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No. of Printed Pages : 3

BICS-013

B.Tech. COMPUTER SCIENCE AND ENGINEERING (BTCSVI)

Term-End Examination

June, 2014

BICS-013 : COMPUTER ORGANISATIONS

Time : 3 hours

Maximum Marks: 70

Note : Attempt any **seven** questions. All questions carry equal marks.

| 1. | (a) | Discuss the fixed and floating point number representation. | 5 |
|----------|-----------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------|-----|
| | (b) | How are error detection and correction codes used? | 5 |
| 2. | (a) | Define bus organisation for CPU registers. Explain how information is transferred from register to other register. | 5 |
| | (b) | What do you mean by bus arbitration ? Discuss the dynamic arbitration techniques. | 5 |
| 3. | Discuss the classification of instructions with the help of examples. | | 10 |
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4. Explain various instruction formats and instruction cycles for a control unit with the help of a block diagram. 10

| 5. | (a) | Explain micro-instruction format. Describe |
|----|--------------|---------------------------------------------|
| | | Horizontal and Vertical microprogramming. 6 |

(b) What is stack? Explain memory stack. 4

6. (a) RISC processor tends to have a large number of registers compared to CISC processors. Explain why.

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(b) Give brief account of strobe based communication.

7. (a) How are direct access memories different from random access memories ? 5

(b) Discuss construction and working of magnetic disk. 5

8. (a) Explain the need for auxiliary memory devices. How are they different from main memory?

(b) What are the main advantages of using Input/Output Interface? 5

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- **9.** (a) Why does DMA have priority over the CPU when both request a memory transfer operation ?
 - (b) What are the basic advantages of priority interrupt over a non-priority system ?
- **10.** Write short notes on any *two* of the following: $2 \times 5 = 10$
 - (a) Page Replacement Policies
 - (b) Booth's Algorithm
 - (c) Addressing Modes

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