

B. TECH.

THIRD SEMESTER EXAMINATION, 2003-2004
 SWITCHING THEORY & LOGIC DESIGN

Time : 2 Hours

Total Marks : 50

Note : Answer ALL questions.

Answer any ONE of the following :— (10×1=10)

(a) Minimize the following using Tablar method :—

$$f(xyzwp) = \sum m(13, 15, 17, 18, 19, 20, 21, 23, 25, 27, 29, 31) \\ + \sum d(1, 2, 12, 24).$$

(b) (i) Minimize the above function in 1(a), using K-map in SOP form.

(ii) Minimize the above function in 1(a), using K-map in POS form.

2. Answer any THREE parts of the following :— (4×3=12)

(a) Write 9's and 10's complement of the following numbers :—

$$\begin{aligned} &+ 9090 \\ &- 3578 \\ &+ 136.8 \\ &- 136.28 \end{aligned}$$

(b) A combinational circuit is defined by the following Boolean functions. Design circuit with a decoder and external gates :—

$$F_1(x, y, z) = x'y'z' + xz$$

$$F_2(x, y, z) = xy'z + x'z$$

- (c) Using four-input multiplexers, implement the following function :—

$$F(A,B,C) = \sum m(0,2,3,5,7)$$

control variables A and B.

- (ii) Write notes on the following :—

- (i) Parallel Adder
- (ii) Look-ahead Carry Adder

3. Answer any TWO of the following :—

(7×2=14)

- (i) Using NAND gates, sketch a clocked-RS flip-flop. Using this FF, sketch MSJK flip-flop and using this MSJK FF, sketch Toggle and Delay flip-flops.

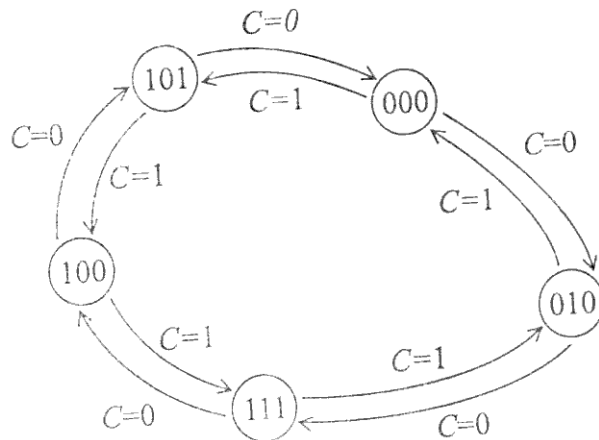


Fig.-1

Implement the state transition diagram shown in fig.-1, using T-flip-flops.

- (c) Analyse the synchronous sequential circuit shown in Fig.-2 and draw the state diagram for it.

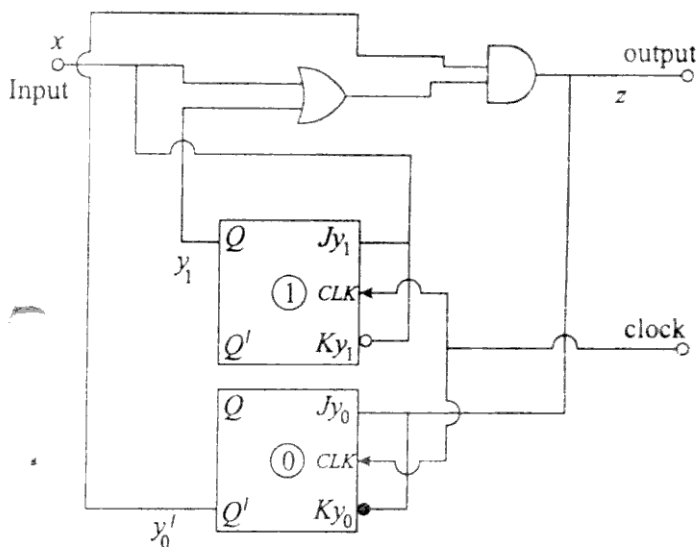


Fig.-2

Answer any TWO of the following :— (7×2=14)

- (a) Explain the floating-point data representation for decimal number and binary number. What are the advantages and disadvantages of having different values for base and radix in floating-point number format? Consider both the cases when the base is an integral power of the radix and when it is not.
- (b) An asynchronous sequential circuit has two internal states and one output. The excitation and output functions describing the circuit are as follows :

$$Y_1 = x_1x_2 + x_1y_2' + x_2'y_1$$

$$Y_2 = x_2 + x_1y_1'y_2 + x_1'y_1$$

$$z = x_2 + y_1$$