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P.E.S. College of Engineering, Mandya - 571 401

(An Autonomous Institution affiliated to VTU, Belgaum)

Third Semester, B.E. - Computer Science and Engineering

Semester End Examination; Dec - 2016/Jan - 2017

Digital Logic Design

Time: 3 hrs

Max. Marks: 100

Note: Answer **FIVE** full questions, selecting **ONE** full question from each unit.

UNIT - I

- 1 a. Explain with examples ;
- Positive and Negative logic 10
 - NOR as universal gate
 - NAND as universal gate.
- b. Design a minimum hardware circuit for the Boolean expression using QM technique, 10
 $f(w, x, y, z) = \sum m(0, 5, 6, 7, 9, 10, 13, 14, 15)$.
- 2 a. Explain with examples;
- De-Morgan's theorem 10
 - Principle of Duality
 - Consensus theorem.
- b. Consider a circuit with 4 variables input A, B, C, D and one output 'Z'. Output Z = 1 if B or C is high, but not both. And also Z = 1, if all input is same. Design a minimum hardware circuit using K-map. 10

UNIT - II

- 3 a. Mention the building blocks of arithmetic circuits explain the same with examples. 10
- b. Implement the following expression using 4 : 1 MUX and 8 : 1 MUX, 10
 $f(A, B, C, D) = \sum m(0, 1, 5, 6, 7, 8, 9, 10, 15)$.
- 4 a. Explain:
- 4 : 1 MUX 10
 - 2-bit magnitude comparator.
- b. Implement the following using 3 : 8 decoder, 5
 $f_1(A, B, C) = \sum m(1, 3, 4, 5)$
 $f_2(A, B, C) = \sum m(0, 2, 5, 6, 7)$
 $f_3(A, B, C) = \sum m(1, 2, 3, 6)$
- c. Design a 6-bit odd parity generator. 5

UNIT - III

- 5 a. Differentiate between PLA and PAL. 5
- b. Explain edge triggered SR Flip-Flop. 5
- c. Giving characteristic equations, state diagram and excitation table of JK and D Flip-Flop, convert D Flip-Flop to JK Flip-Flop. 10
- 6 a. Explain JK Flip-Flop. 5
- b. Implement the following using PLA,
 $f_1(A, B, C) = \Sigma m(0, 2, 3, 7)$
 $f_2(A, B, C) = \Sigma m(1, 2, 4, 5)$
 $f_3(A, B, C) = \Sigma m(1, 3, 5, 6, 7)$ 5
- c. Convert SR Flip-Flop to T Flip-Flop, giving characteristic equation, excitation table and state diagram of SR Flip-Flop and T Flip-Flop. 10

UNIT - IV

- 7 a. Giving circuit diagram, truth table and wave diagram, explain SIPO shift register (4-bit). 10
- b. Design a counter using JK flip flop that counts as, $2 \rightarrow 1 \rightarrow 0 \rightarrow 3 \rightarrow 5 \rightarrow 6 \rightarrow 4 \rightarrow \dots$ 10
- 8 a. Briefly explain the different applications of shift register. 10
- b. Using T Flip-Flops design a synchronous counter that counts in the following sequence, $0 \rightarrow 1 \rightarrow 2 \rightarrow 3 \rightarrow 4 \rightarrow 5 \rightarrow 6 \rightarrow 7 \rightarrow 0 \dots$ 10

UNIT - V

- 9 a. Briefly explain :
 i) Binary ladder 10
 ii) A/D counter method conversion.
- b. Write Verilog/VHDL code to implement 3 : 8 decoder. 5
- c. Write Verilog/VHDL code to implement Johnson counter. 5
- 10 a. Explain the different A/D techniques. 10
- b. Write Verilog / VHDL code to implement 8:1 MUX. 5
- c. Write Verilog / VHDL code to implement 3-bit up counter and down counter. 5

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