CS-64

## BACHELOR OF COMPUTER APPLICATIONS (BCA) (Pre-Revised)

## **Term-End Examination**

## December, 2016

## CS-64 : INTRODUCTION TO COMPUTER ORGANISATION

Time : 3 hours

Maximum Marks : 75

Note: Question number 1 is compulsory. Attempt any three questions from the rest.

- 1. (a) Find the even and odd parity bits for the following 7-bit data :
  - (i) 1010111
  - (ii) 0101101
  - (iii) 1111111
  - (iv) 1010101
  - (b) Explain three Displacement Addressing mechanisms with the help of examples.
  - (c) Simplify the following function using K-map:

 $F(A, B, C, D) = \sum (2, 6, 10, 14)$ 

Draw the resultant logic diagram.

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(d) Write a program in 8086 Assembly language that converts a lowercase string stored in an array to an uppercase string.

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- (e) Perform the following conversions :
  - (i) (569)<sub>10</sub> to Binary number
  - (ii)  $(10110101)_2$  to Octal number
  - (iii) (5AF)<sub>16</sub> to Decimal number
  - (iv) (545)<sub>8</sub> to Hexadecimal number
  - (v)  $(6B \cdot 28)_{16}$  to Binary number
  - (vi)  $(23.125)_{10}$  to Hexadecimal number
- 2. (a) What are micro-operations ? Describe any two types of micro-operations.
  - (b) What are microinstructions ? Describe the horizontal and vertical microinstruction formats with the help of a diagram.
- 3. (a) What are flip-flops ? Describe the construction of a master-slave flip-flop using R-S flip-flops.
  - (b) Explain the use of Code Segment (CS) and Data Segment (DS) registers in 8086 microprocessor with the help of examples.

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- (c) What are the various fields of a simple instruction ? Explain with the help of a diagram.
- 4. (a) Describe the FAR and NEAR Procedures in 8086 Assembly.
  - (b) What is an interrupt ? Explain the processing of an interrupt in 8086 microprocessor with the help of a diagram.
  - (c) Explain the logic diagram of a  $3 \times 8$ Decoder.

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- 5. Explain the following with the help of suitable examples/diagrams :
  - (a) XCHG Instruction in 8086 Microprocessor
  - (b) Representation of Floating Point Number
  - (c) I/O Processor
  - (d) Cache Memory
  - (e) Logical Layout of Magnetic Disk