

Roll No.

Total No. of Pages : 02

Total No. of Questions : 09

B.Tech. (EE) (Sem.-4) (2011 Batch)

DIGITAL ELECTRONICS

Subject Code : BTEC-404

Paper ID : [A1207]

Time : 3 Hrs.

Max. Marks : 60

INSTRUCTION TO CANDIDATES :

1. SECTION-A is COMPULSORY consisting of TEN questions carrying TWO marks each.
2. SECTION-B contains FIVE questions carrying FIVE marks each and students has to attempt any FOUR questions.
3. SECTION-C contains THREE questions carrying TEN marks each and students has to attempt any TWO questions.

SECTION-A**I. Write briefly :**

- a) Discuss one application of Gray code.
- b) What is the significance of a truth table? Discuss.
- c) Differentiate between multiplexer and an encoder.
- d) List the advantages and disadvantages of K - map method.
- e) Write down the advantages and disadvantages of successive approximation type A/D converter.
- f) Differentiate between RAM and ROM.
- g) What is a parity bit? Discuss its need.
- h) Differentiate between Boolean algebra and ordinary algebra.
- i) Define Fan-in, Fan-out and unit load with respect to the logic families.
- j) Comment upon the accuracy and resolution of digital to analog converter.

CT

SECTION-B

2. Use the laws of Boolean algebra, to reduce the following expression to their simplest form. Name the laws used.

$$F = (B \oplus \bar{C}) + (\bar{A}B)(\bar{A} + C)$$

3. Draw the logic diagram and explain the working of a 4-bit down counter.
4. Explain the working of a SR flip-flop. How are the inputs of a SR flip flop taken care by JK flip flop?
5. Compare TTL, ECL, MOS and RTL logic families.
6. What is ROM? Discuss its organization.

SECTION-C

7. a) Draw the logic/circuit diagram of a 4-bit parallel adder and explain its working.
b) Draw and explain the working of a 4-bit parallel subtractor.
8. Discuss the following :
a) Hamming code for error detection and correction.
b) Decision control structure using VHDL.
9. Reduce the expression
 $\Sigma m(0, 2, 3, 10, 11, 12, 13, 16, 17)$ to its simplest possible form using Quine-McCluskey method.

