

**2018**

**MCA 1st Semester Examination**

**DIGITAL LOGIC & DESIGN**

**PAPER—MCA-103**

*Full Marks : 100*

*Time : 3 Hours*

*The figures in the margin indicate full marks.*

*Candidates are required to give their answers in their own words as far as practicable.*

*Illustrate the answers wherever necessary.*

Answer any seven questions.

7×10

1. (a) Convert binary  $(10110)_2$  to gray code.
- (b) Convert hexadecimal number  $(E7F6)_{16}$  to its decimal equivalent.
- (c) Convert graycode 1101 to its BCD number.

*(Turn Over)*

(d) Add two BCD numbers  
 $(1001\ 110)_{\text{BCD}}$  and  $(0001\ 1000)_{\text{BCD}}$ .

(e)  $(436)_{10} = (?)_8$

2. (a) Simplify  $F(W, X, Y, Z) = \Sigma_m(3, 4, 5, 7, 9, 13, 14, 15)$  using K-map in SOP form.

(b) Find all prime implicants and essential prime implicants for  $F(A, B, C, D) = \Sigma_m(0, 2, 3, 8, 9, 10, 11, 12, 13, 14, 15)$

5+5

3. (a) Consider the following boolean expression

$$F = BD + \overline{A}\overline{B}C + \overline{A}B\overline{D} + AB\overline{C}.$$

Calculate literal cost, gate input cost and gate input cost with NOTs.

(b) Implement  $F(A, B, C) = \Sigma(1, 3, 5, 6)$  with a multiplexer.

4+6

4. (a) Design a  $5 \times 32$  decoder using  $2 \times 4$  and  $3 \times 8$  decoders.

(b) Design a full subtractor using two half-subtractors.

5+5

5. (a) What is the difference between set-up time and hold time ?

(b) What is propagation delay ?

(c) Explain edge triggered J-K flip-flop with circuit diagram.

3+2+5

6. (a) What are the functions of preset and clear of a flip-flop ?

(b) Explain D flip-flop with diagram.

(c) What is the advantage and disadvantage of D flip-flop ?

3+5+2

7. (a) What is counter ? Compare synchronous and asynchronous counter.

(b) Explain ripple counter with circuit diagram. 4+6

8. (a) Draw and explain a 4 bit adder-subtractor using full adder.

(b) What is decoder ? Draw and explain a 3 to 8 line decoder.

5+5

9. (a) What is race condition ? When does it occur ?
- (b) What is propagation delay ?
- (c) Differentiate between edge triggering and level clocking.

4+2+4

[ *Internal Assessment : 30* ]

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