

BCA 171301

Roll No. of candidate

--	--	--	--	--	--	--	--	--	--

2/2/2021

BINA CHOWDHURY CENTRAL LIBRARY
(HMT & SIPS)
Azim Hat, Wapara,
Bhubaneswar - 751017

B.C.A. 3rd Semester End-Term Examination

COMPUTER ARCHITECTURE AND ORGANISATION

(New Regulation)

Full Marks – 70

Time – Three hours

The figures in the margin indicate full marks for the questions.

Answer question No. 1 and any *four* from the rest.

1. Answer the following (MCQ/ Fill in the blanks) : (10 × 1 = 10)
- (i) In computers, subtraction is generally carried out by
 - (a) 9's compliment
 - (b) 10's compliment
 - (c) 1's compliment
 - (d) 2's compliment
 - (ii) What characteristics of RAM memory makes it not suitable for permanent storage?
 - (a) Too slow
 - (b) Unreliable
 - (c) It is volatile
 - (d) Too bulky
 - (iii) The circuit used to store one bit of data is known as
 - (a) Register
 - (b) Encoder
 - (c) Decoder
 - (d) Flip Flop
 - (iv) The operation executed on data stored in register is called
 - (a) Macro-operation
 - (b) Micro-operation
 - (c) Bit-operation
 - (d) Byte-operation
 - (v) The DMA transfers are performed by a control circuit called as
 - (a) Device interface
 - (b) DMA controller
 - (c) Data controller
 - (d) Overlooker

[Turn over

- (vi) The number unsuccessful accesses to memory stated as a fraction is called as _____
- (a) Hit rate (b) Miss rate
(c) Success rate (d) Access rate
- (vii) An address in main memory is called
- (a) Physical address (b) Logical address
(c) Memory address (d) Word address
- (viii) A computer uses a physical memory of size 64 bytes and word size is 4 bytes. How many bits are required to represent one block? (Assume 1byte = 1 word)
- (a) 16 (b) 2
(c) 4 (d) None of these
- (ix) A nibble is a group of _____ bits
- (a) 16 (b) 4
(c) 8 (d) 2
- (x) PC (Program counter) is also called
- (a) instruction pointer (b) Memory pointer
(c) Data counter (d) File pointer

2. (a) A computer uses a memory unit with 256K words of 32 bits each. A binary instruction code is stored in one word of memory. The instruction has four parts: an indirect bit, an operation code, a register code part to specify one of 64 registers, and an address part. (3+3+3=9)
- (i) How many bits are there in the operation code, the register code part and the address part?
- (ii) Draw the instruction word format and indicate the number of bits in each part.
- (iii) How many bits are there in the data and address inputs of memory?
- (b) Convert the following (3+3=6)
- (i) $(56)_8$ to hexadecimal
- (ii) $(56)_8$ to decimal

3. (a) What is the need of addressing modes in computer system? Explain direct and indirect addressing mode. (5)
- (b) What is an instruction cycle? Explain the phases involved in instructions cycle. (2+3=5)
- (c) What is an interrupt? Explain their types in detail. (2+3=5)
4. (a) Explain the single bus organization in details with necessary diagram. (5)
- (b) What is cache memory? Why it is required though we have main memory and virtual memory in computer system. (1+4=5)
- (c) Briefly explain the difference between asynchronous and synchronous data transfer? (5)
5. (a) Write short notes: (Any two) (2 × 5 = 10)
- (i) RISC and CISC
- (ii) Priority Interrupt
- (iii) Input-output Processor (IOP).
- (b) What is Hardwired control? Explain the characteristics of it in detail. (2+3=5)
6. (a) What is Associative memory? Discuss direct mapping techniques in detail with its advantages and disadvantages in comparison to associative mapping. (1+4=5)
- (b) What is DMA? Differentiate between DMA and interrupt-initiated mode of data transfer? (2+3=5)
- (c) Briefly explain cycle stealing and burst transfer mode in detail. (5)

BINA CHOWDHURY CENTRAL LIBRARY
F-10/11 & 11/15
Sector: Hathi-wapara,
Gurgaon, Haryana-122001

7. (a) What is microcontroller? Explain the advantage and disadvantage of it in detail? (2+3=5)

(b) From the following figure, find out the effective address for the following. Consider PC=200, R1=400, XR=100 (PC= Program counter, R1= processor register, XR= index register) (10)

Address	Memory
200	Load to AC mode
201	Address = 500
202	Next instruction
399	450
400	700
500	800
600	900
702	325
800	300

- (i) Direct mode
- (ii) Indirect mode
- (iii) Register mode
- (iv) Immediate mode
- (v) Relative mode
- (vi) Register indirect mode