QPC:	RA22BCA009	Reg. No						AR 22



## GIET UNIVERSITY, GUNUPUR - 765022

B. C. A (Second Semester) Examinations, August' 2023

## **BCA20201 - Computer Architecture**

Γime: 3 hrs Maximum: 70 Marks

The figures in the right hand margin indicate marks.

## **PART – A: (Multiple Choice Questions)** $(1 \times 10 = 10 \text{ Marks})$ Q. 1 Answer ALL questions CO# PO# 1 1 a. Which of the following is a type of computer architecture? (i) Microarchitecture (ii) Harvard Architecture (iii) Von-Neumann Architecture (iv) All of the mentioned b. In CISC architecture most of the complex instructions are stored in \_\_\_\_\_ 2 1 (i) CMOS (ii) Register (iii) Transistors (iv) Diodes c. Both the CISC and RISC architectures have been developed to reduce the \_\_\_\_\_ 2 2 (i) Time delay (ii) Semantic gap (iii) Cost (iv) All of the mentioned d. The flash memory modules designed to replace the functioning of a hard disk is \_\_\_\_ 3 1 (ii)FIMM (i)RIMM (iii)FLASH DRIVES (iv)DIMM 1 2 e. The addressing mode, where you directly specify the operand value is (i) Immediate (ii) Direct (iii) Definite (iv) Relative 2 1 addressing mode is most suitable to change the normal sequence of execution of instructions. (i) Relative (ii) Indirect (iii) Index with Offset (iv) Immediate g. Which method/s of representation of numbers occupies a large amount of memory than 2 1 others? (i) Sign-magnitude (ii) 1's complement (iii) 2's complement (iv) 1's & 2's compliment h. When we perform subtraction on -7 and 1 the answer in 2's complement form is (i)1010 (ii)1110 (iii)0110 (iv)1000 3 1 i. The register used to store the flags is called as \_\_\_ (ii) Status register (i) Flag register (iii) Test register (iv) Log register 2 2 j. When 1101 is used to divide 100010010 the remainder is \_\_\_\_\_ (i)101 (ii)11 0(iii) (iv)1

PA	$2 \times 10 = 20 \text{ N}$	x 10 = 20 Marks)		
Q.2.	Answer ALL questions	CO#	PO#	
a.	What is RISC?	1	1	
b.	Define addressing mode?	1	1	
c.	What is instruction cycle?	1	2	
d.	Define Boolean algebra?	2	2	
e.	What are the universal gate in computer architecture?	2	1	
f.	Difference between RAM and ROM?	3	3	
g.	What is direct mapping?	3	1	
h.	What is memory interleaving?	3	2	
i.	What is output peripheral device?	4	1	
j.	What is synchronous data transfer?	3	1	
PAR	T – C: (Long Answer Questions)	$(10 \times 4 = 40)$	Marks)	
Answ	er ALL questions	CO#	PO#	
3.a.	Difference between computer architecture and organization?	1	3	
b.	Explain different types of instruction format?	1	1	
	(OR)			
c.	Explain the operational concept with the help of example.	2	3	
d.	Difference between instruction and execution cycle?	2	2	
4.a.	What are the functional units of computer architecture?	1	2	
b.	Differentiate between RISC and CISC?	1	3	
	(OR)			
c.	Differentiate between data path and control path design.	2	1	
d.	What is Boolean algebra? Explain the different types of laws of Boolean algebra?	2	2	
5.a.	Explain the different type of digital logic gate with truth table?	2	2	
b.	Explain the design of ALU with neat diagram?	2	2	
	(OR)			
c.	What is cache mapping? Describe the need of direct mapping?	3	3	
d.	Explain the memory hierarchy concept with block diagram.?	3	1	
6.a	What is direct memory access, explain which block diagram of DMA?	4	2	
b.	Define cache memory? Explain the cache performance?	3	3	
٠.	(OR)			
c.	Short note:- i) Virtual mapping , ii) Input/output Channel.	4	1	
d.	Difference between synchronous and asynchronous data transistor?	4	3	
	End of Paper			