[05 - 3105]

III/IV B.E. DEGREE EXAMINATION.

First Semester

Electronics and Communication Engineering

COMPUTER ARCHITECTURE AND ORGANIZATION

(Common with EEE and EIE)

(Effective from the admitted batch of 2003-2004)

Time: Three hours Maximum: 70 marks

Question No.1 is compulsory.

Answer any FOUR from the remaining.

All questions carry equal marks.

- 1. (a) Write about the different Logic micro operations.
 - (b) Write in brief microprogrammed control and hardwired control.
 - (c) Discuss about pipline register.
 - (d) What are the different stack operations? Explain.
 - (e) Explain in brief about Conditional Branch Instructions.

- (f) What is the purpose and functions of Bootstrap loader?
- (g) Write about various modes of Communication.
- 2. (a) Explain the operation of 4-bit adder-subtractor with a neat diagram.
 - (b) Discuss about various shift microoperations.
- 3. (a) Write about stored program organization.
 - (b) Explain in detail about control unit of basic computer with a neat diagram.
- 4. (a) Explain about various instruction formats used in general purpose computers.
 - (b) What are the different types of interrupts? Explain.
- 5. (a) Formulate a mapping procedure that provides eight consecutive microinstructions for each routine. The operation code has six bits and the control memory has 2048 words.
 - (b) A computer has 16 registers, an ALU (Arithmetic Logic Unit) with 32 operations, and a shifter with eight operations, all connected to a common bus system.

- (i) Formulate to a control word for a microoperation
- (ii) Specify the number of bits in each field of the control word and give a general encoding scheme.
- 6. Explain in detail how a memory is connected to the CPU.
- 7. (a) What is the difference between isolated I/O and memory-mapped I/O? What are the advantages and disadvantages of each?
 - (b) Explain in detail about DMA.
- 8. (a) Discuss the difference between tightly coupled multiprocessors and loosely coupled multiprocessors from the view point of hardware organization and programming techniques.
 - (b) Write about Asynchronous Data transfer operation.