

Bachelor of Computer Application (B.C.A.) Semester–III Examination**DIGITAL ELECTRONICS–I****Paper–VI**

Time : Three Hours]

[Maximum Marks : 50

Note :—(1) All questions are compulsory and carry equal marks.

(2) Draw neat and labelled diagram wherever necessary.

EITHER

1. (a) Explain double-dabble method with suitable examples. 5
 (b) Solve the following :
 (i) $(C7\ D8)_{16} = (?)_{10}$ (ii) $(21.6)_{10} = (?)_2$ 5

OR

- (c) Write a short note on alphanumeric code. 5
 (d) What is Excess-3 code ? Perform the following addition using excess-3 code :
 (i) $11 + 22$ (ii) $36 + 41$ 5

EITHER

2. (a) How are real numbers represented ? Explain. 5
 (b) Explain the various methods to represent a negative perform the following subtraction using 1'S complement method :
 $(10111)_2 - (101)_2$ 5

OR

- (c) Explain Binary subtraction by 2'S complement method with suitable examples. 5
 (d) Explain the following with examples :
 (i) Underflow of data
 (ii) Range of data
 (iii) Mantissa of data. 5

EITHER

3. (a) Why NAND and NOR gates are called universal building blocks ? Explain with logic diagram. 5
 (b) Explain AND, OR and NOT gate with their truth table and logic symbol. 5

OR

- (c) Explain the construction and working of EX-NOR gate using basic gates. 5
 (d) Differentiate between basic gates and universal building blocks. 5

EITHER

4. (a) State and prove De-Morgen's theorem. 5
 (b) Prove the following identities using Boolean laws :
 (i) $(A+B)(A+C) = A+BC$ (ii) $A + \overline{A}.B = A + B$ 5

OR

- (c) What is K-map ? What are advantages and disadvantages of K-map ? 5
 (d) Explain the terms :
 (i) Sum of product
 (ii) Product of sum with reference to K-map with example. 5

5. (a) Convert the Hexadecimal number $(57\ B.8)_{16}$ into equivalent binary number. $2\frac{1}{2}$
 (b) How are positive numbers represented ? Explain. $2\frac{1}{2}$
 (c) Draw the logic diagram of EX-OR gate and give its truth table. $2\frac{1}{2}$
 (d) Prove that :
 $(A + B)(A + \overline{B})(\overline{A} + C) = AC$ $2\frac{1}{2}$